



# CLUTHA DISTRICT HOCKEY COMMITTEE

## YEAR 7/8 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	5	Rosebank Falcons	vs.	Rosebank Ducks
4.30pm	5	Rosebank Koyotes	vs.	Valley Unicorns
5.00pm	5	Romahapa	vs.	BPS Purple
5.30pm	5	Catlins	vs.	BPS Pink
6.00pm	5	St Jos	vs.	Warepa

Time	Court	Week 5		29th Aug
4.00pm	5	Rosebank Koyotes	vs.	Rosebank Falcons
4.30pm	5	BPS Purple	vs.	BPS Pink
5.00pm	5	Valley Unicorns	vs.	Romahapa
5.30pm	5	St Jos	vs.	Rosebank Ducks
6.00pm	5	Warepa	vs.	Catlins

Time	Court	Week 2		8th Aug
4.00pm	5	Catlins	vs.	Valley Unicorns
4.30pm	5	Rosebank Falcons	vs.	Romahapa
5.00pm	5	St Jos	vs.	BPS Purple
5.30pm	5	Rosebank Ducks	vs.	Warepa
6.00pm	5	BPS Pink	vs.	Rosebank Koyotes

Time	Court	Week 6		5th Sept
4.00pm	5	Valley Unicorns	vs.	Rosebank Ducks
4.30pm	5	BPS Purple	vs.	Catlins
5.00pm	5	St Jos	vs.	Rosebank Koyotes
5.30pm	5	Warepa	vs.	Rosebank Falcons
6.00pm	5	Romahapa	vs.	BPS Pink

Time	Court	Week 3		15th Aug
4.00pm	5	BPS Pink	vs.	St Jos
4.30pm	5	Rosebank Koyotes	vs.	BPS Purple
5.00pm	5	Warepa	vs.	Valley Unicorns
5.30pm	5	Rosebank Falcons	vs.	Catlins
6.00pm	5	Romahapa	vs.	Rosebank Ducks

Time	Court	Week 7		12th Sept
4.00pm	5	St Jos	vs.	Romahapa
4.30pm	5	BPS Pink	vs.	Rosebank Falcons
5.00pm	5	Rosebank Koyotes	vs.	Valley Unicorns
5.30pm	5	Catlins	vs.	Rosebank Ducks
6.00pm	5	BPS Purple	vs.	Warepa

Time	Court	Week 4		22nd Aug
4.00pm	5	Rosebank Ducks	vs.	BPS Pink
4.30pm	5	Catlins	vs.	Romahapa
5.00pm	5	Warepa	vs.	Rosebank Koyotes
5.30pm	5	St Jos	vs.	BPS Purple
6.00pm	5	Rosebank Falcons	vs.	Valley Unicorns

### 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.