**SUMMER SIXES RULES 2017/2018**

1. **TEAMS (Mixed Gender or all Female)**
   1. A maximum of 6 players on the field of play at any one time.
   2. A maximum of 3 men per team on the field at any one time.
   3. More than 3 women are permitted on the field at any time.
   4. A minimum of 5 players is required before taking the field or team will forfeit.
   5. Players can only be registered in 1 team but may fill in for other teams by agreement of captains where needed.
   6. Players need be 12 years and over to participate (younger players with appropriate skills we be consider on a case by case basis).
2. **DURATION OF GAMES**
   1. Games consist of 2 x 20 minute periods with a 5 minute break at half time.
   2. All games will start exactly on time and will be under control of the umpire.
   3. Games will start and finish by the hooter or umpires whistle.
3. **HITTING THE BALL**
   1. Players are reminded that the ball may **not be hit at any time**, although slap shots are permitted.
   2. A slap shot is when the stick is pushed onto the ball across the surface of the field
4. **NO RAISING THE BALL**
   1. As the raising of the ball is considered a skill which players need to develop for use in field hockey, the ball can be lifted but must not be raised above knee level and will be strictly controlled by the umpires at all times to that it does not lead to dangerous play.
   2. The ball must not be raised into a player including the goal keeper in any instance.
   3. The ball must not be raised on a free hit.
5. **SCORING GOALS**
   1. A goal may be scored from anywhere on the field, except when played directly from a free hit/push off.
   2. The ball passing over the goal line is sufficient to score a goal.
   3. The ball may not be raised higher than the knee.
   4. The ball may not be raised into the goal unless deflected by a defender.

**GOALKEEPERS**

* 1. Goalkeepers are not obliged to wear protective gear but must have a different shirt or bib to identify them.
  2. The nominated goalkeeper may change throughout the game with only the shirt/bib being exchanged.

1. **OFFSIDE**
   1. Players must start in their defensive half (the half of the field that contains your goalkeeper) at the commencement of each half and after a goal has been scored.
2. **SIDELINES**
   1. The sidelines of the field will be marked with white lines.
   2. The ball is to be pushed in from the point of passing over the side line to recommence play.
3. **FREE HITS**
   1. At all times all opposition players must be at least 5 meters from the free hit.
   2. A free hit must not be raised.
   3. A free hit cannot be taken any closer than 5 meters from the goal box.
   4. A free hit in the goal box area requires all players (from both teams) to be at least 5 meters from the free hit.
   5. All corners must be taken from the side line points (approximately 5 meters from the back line) on the side the ball goes over the back line.
   6. Any deliberate breach in the goal box area (being within 5 meters of the goal box) which prevents a goal being scored will result in a free hit being awarded within 5 meters of the goal area.
   7. The self-play rule as played in Hockey 2011 will be played with no alterations to the rule.
4. **TACKLES**
   1. A clean tackle occurs when 1 player is able to take the ball from another players stick.
   2. No sliding tackles at any time.
   3. No body tackles at any time: Hockey is a non-contact sport.
5. **UMPIRES**
   1. Teams will umpire ½ their own game.
   2. The game is played under the control and discretion of the umpire at all times.
   3. Please direct any genuine queries regarding the rules to the umpire in the first instance.
   4. In the event of inappropriate behaviours and attitudes, the umpire has the discretion to send off and / or warn the offending player.
   5. Depending on the severity of the offence, the umpire, where appropriate, may elect to give the player a warning or alternatively to send the offending player from the field immediately.
   6. Any player who is suspended for a game will have his/her name recorded on the back of the game sheet. Follow up by the ATHA committee may occur where appropriate.
6. **UNIFORMS**
   1. Team members are required to wear the same colour shirts and socks. It is the team’s responsibility to supply and wear a team set of shirts.
   2. Goalkeepers are required to wear a different coloured bib over the top of their playing shirt.
7. **Non-Financial Players**
   1. Non-financial players are not permitted to take the field at any point
   2. If a non-financial player takes the field their team will forfeit any points won for that game
8. **POINTS**
   1. Win = 3 points
   2. Draw = 2 points
   3. Loss = 1 point
   4. Forfeit = 3 points (to non-forfeiting team)
   5. Non-financial player = points forfeited
9. **THE DRAW**
   1. A copy of the draw will be given to each team captain, advertised on ATHA FaceBook and website and on the competition portal.
   2. The draw will indicate:
      1. Game time
      2. Field number
      3. Opposition
      4. Umpiring duties (if any)
   3. The draw and results will be put up on the ATHA Facebook page each week and competition portal.



**5M**

**5M**

**5M**

**5M**

**5M**

**5M**

**5M**

**5M**

**5M**

**5M**

**5M**

**5M**

**FIELD 2**

**FIELD 1**