

2019
SCHOOL
GAMES

Year 5/6 Quicksticks Hockey Competition

Tuesday 19th March 2019

Venue TBC

Competition Pathway

1

SGO Area Events

Open to all schools in the area/borough with the top 2 schools from each borough being invited to the School Games County Final

2

Greater Manchester School Games County Final

This stage is organised by England Hockey and comprises of 20 schools representing the 10 boroughs of Greater Manchester

NB. An athlete can only represent their school in one event at the Greater Manchester School Games County Finals

Teams

Players must be from year 5 and/or year 6.

Teams consist of 6 players: 4 outfield pitch players and 2 officials (1 manager/coach and 1 umpire).

All players must rotate with the 2 official's roles withing the game.

There are no goalkeepers.

Games are 3 perods with rotations of roles occuring at the end of each period.

There should be 2 girls and 2 boys outfield at all times.

Substitutions are allowed at any point.

Officiating will be done by Young Leaders at Level 3

Equipment

The field of play is either a standard netball court (30.5m x 15.25m) or a quarter of a full sized hockey pitch (55m x 22.9m).

Attacking 'circles' (netball court shooting circle) should marked permanently or temporarily (lines or cones).

Ideally samba goals should be used (8ft x 2ft).

Hockey sticks and balls can be used, however, a special range of equipment has been developed specifically for Quicksticks. Sticks must have a flat face side and a rounded side.

It is strongly recommended that all field players wear shin-protectors and mouth-guards at all times.

Umpires

Quicksticks Hockey shall be controlled by 1 or 2 umpires (preferably 2).

Umpires are responsible for all decisions and penalties.

Fair Play

The ideals of good sportsmanship and respect should permeate throughout all competitive and recreational sport. They are displayed by someone who abides by the rules of a contest, respects their opponents and accepts victory or defeat graciously.

Competition Format

At SGO Area level the local organisers will decide on the format.

Leagues are the preferred model as they encourage regular participation, but central venue festivals or an alternative can be used.

Games should have 3 10 minute periods with a change-over interval of 2 minutes between each session. This can be changed provided both team agree.

Playing the Game - Starting & Restarting

Games start with one team being given a centre pass (taken from the centre of the pitch) which can be passed in any direction, once the umpires have blown a whistle.

A centre pass is also taken at the start of each period of the game, alternately by each team, and by the non-scoring team after a goal has been scored.

The direction of play for teams is alternated at the start of each period of the game.

When a centre pass is taken at the start or re-start of the game, each team must be positioned in their own half of the pitch and the opposing players must be a minimum of 3 metres from the ball until the ball is played.

Playing the Game - Scoring

A goal is scored when the ball has been struck or deflected off a player's stick (either an attacker's or a defender's) from within the shooting area, and it crosses completely over the goal-line between the goal-posts and under the cross-bar.

A penalty goal will be awarded if a defending player deliberately stops a ball from crossing the goal line with their feet or body.

Playing the Game - Free Pass

A free-pass is given when an offence occurs. For all free-passes the ball must be taken from where the offence took place. Until the free-pass is taken, all players from the opposing team must be 3 metres away from the ball.

After touching the ball, the free-pass taker cannot touch the ball again, until it has been touched or played by another player. If the free-pass taker touches the ball twice the other side get a free-pass. If an offence is committed within 5 metres of the goal line (or within the shooting circle if a circle is being used), the free pass should be taken 5 metres away from the goal line (or from outside the shooting circle).

Playing the Game - Awarding Free Passes

a) The ball passes completely over a side line. The free pass should be taken by a player of the team which did not touch the ball last, and it must be played along the ground in any direction, from the point where the ball went off the pitch.

b) The ball passes completely over the back line and was last touched by an attacker. The free-pass should be taken by the defending team, from the top of the shooting circle in their third, in line with the centre spot. All players from the attacking team must retreat to their defending third of the pitch.

c) The ball passes completely over the back line and was last touched by a defender. The free-pass shall be taken by the attacking team from the corner of the pitch nearest to where the ball crossed the line.

d) Kicks (unless accidental, whistle to be blown if it breaks down play or creates an advantage), propels, picks up, throws, or carries the ball.

e) Intentionally uses any part of their body to play the ball.

f) Attempts to play a high ball (over knee height) with the stick.

g) Uses the rounded (back) side of the stick.

h) Whilst striking the ball, causes any actual or possible danger to themselves or to other players.

i) 'Obstructs' by running between the ball and an opponent who is close enough to hit it, thereby unfairly preventing the opponent from playing the ball. Players must not use any part of their body or stick to obstruct another player.

j) Holds, charges, kicks, pushes, intentionally trips or strikes any player or umpire.

k) Interferes with another player's stick or clothing.

l) Plays the ball dangerously or in a way which leads to dangerous play. Rough or dangerous play will not be allowed, nor will any behaviour that, in the opinion of the umpires, amounts to misconduct.*

*Note: The overall Match Officials shall send any player who persists in breaking this rule off the pitch for a two-minute suspension in the sin bin. For the duration of a temporary suspension, the offending team plays with one player less.

2019 SCHOOL GAMES

Entry deadline Friday 1st March

If you enter past this deadline your school will not appear in pre-press material

Health & Safety

Before all matches this must be read and adhered to:
Players can't play if they are barefoot or in unsuitable footwear.

No jewellery to be worn.

All loose clothing must be tucked in and shoelaces tied.

No chewing gum or sweets.

Players should bring plenty of drinks.

All players are advised to warm up appropriately before each match.

When not competing, players must remain off the court and not get in the way or distract officials

Medical supplies that players may need should be brought with them on the day i.e. asthma inhalers.

All team teachers must ensure their pupils are under adult supervision at all times, even when playing.

Please ensure students have been briefed on health and safety.



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