

Hockey Fever Rules

“The rules are the official rules of hockey except for the following....”

Player numbers and pitch dimensions

1. This is a six a-side game with no goalkeepers or kicking backs and up to three replacements.
2. The playing area will measure 29m wide by 55m long (approximately one third of a standard hockey pitch)

Organisation

3. The organisers reserve the right to change the rules in any way to benefit the Hockey Fever game experience.
4. In any dispute over the rules the decision of Hockey Fever Ltd will be final.

Scoring

5. At each end, there will be a ‘scoring zone’ 15m from the baseline of the pitch and running across the full width of the pitch. Goals may only be scored from within this zone.
6. The team scoring the most goals, will be the winning team
7. 3 Points for a win, 1 for a draw, 0 for a loss
8. If group games have been played and there is a tie for finishing positions in the group then the following will be applied:
 - Goal difference
 - Goals for
 - Goals against
 - The result between the game of the tied teams

Restarts, corners and free-hits

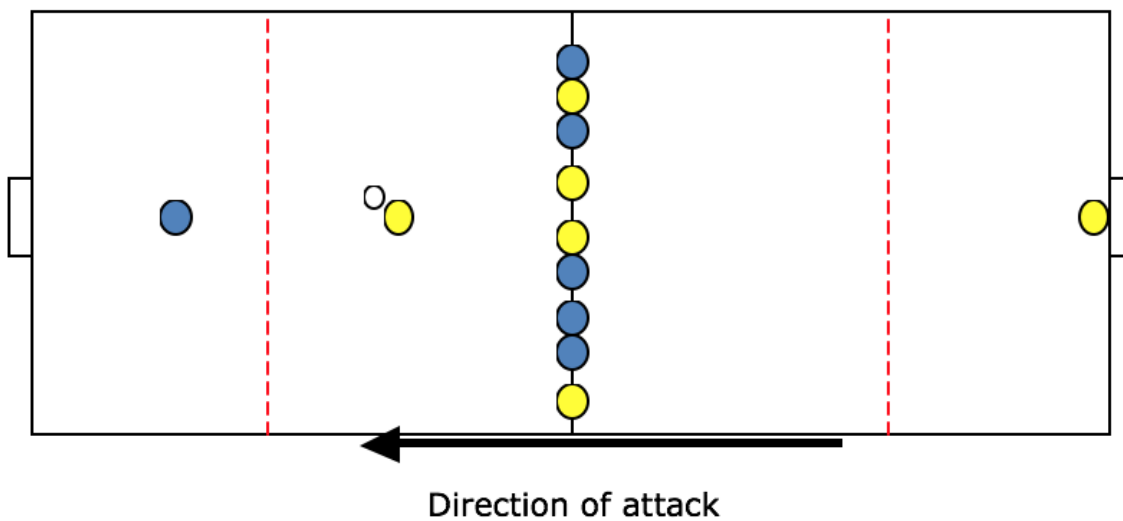
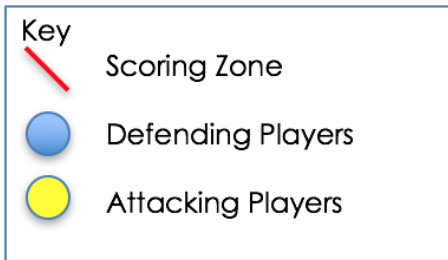
9. In the case of any restart being awarded, all players must be at least 5 metres away from the ball carrier.
10. Restart - (equivalent of a ‘16’ hit) - If the ball has travelled over the baseline and was last hit by the attacking team then play restarts with the opposition in possession on the scoring zone line, in-line with where the ball went out of play.
11. Restart - (equivalent of a long corner) – If the ball has travelled over the baseline and was last hit by the defending team then play restarts with the opposition in possession 5m from the scoring zone line, in-line with where the ball went out of play. The ball must then travel five metres before a shot can be taken.
12. For any free-hit or restart in the scoring zone, the ball must travel five metres before a shot can be taken.
13. Penalty corners will be replaced by ‘Challenges’.

The procedure for a challenge is as follows:

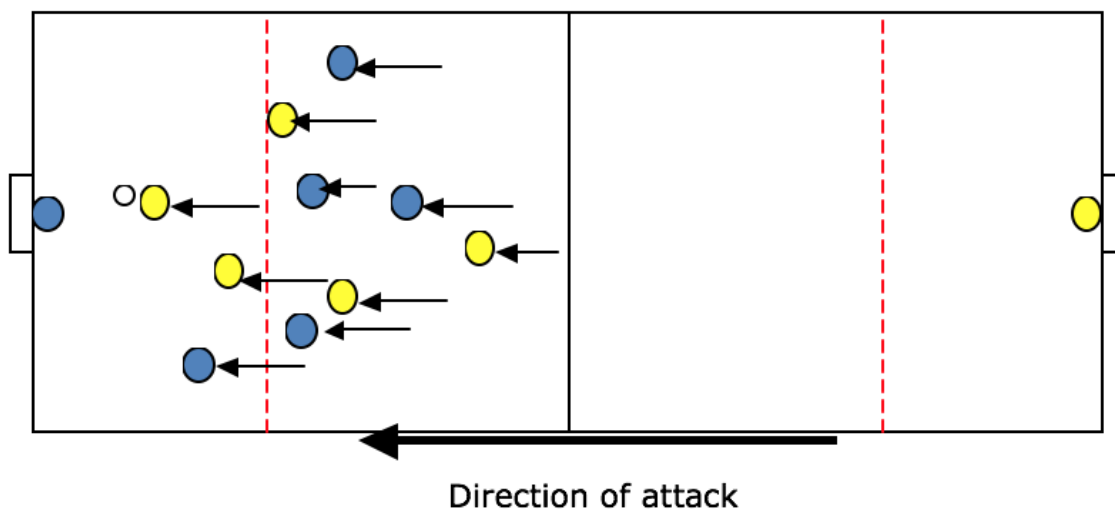
- a. Time and play is stopped.
- b. All other players must position themselves on the half way line.
- c. The ball carrier starts with the ball half way between the scoring zone line and the half-way line, in line with the goal.

- d. The player defending the challenge may start anywhere in the scoring zone (but must be 5m from the attacking player) and may only use their stick to stop the ball (like a 1v1 scenario).
- e. The whistle is blown when the player taking the challenge and player defending it are in position.
- f. As soon as the ball carrier plays the ball, the players on the half way line are permitted to re-engage with the game, attempt to play the ball and play continues as normal.

Challenge starting positions



Challenge – Once the ball carrier touches the ball all players can re-engage with the game and move freely



Duration

14. The match duration will be two periods of eighteen minutes each. There will be a two minute break whilst teams will change ends

Adaptations for 7-a-side

1. The playing area will be 58m by 55m (Half a standard hockey pitch)
2. Each team may field one kitted goalkeeper, but still only 6 outfield players. If there is not one kitted goalkeeper per team then there is no option of a kicking back, for safety reasons.
3. Please note the changes to a 'Challenge':
 - g. The player defending the challenge must stand with both feet on the goal-line and must not leave the goal line or move either foot until the ball has been initially touched/played by the player taking the challenge. As soon as the ball has been touched / played the defending player is permitted to move.
 - h. If the player defending the challenge is a goalkeeper or player with goalkeeping privileges, they must wear protective headgear. If the team defending the penalty challenge has chosen to play only with field players and not to use a substitute goalkeeper or player with goalkeeping privileges to defend the challenge the defender may only use their stick to make a save.