



CLUTHA DISTRICT HOCKEY COMMITTEE

YEAR 3/4 DRAW - TERM 3 2016

- Games are 6-a-side and are two 12 minute halves with a brief halftime break.
- Please note one team plays two games each week.
- Mouth guards and shoes are compulsory, shin pads are highly recommended.
- **Please make sure you have someone available to referee when your team is playing.**

Time	Court	Week 1		1st Aug
4.00pm	3	Milton Green	vs.	Romahapa
4.30pm	3	Milton Green	vs.	St Marys Champions
5.00pm	3	Clutha Valley	vs.	Catlins
5.30pm	3	BPS Blue	vs.	BPS White
6.00pm	3	Warepa	vs.	Rosebank Hawks

Time	Court	Week 5		29th Aug
4.00pm	3	Catlins	vs.	Warepa
4.30pm	3	Catlins	vs.	BPS White
5.00pm	3	St Marys Champions	vs.	Clutha Valley
5.30pm	3	Milton Green	vs.	Rosebank Hawks
6.00pm	3	Romahapa	vs.	BPS Blue

Time	Court	Week 2		8th Aug
4.00pm	3	BPS Blue	vs.	St Marys Champions
4.30pm	3	Warepa	vs.	Clutha Valley
5.00pm	3	Milton Green	vs.	Catlins
5.30pm	3	Rosebank Hawks	vs.	Romahapa
6.00pm	3	BPS White	vs.	Romahapa

Time	Court	Week 6		5th Sept
4.00pm	3	Romahapa	vs.	Warepa
4.30pm	3	Catlins	vs.	BPS Blue
5.00pm	3	Milton Green	vs.	BPS Blue
5.30pm	3	St Marys Champions	vs.	Rosebank Hawks
6.00pm	3	Clutha Valley	vs.	BPS White

Time	Court	Week 3		15th Aug
4.00pm	3	Romahapa	vs.	St Marys Champions
4.30pm	3	Catlins	vs.	St Marys Champions
5.00pm	3	BPS White	vs.	Milton Green
5.30pm	3	Warepa	vs.	BPS Blue
6.00pm	3	Clutha Valley	vs.	Rosebank Hawks

Time	Court	Week 7		12th Sept
4.00pm	3	Catlins	vs.	Romahapa
4.30pm	3	BPS White	vs.	Warepa
5.00pm	3	BPS White	vs.	St Marys Champions
5.30pm	3	BPS Blue	vs.	Rosebank Hawks
6.00pm	3	Milton Green	vs.	Clutha Valley

Time	Court	Week 4		22nd Aug
4.00pm	3	Rosebank Hawks	vs.	BPS White
4.30pm	3	Romahapa	vs.	Clutha Valley
5.00pm	3	BPS Blue	vs.	Clutha Valley
5.30pm	3	Milton Green	vs.	Catlins
6.00pm	3	Warepa	vs.	St Marys Champions

Main Rules for Games

- Safety Rules: only play with flat side of the stick, ball must stay on the ground, no "raised sticks", no hacking on the stick, no physical contact with opponent. The ball is to be pushed only.
- The game starts with a push forward or back. Each team must be behind the centre line at the start whistle.
- All restarts of play can be with an "auto pass" – where the player passes to themselves and continues play.
- No obstruction, no "foot" rule - the ball may not be deliberately kicked but if there is no clear advantage and it is not dangerous - play on.
- Free hit: only the opposition needs to be 5 metres away.
- There are no penalty corners, or penalty strokes. Instead a free hit is to be taken 2m back from the circle (no direct shot on goal allowed).
- Corners are to be taken at the top of the circle on the closest sideline. The ball cannot be hit directly into the circle.
- A goal can only be scored when the ball is struck or deflected by an attacker inside the circle.