



**AUCKLAND  
HOCKEY**

# **JUST HOCKEY JUNIOR COMPETITION HANDBOOK 2020**



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# Getting the Most from Junior Hockey

Auckland Hockey's aim is for all children involved in Junior Hockey to develop **their individual and team skills**, share the **enjoyment** of taking part in a team game and build a lifelong **enthusiasm for Hockey**.

Success in Junior Hockey should be measured in three ways – (1) the improvement in players' individual and team skills, (2) the building of the players self-esteem and (3) the outcome of the games.

Wanting to win and learning how to win are important aspects of the development of Junior Hockey players but these aspects must be kept in perspective and not allowed to take precedence over the building of the skill and self-esteem of the players.

**Young players will get the most out of their Junior Hockey if a balance of these objectives is achieved by:**

- Regarding competition as another part of training
- Extra players being played as rolling substitutes not reserves, giving all players equal game time – irrespective of the closeness of the game.
- All players being played in a number of positions over the season to develop their versatility (this is particularly important in Fun Sticks, Mini Sticks and Kiwi Sticks).
- Using tactics which develop players' individual and team skills as well as maximising the prospect of winning.
- Striving to win but not looking to win at any price.
- Recognising each player's achievements, in their own terms, irrespective of the outcome of the game.

**AKHOCKEY**  
**SMALL STICKS (JUNIOR) COMPETITION 2020**

**COMPETITION STRUCTURE SUMMARY**

GRADE	Fun Sticks		Mini Sticks			Kiwi Sticks			Kwik Sticks		
Year Level	Year 1 & 2		Year 3 & 4			Year 5 & 6			Year 7 & 8		
Approx Game Times	Session starts at 8am		8am and 8.50am			8am and 8.50am Occasionally 9.40am and 10.30am			6 a-side 8am and 8.50am 11 a-side 10.30am, 11.30am or 9.40am, 10.40am, 11.40am		
Duration	50 mins	2 x 20min games	20min halves			20min halves			20min halves	25min halves	25min halves
Division	Beginner	Advanced	Development	Experienced	Premier	Development	Experienced	Premier	Development	Experienced	Premier
Size	N/A	6 a side	6 a side	6 a side	6 a side	6 a side	6 a side	6 a side	6 a side	11 a side	11 a side
Field Size	N/A	1/8 Turf	1/4 Turf	1/4 Turf	1/4 Turf	1/2 Turf	1/2 Turf	1/2 Turf	1/2 Turf	Full Turf	Full Turf
Grade	Open	Open	Open	Open	Open	Open	Open & Girls	Open & Girls	Open	Open & Girls	Open
Number of Teams	N/A	-	6 per division, multiple divisions	6 per division, multiple divisions	6 teams	6 per division, multiple divisions	6 per division, multiple divisions	6 per division	6 per division, multiple divisions	6 per division, multiple divisions	8 per division
Regionalised	Yes	Yes	Yes	Yes	No	Yes	Yes	No	Yes	Mixed	No
Re-grading	N/A	No	After 3 weeks End of Term 2	After 3 weeks End of Term 2	After 3 weeks End of Term 2	After 3 weeks End of Term 2	After 3 weeks End of Term 2	After 3 weeks End of Term 2	After 3 weeks End of Term 2	After 3 weeks End of Term 2	No regrade (only teams added if not a comp of 8)
Points	N/A	Not tallied	Points tallied but not carried through			Points tallied but not carried through			Points tallied but not carried through		Points tallied and carried through, except for teams promoted to this grade (they start term 3 on zero points)
Outcome (Depends on no. of teams in grade)	N/A	No winner	Winner from each round of 5 games (Where possible 5 game round robin Term 2 and 5 game round robin and final term 3 final 1v2, 3v4, 5v6,)			Winner from each round of 5 games (Where possible 5 game round robin Term 2 and 5 game round robin and final term 3 final 1v2, 3v4, 5v6,)			Winner from each round of 5 games (Where possible 5 game round robin Term 2 and 5 game round robin and final term 3 final 1v2, 3v4, 5v6,) Except for Premier – tallied across whole season with final.		

# Competition

The AK Hockey Junior Competition is held on Saturday mornings commencing at 8.00am. It is held at various venues within the Auckland Region from Waitakere to Papatoetoe to Howick, but not the North Shore (North Harbour Hockey run a separate competition).

Based on Hockey New Zealand's national participation programme, Small Sticks, the aim is to attract children aged 4-13 years into hockey and foster a lifelong love of the sport through a games based approach focused on skill development. Small Sticks provides progressive stages for children new to hockey and lets them play a modified game at a level commensurate with their ability, with correct equipment and in the appropriate game format.

# Fun Sticks – (Development Module)

This is an exciting hands-on hockey programme designed for children aged **5-6 years** who are new to hockey.

Children learn the basic skills of hockey in a fun and interactive environment with many activities and small games to help the children develop fundamental skills.

## Fun Sticks

Beginners Grade - Year 1 and 2 (under 6) - first year of hockey

Advanced Grade - games on 1/8 field, for those in their second year of hockey and under 6

Clubs should have FunSticks equipment and coaching folders from previous seasons. If you do require anything extra please contact [coaching@akhockey.org.nz](mailto:coaching@akhockey.org.nz)

We will run a FunSticks coach training day for parents / coaches / managers prior to the season starting. At this session we will review the whole seasons programme to align all clubs with the format. Please bring along your FunSticks coaching folders. This folder provides all the training sessions for the season.

## The Fun Sticks programme provides participants with:

- An introduction to hockey with an emphasis on having fun
- The opportunity to develop fundamental skills (running, dodging, striking)
- An opportunity for the players to learn by self-exploring
- A positive and quality coaching environment
- Full involvement for all participants
- Regular changes of activities to maintain enthusiasm and interest
- A safe environment for all activities

We hope that this will ensure that all children who are new to hockey and in Year 1 and 2 can begin the programme prior to the term 2 holidays when “club training” starts

This will assist clubs with training new parents as coaches and provides valuable knowledge on developmental skills and a range of activities for beginner hockey players.

The Saturday sessions may be combined between clubs/schools and will be run at the main hockey venues around Auckland.

We will then begin a repeat of the Fun Sticks Beginners programme in Term 3 for any new players, this may be a combined club session depending on the number of players. Players who participated in Term 2 may move up to the Advanced grade or repeat the Fun Sticks programme.

## Registrations

### Beginners

Register through Auckland Hockey as a club/school group. No minimum or maximum numbers required but we will need players' names so they can be checked off each Saturday. Clubs/Schools will be invoiced by AK Hockey.

### Advanced

Register your teams through the Junior Competition Entry Form as per normal.

For more information please contact [coaching@akhockey.org.nz](mailto:coaching@akhockey.org.nz)

# **Fun Sticks Advanced - Year 1 & 2 (under 6)**

## **Six-A-Side**

**Team:** 6 -10 members  
**Field Size:** 1/8 of a hockey turf or tennis or netball court  
**Goal Size:** 2 metres wide

**Duration:** 2 x 20 minute matches

### **Development and Skills:**

- Emphasis on basic skills including fundamental movement skills, push passing, trapping, dribbling and co-ordination
- Goals: Modified or cones
- Balls: Modified (light balls)
- Play On: Yes
- Auto Pass: No
- Goalkeeper: No
- Penalty Corners: No

### **Rules:**

- 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 tackling from the left (if this causes a dangerous situation), no physical contact with the opponent
- Game starts with a push forward or back. Each team must be behind the centre line for the start whistle
- No obstruction
- The ball cannot be deliberately stopped with the foot or kicked. However, when the ball merely touches the foot, play should continue.
- A goal is scored when the ball is pushed into the goal from inside the 5 metre zone. There is no off side, and no own goals
- Free hit and sideline hit in: everybody must be 5 metres away
- If the ball goes over the backline the defender starts play again from the top of the scoring line

## Mini Sticks – Year 3 & 4 (Under 9) Six-A-Side

**Team:** 6 -10 members  
**Field Size:** 1/4 of a hockey turf or tennis or netball court  
**Goal Size:** 2 meters wide

**Duration:** 45 minute time slot

### Development and Skills

- Concepts of attacking, defending and basic rules are introduced
- Auto Pass: No
- Goalkeeper: No
- Penalty Corners: No
- Goals: Modified or cones
- Balls: Modified (light balls)

### Rules:

1. 6 players per team on the turf at any one time. Rolling substitutions are allowed. Rotation of positions is essential. Children should get the opportunity to play in a variety of positions.
2. In all grades except for ones specified as Girls only, teams can be made up of mixed boys and girls, boys only or girls only. There is no requirement on the number of boys and/or number of girls that must be on the field at any one time.
3. Footwear, mouth guards and shin pads must be worn by all players
4. Modified (light) hockey balls are to be used
5. The ball may be pushed or slap hit anywhere on the field, including a shot at goal
6. A controlled hit may be used only **when there is 5m of clear space around the hitter**. This is to prevent dangerous situations.
7. A goal can be scored from anywhere within the attacking 10m zone
8. If the ball goes over the sideline, the other team is awarded **a free hit** at a point close to where the ball went out (the pipe/divider is regarded as 'out' if the ball hits it)
9. The stick is not to be raised above the shoulder in any circumstances. This is dangerous play.
10. There are no goalkeepers and **no player is to be appointed to stand in goal**. However, players may run back and defend their goal.



11. There is no offside
12. The ball is not allowed to rise above ankle height, because of danger
13. There are no Penalty Corners (P/C's).
14. A **free hit is given** when:
  - a. A player deliberately steps across and places their body between an opposing player and the ball (when it is within playing distance)
  - b. Physical contact is made with another player that disadvantages them
  - c. An opponent's stick is hooked or held
  - d. The ball is stopped with the feet or kicked by a player and they gain an advantage. Encourage children to get their feet out of the way. When there is no advantage gained and to let the game flow, umpires should allow the game to continue
15. In the 10m attacking/defending zone if a defender infringes, or **deliberately clears** the ball over the back line, the attacking team takes a **free hit** just outside the 10m zone at a point in line with the infringement. After the **free hit** by the attacker, another attacker's stick must touch the ball within the 10m zone for a goal to be scored
16. If the attacker puts the ball over the defender's back line or if the attacker infringes within the 10m attacking zone, the defender is awarded a **free hit** on the 10m line, in line with where the infringement occurred or in line with where the ball went over the back line
17. ***There are no 'own goals' – the ball must touch an attackers stick inside the 10m zone before entering the goal. Example: an attacker has a shot at goal from within the 10m zone, the ball touches a defenders stick, and then enters the goal = goal awarded. Example 2: an attacker pushes the ball from outside the 10m zone and it touches a defenders stick before entering the goal = no goal, long corner.***

### General

- Each team is to provide an umpire, with a whistle, for their own game who may also be the Coach
- When you stop the game explain why you have stopped it
- Keep the game flowing as much as possible.



# **Kiwi Sticks – Year 5 & 6 (Under 11) Six-A-Side**

## **Kwik Sticks – Year 7 & 8 (Under 13) Beginner and Development Six-A-Side**

**Team:** 6-10 members

**Field Size:** 1/2 of a hockey turf (45m x 55m approx)

**Goal Size:** Standard Hockey Goal (3.66 meters wide)

**Duration:** 50 minute time slot

### **Skills and Small Games:**

- Team dynamics, decision making and defensive and attacking concepts
- Balls: Standard
- Goals: Standard
- Auto Pass: Yes
- Goalkeeper: Optional
- Penalty Corners: Yes (5 defenders behind back line & 1 attacker in their own attacking circle)

### **Rules:**

1. 6 players per team on the turf at any one time. Children should have the opportunity to experience a variety of positions during the season, with players being taught the roles of each position.
2. In all grades except for ones specified as Girls only, teams can be made up of mixed boys and girls, boys only or girls only. There is no requirement on the number of boys and/or number of girls that must be on the field at any one time.
3. Footwear, mouth guards and shin pads **must** be worn by all players
4. Standard hockey balls are to be used
5. The ball may be pushed, slap hit or hit anywhere on the field, including in the circles. **The ball must not be raised above “top of the shin pad” height at any time.**
6. A free hit may be given when;
  - (a) the ball is stopped or kicked deliberately by the player’s foot, encourage children to get their feet out of the way
  - (b) a player deliberately turns and places their body between the ball and an opposing player who is within playing distance of the ball
  - (c) A player interferes with the ball carriers stick (“hacking”)
  - (d) For the sake of the flow of the game, when there is no advantage gained as a result of the infringement, umpires should let play continue
7. Auto pass  
The player taking a free hit or centre pass now has the option of passing to another player, or making an auto or self-pass, effectively a tap-and-go action. The opposition must either be back 5m, or if they are not, may not interfere with play

8. Free hits awarded to the attackers cannot be hit directly into the circle. Long corners may not be hit directly into the circle either. All players must be 5m from these free hits
9. When a free hit is being taken (including sideline hits and each start/restart of play from the halfway), all defending players should be at least 5m away from the ball or retiring. (Umpires may allow advantage to the attacking team if a defender is less than 5m away.)
10. A player may lift the ball skillfully over an opposing player's grounded stick in the field, including in the circle or when taking a shot at goal. (Guideline: no higher than the top of the shin pad)
11. There is no offside
12. Goals are scored when the ball is played by an attacking player within the circle. An attacker may hit, push or slap hit when shooting for goal. The ball must not go above backboard height.
13. Penalty corners are awarded when there is an infringement in the circle by the defending team;
  - (a) defending team has 5 players behind the goal line and 1 players in the other goal circle
  - (b) attacking team stand outside the circle
  - (c) ball can be hit or pushed out by an attacker
  - (d) ball must travel outside the circle, but does not need to be stopped, before a goal can be scored
  - (e) ball must hit the backboard for a goal to be awarded
14. In the goal circle if a defender infringes, or **deliberately clears** the ball over the back line, the attacking team takes a **free hit** in line with the top of the circle and in line with the infringement or where the ball went out. After the **free hit** by the attacker, another attacker's stick must touch the ball within the goal circle for a goal to be scored.
15. If the ball goes over the sideline, the opposing team takes a free hit/push at that place (the pipe/divider is regarded as 'out' if the ball hits it); all defending players should be at least 5m away from the ball or retiring. (Umpires may allow advantage to the attacking team if a defender is less than 5m away).
16. If goalkeepers are used they must be wearing full protective gear, if there is not a goalkeeper no player is to be appointed to stand in their goal. However, players may run back to defend. ***i.e. No kicking backs***
17. Sticks are not to be raised, or used, in a dangerous manner, including lifting them over the heads of other players

### **General**

Each team is to provide an umpire, with a whistle, for their own game. At Kiwi Sticks Premier and Premier Girls this umpire is not to be the Coach.

# Kwik Sticks - Year 7 & 8 (Under 13) Premier & Exp. Eleven-A-Side Full Field

**Team:** 13 -16 members  
**Field Size:** Standard Hockey field (91m x 55 m approx)  
**Goal Size:** Standard Hockey Goal (3.66 meters wide)

**Duration:** 60 minute time slot

## Skills and Small Games

- Team dynamics: decision making, defensive and attacking concepts of space
- Introduction to full field eleven-a-side, positional understanding and concepts of space
- Specialist skills/strategies
- Goals: Standard
- Balls: Standard
- Auto Pass: Yes
- Goal Keepers: Yes
- Penalty Corners: Yes

## Rules:

- Standard FIH Rules of Hockey



# Divisions & Grades

**Junior Hockey is for players of primary and intermediate school age in five Divisions:**

**Competition Commences:**

**No Play Weekends:**

**Final Week of Play:**

<b>Intermediate Grades</b>	<b>Entry Guidelines</b>
Kwik Premier	Y7/8 – Premier
Kwik Sticks Advanced	Y7/8 – Experienced (Majority of team have played for 3+ years)
Kwik Sticks Exp Central	Y7/8 – Experienced (Majority of team have played for 2-3 years)
Kwik Sticks Exp South/East	Y7/8 – Experienced (Majority of team have played for 2-3 years)
Kwik Sticks Exp West	Y7/8 – Experienced (Majority of team have played for 2-3 years)
Kwik Sticks Dev Central	Y7/8 – Development (Majority of team have played for 1-2 years)
Kwik Sticks Dev South/East	Y7/8 – Development (Majority of team have played for 1-2 years)
Kwik Sticks Dev West	Y7/8 – Development (Majority of team have played for 1-2 years)
Kwik Sticks Dev Girls	Y7/8 – Development Girls (Majority of team have played for 1-2 years)
Kwik Sticks Sixes – Central	Y7/8 – Beginner (Majority of team are new or only played 1 year)
Kwik Sticks Sixes – South/East	Y7/8 – Beginner (Majority of team are new or only played 1 year)
Kwik Sticks Sixes – West	Y7/8 – Beginner (Majority of team are new or only played 1 year)
<b>Kiwi Sticks Grades</b>	<b>Entry Guidelines</b>
Kiwi Sticks Premier	Y5/6 – Premier
Kiwi Sticks Advanced	Y5/6 – Advanced (Majority of team have played for 3+ years)
Kiwi Sticks Experienced	Y5/6 – Experienced (Majority of team have played for 2-3 years)
Kiwi Sticks Dev Central	Y5/6 – Development (Majority of team have played for 1-2 years)
Kiwi Sticks Dev South/East	Y5/6 – Development (Majority of team have played for 1-2 years)
Kiwi Sticks Dev West	Y5/6 – Development (Majority of team have played for 1-2 years)
Kiwi Sticks Beginner Central	Y5/6 – Beginner (New - 1 year)
Kiwi Sticks Beginner South/East	Y5/6 – Beginner (New - 1 year)
Kiwi Sticks Beginner West	Y5/6 – Beginner (New - 1 year)
<b>Mini Sticks Grades</b>	<b>Entry Guidelines</b>
Mini Sticks Experienced	Y3/4 – Experienced (Majority of team have played for 3+ years)
Mini Sticks Dev Central	Y3/4 – Development (2+ years)
Mini Sticks Dev South/East	Y3/4 – Development (2+ years)
Mini Sticks Dev West	Y3/4 – Development (2+ years)
Mini Sticks Beginner Central	Y3/4 – Beginner (New – 1 year)
Mini Sticks Beginner South/East	Y3/4 – Beginner (New – 1 year)
Mini Sticks Beginner West	Y3/4 – Beginner (New – 1 year)
<b>Fun Sticks Grades</b>	<b>Entry Guidelines</b>
Fun Sticks Advanced	Y1/2 – second year of hockey
Fun Sticks Beginners	Y1/2 – <b>New to Hockey.</b> AK Hockey will work with clubs to run this fundamental skills programme in areas around Auckland.

# Game Duration

On Saturdays the hockey turfs are used from 8.00am through to 7.00pm. It is important that games are started and finished on time.

The time slot for each Junior Hockey game, in all Divisions is **50 minutes**, with the exception of Kwik Sticks which is **60 minutes**.

**THIS MUST BE STRICTLY ADHERED TO.**

The time slot should be used as follows (except for Fun Sticks grade):

3 Minute	To get on the turf & get started - no warm up time allowed
20 Minutes	First half (25 minutes for Kwik Sticks)
4 Minutes	Half time
20 Minutes	Second half (25 minutes for Kwik Sticks)
3 Minute	To get off the turf



***If there are delays in getting the game started or at half time the playing time must be SHORTENED accordingly. .***

Teams must be coached to run to their “huddle” on the sideline immediately **after** the final whistle goes and complete their cheers and handshakes promptly.

**ALL GAMES MUST FINISH SO THAT ALL PLAYERS ARE CLEAR OF THE TURF BY THE STIPULATED TIME.**

**NO EXCEPTIONS - Not even to play out penalty corners.**

# Timekeeping

**The Official Time, in declining order of priority is:**

The sound of the hooter, if used.

The ground clock, if no hooter.

The ground supervisor’s watch, if no hooter or ground clock.

The umpires watch if no other time signal.

# Umpiring

At venues where a Junior Umpire Mentor Programme (“JUMP”) is being run, junior umpires will be provided to Kwik Sticks matches and some Kiwi and Mini Sticks matches, otherwise teams must supply an umpire for every game. For the Premier Grades in Kwik Sticks and Kiwi Sticks someone other than the coach must umpire. It is essential that all umpires are consistent in their rulings, giving both sides an equal opportunity.

JUMP is run at the following venues across Auckland: LEP, Kolmar, AGS, Diocesan, St Cuths, MRGS, Avondale and Waitakere in conjunction with the Junior Hockey Competition. This programme is targeted at College Students, so they can commence their umpiring pathway. To enrol in the programme contact the AK Hockey Office at: [jump.umpires@akhockey.org.nz](mailto:jump.umpires@akhockey.org.nz) or phone 576-0683.

<b>Equipment</b>	<ul style="list-style-type: none"> <li>You will need a good whistle, an accurate watch and clothing (or bib) that is a different colour from the two teams</li> </ul>
<b>Co-operation</b>	<ul style="list-style-type: none"> <li>Talk to the other umpire before your game, ideally 5 minutes before it starts, to ensure that you have a common understanding of the Rules and Guidelines for Junior Hockey, particularly with respect to (what you both deem to be dangerous play). It is important that these Rules and Guidelines are applied consistently by both umpires throughout the game.</li> </ul>
<b>Safety must be ensured</b>	<ul style="list-style-type: none"> <li>Make sure that the game is safe for the players</li> <li>If there is any chance of danger, stop the game immediately with a loud whistle</li> <li>Players must not play at the ball after the whistle has sounded</li> <li><b>Watch out for danger from both the stick and the ball when the ball is hit on the reverse with the edge of the stick.</b></li> </ul>
<b>Advantage</b>	<ul style="list-style-type: none"> <li>Umpires should consider situations when the ball is stopped by the stick then merely touches the foot or body – if there is no advantage in these situations play should continue.</li> <li>Umpires should consider situations when an advantage is gained after the ball touches the foot – in these situations a free hit (or penalty corner if inside the circle) should be awarded.</li> <li>If a player kicks or deflects the ball and it is stopped or propelled in a way that they get an advantage then a free hit should be awarded against them</li> </ul>
<b>Unsporting play must be prevented</b>	<ul style="list-style-type: none"> <li>No deliberate kicking of the ball by field players</li> <li>No deliberate stopping of the ball with the feet by field players</li> <li>No use of the back of the stick</li> <li>No playing at the ball above shoulder height</li> <li>No dangerous use of the stick</li> <li><b>Intimidating play, particularly an accentuated back lift and follow through when hitting the ball, must be penalised, irrespective of the proximity to other players</b></li> <li>No destructive tackles</li> <li>Players must retire a full five metres from the ball after a free hit has been awarded</li> <li>The ball must be played promptly at free hits and sideline hits or the hit should be reversed</li> <li>No hitting or tripping of another player</li> </ul>
<b>Swearing or other verbal abuse</b>	<ul style="list-style-type: none"> <li>No swearing</li> <li>No verbal abuse of umpires or other players.</li> </ul> <p><b>This will not be tolerated at any level.</b></p>



# Umpiring Courses

Check the AK Hockey Website for course dates and venues or contact the AK Hockey office on 576-0683. Courses are held pre-season and mid-season.

Hockey rule books and umpiring videos and other aids are available by contacting Just Hockey in Enfield St, Mt Eden, phone: 623-1048

## Rule Books

The FIH has released new Rules of Hockey for 2019. These rules took effect from the 1st January 2019.

To download the latest rules, see link below.

<http://fih.ch/inside-fih/our-official-documents/rules-of-hockey/>



## Coaching Courses

Check the AK Hockey Website [www.akhockey.org.nz](http://www.akhockey.org.nz) for course dates and venues or contact the AK Hockey office on 576-0683. Courses are normally held pre-season and mid-season.

A range of coaching equipment, manuals and videos are available by contacting Just Hockey in Enfield St, Mt Eden, phone: 623-1048 or visit their Website: [www.justhockey.co.nz](http://www.justhockey.co.nz)



# GENERAL INFORMATION

## Results

All team results must be **submitted via the online form** each Monday, by one club representative, on an AK Hockey Results Form. It is recommended that teams check the score with the opposition before leaving the ground to prevent disputed results. The competition results will be updated weekly and posted on the Auckland Hockey Website: [www.akhockey.org.nz](http://www.akhockey.org.nz)

## Cancellations

Hockey will not be cancelled unless turfs are unplayable, which is very rare. Teams should go to the turf and if conditions are such that the players' safety is at risk, then common sense should prevail and both teams should agree to call off the game. Cancellations/defaults will be advised through the AK Hockey App, Facebook Page and Website.

## Substitutions

Full Field: All player substitutions should be done at halfway at the dugout side of the field.

Half Field: All player substitutions should be done at the ends of a full field.

Quarter Turf: All player substitutions should be done at the sides of a full field.

## Spectators

All spectators must remain outside the turf area. Spectators should be supportive and positive towards all players, umpires and coaches. **Abuse of umpires, players, or coaches will not be tolerated.**

## Playing gear

Correct club or school uniform is to be worn for all games. Players **cannot play** unless wearing protective gear (mouth guard and shin pads). No hard peaked cap to be worn during games.

## Goalies

Goalies must have a minimum of a helmet with face mask, chest protection, leg guards, hand protectors and kickers.

## Queries

First contact your club/school coach or manager.

Further queries from coaches or managers should be sent via your club/school coordinator to the AK Hockey Office.



# Turf Locations

Stadium Name	ID	Address
<b>Lloyd Elsmore Hockey Stadium</b> - Water Turf East - Full size	(LEP 1)	Lady Marie Drive, Pakuranga
<b>Lloyd Elsmore Hockey Stadium</b> - Water Turf West - Full size	(LEP 2)	Lady Marie Drive, Pakuranga
<b>Auckland Grammar School</b> - Water Turf - Full size	(AGS)	Normanby Rd, Mt Eden
<b>Avondale College</b> - Water Turf - Full size	(Avon)	Rosebank Rd, Avondale
<b>Baradene College of the Sacred Heart</b> - Water Turf - Full size	(Bara)	237 Victoria Ave - Entry Sonia Ave, Remuera
<b>Diocesan School for Girls</b> - Water Turf - Full size	(Dio)	Clyde Street, Epsom
<b>Diocesan School for Girls</b> – sand based - Junior School Turf outside class rooms	(Dio Jnr)	Clyde Street Epsom Behind main turf by the Aquatic Centre
<b>Kings School Remuera</b> - Sand Turf - 8/9 Size	(Kings)	Portland Rd, Remuera - Gate 5
<b>Mt Roskill Grammar School</b> - Wet Dressed Turf - Full size	(MRGS)	Frost Rd, Mt Roskill
<b>Kolmar Turf</b> - Water - Full size	(Kolmar)	Sutton Cres, Hunters Corner Papatoetoe
<b>St Kentigern College – Sand Based</b>	(St Kents Col)	130 Pakuranga Road. Auckland 2010
<b>St Kentigern School</b> - Wet Dressed Turf - 8/9 Size	(St Kents Sch)	82 Shore Road, Remuera
<b>St Cuthberts College</b> - Wet Dressed Turf - Full size	(St Cuths)	Market Road, Epsom (This entrance only)
<b>St Mary's Primary</b> – Sand Based Turf - size of 2 netball courts	(St Marys Prim)	58 Main Highway, Ellerslie
<b>Waitakere Trust Turf</b> - Water Turf - Full size	(Wai)	25-31 Henderson Valley Rd, Henderson

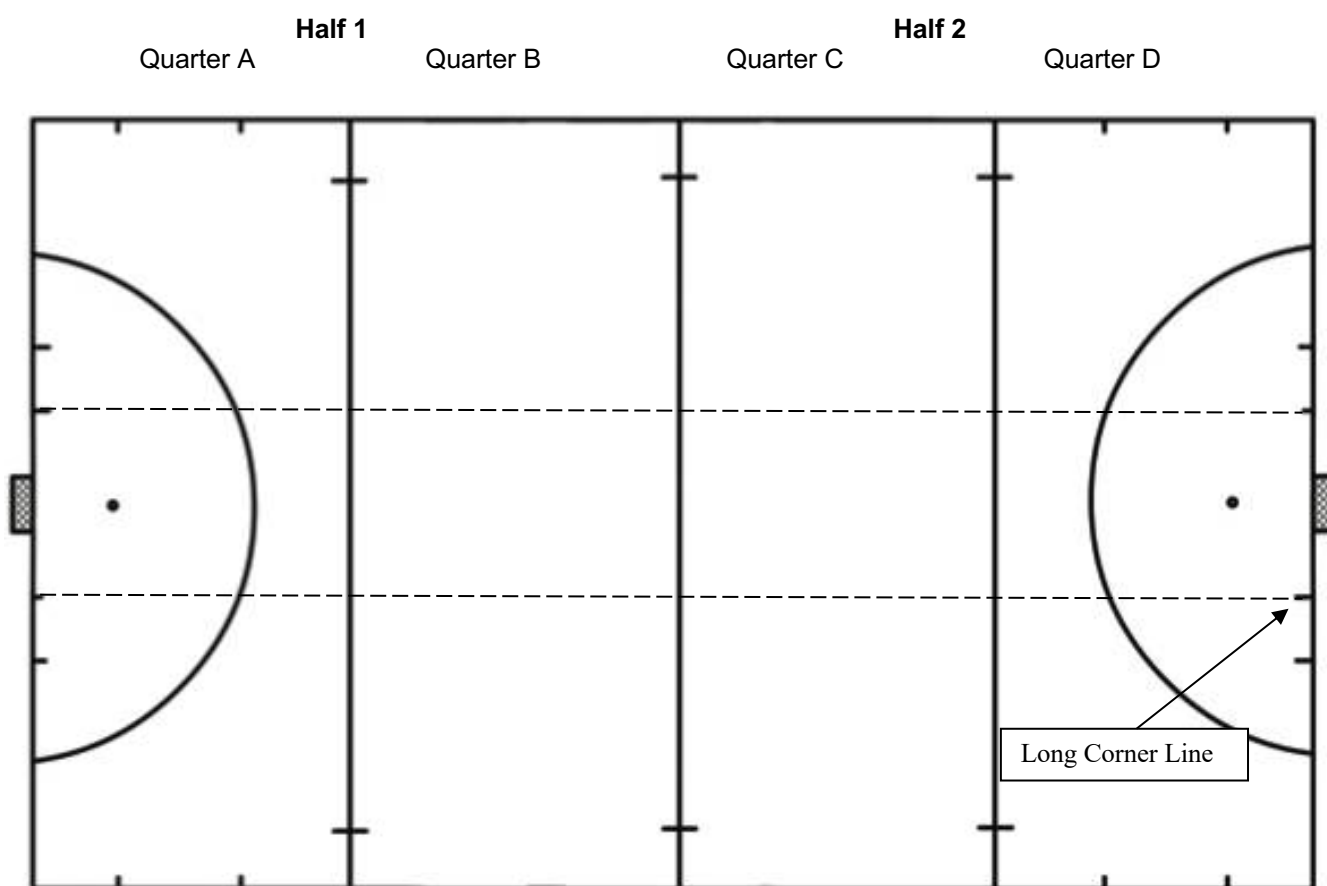
# PART TURF ALLOCATIONS

For Divisions which use less than a full turf, the portion of the turf allocated to each game is shown in the drawing below:

e.g. H1, QA

**The portions are “numbered” in order, 1 to 2 and A to D, starting from the end of the turf which is either:**

Nearest the pavilion or adjacent buildings, or if there are no buildings near an end, nearest the main entrance to the Turf Complex.



# TURF RULES

- 1 **Spectators are to keep off the turfs at all times – outside the fence.**
- 2 Enter and exit turf by gates only. Do not climb the fence.
- 3 Change into clean footwear before stepping onto the turf.
- 4 Do not leave gear on the sidelines.
- 5 Dug-outs are for players and team officials only.
- 6 No warm-ups on turf while games are in progress.  
No hitting balls against the hoarding fence or around buildings.
- 7 Teams shall leave the artificial surface through gateways, promptly, at the conclusion of their match or practice.
- 8 It is the responsibility of the team coaches and managers to ensure that all care is taken to stem the flow of blood from any injury onto the turf or other players.  
Injured players must not be removed from the playing area until bleeding has been stopped and covered.
- 9 **Approved playing gear only to be worn:**  
Clean rubber soled shoes and rubber studs to be used.  
Sticks to have no sharp protrusions.  
Goal keeping pads to be clean.  
Goal keeping buckles to be taped at all times.  
No sharp objects to be carried or worn on the turf.
- 10 Balls hit over the fence during match play are not to be retrieved by players. An outside runner should retrieve the ball.
- 11 **No chewing gum** or food inside the hoarding fence.
- 12 Please use rubbish bins supplied.
- 13 No play or practice outside allocated times.
- 14 **No dogs** inside any of the Auckland Hockey Venues.
- 15 **No Alcohol** is to be brought into Lloyd Elsmore Hockey Stadium.
- 16 No spitting on the turf
- 17 Do not move goals incorrectly
- 18 Do not interfere with turf watering system

**All Venues are Smoke and Vape Free**

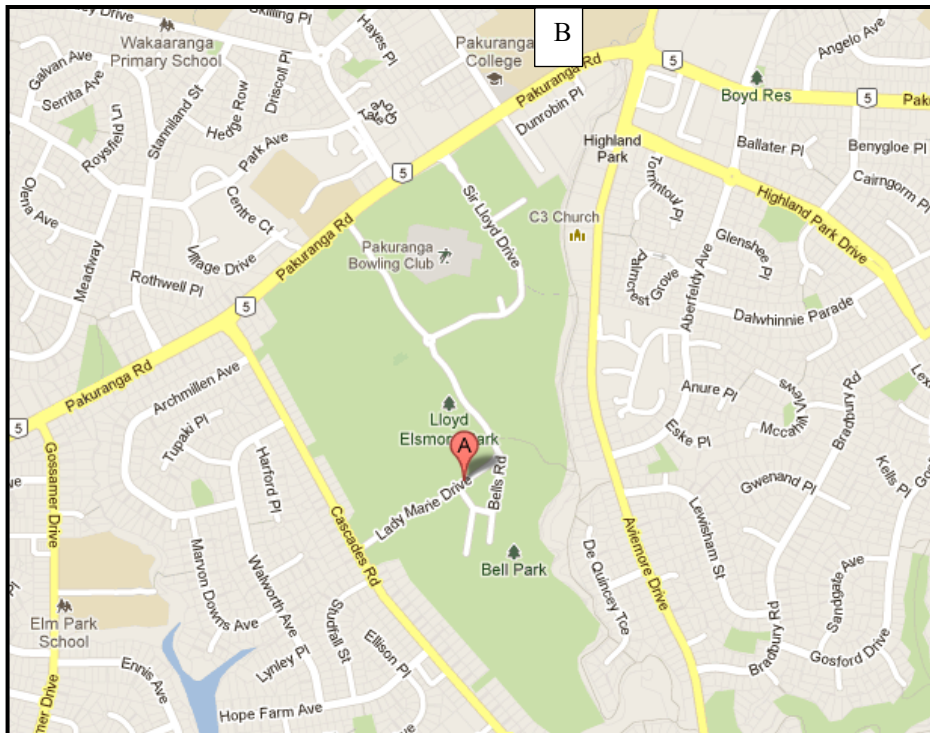
# TURF LOCATIONS

## SOUTH

**Lloyd Elsmore Hockey Stadium, Cnr Lady Marie Dr & Bells Rd – Pakuranga - A**

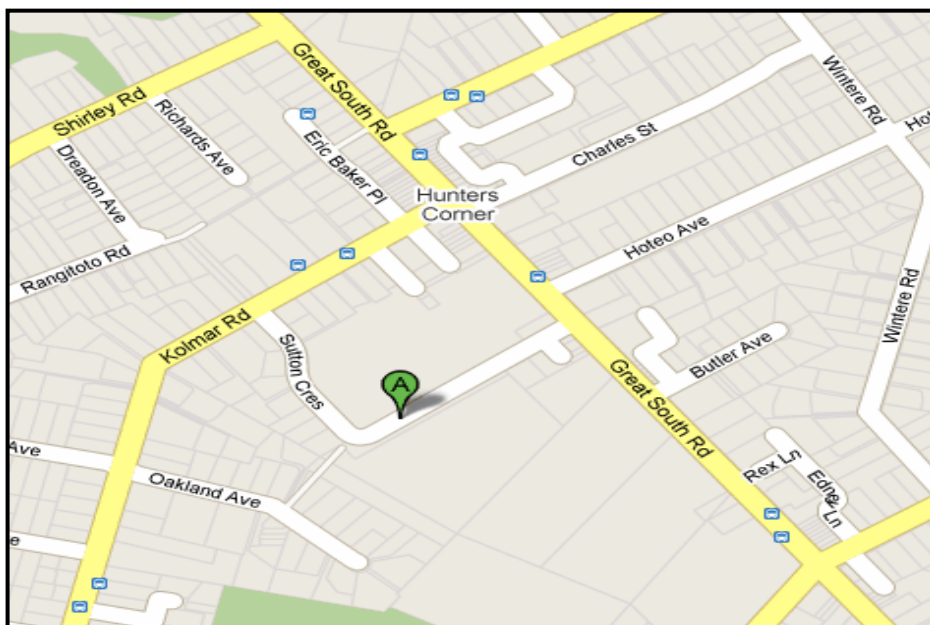
**Pakuranga College Turf – Highland Park – B**

**Pakuranga Highway, Highland Park. Entrance Opposite Burger King**



**Emergency Clinic – Accident & Medical Centre – Eastcare 260 Botany Rd, Howick**

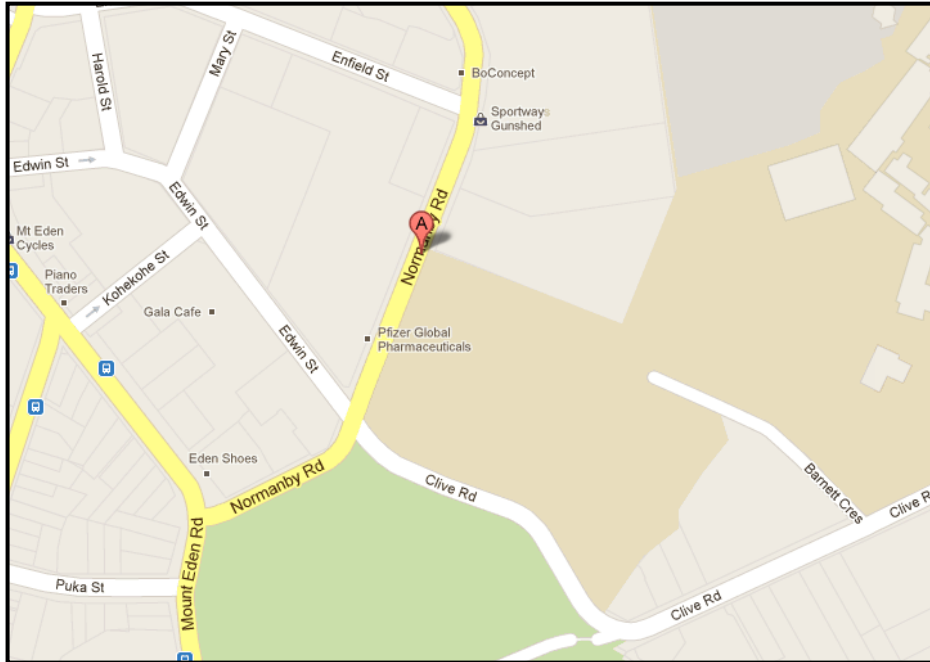
**Kolmar Turf – Hunters Corner – Sutton Cres, Papatoetoe**



**Emergency Clinic – White Cross, 15-23 Station Road, Otahuhu**

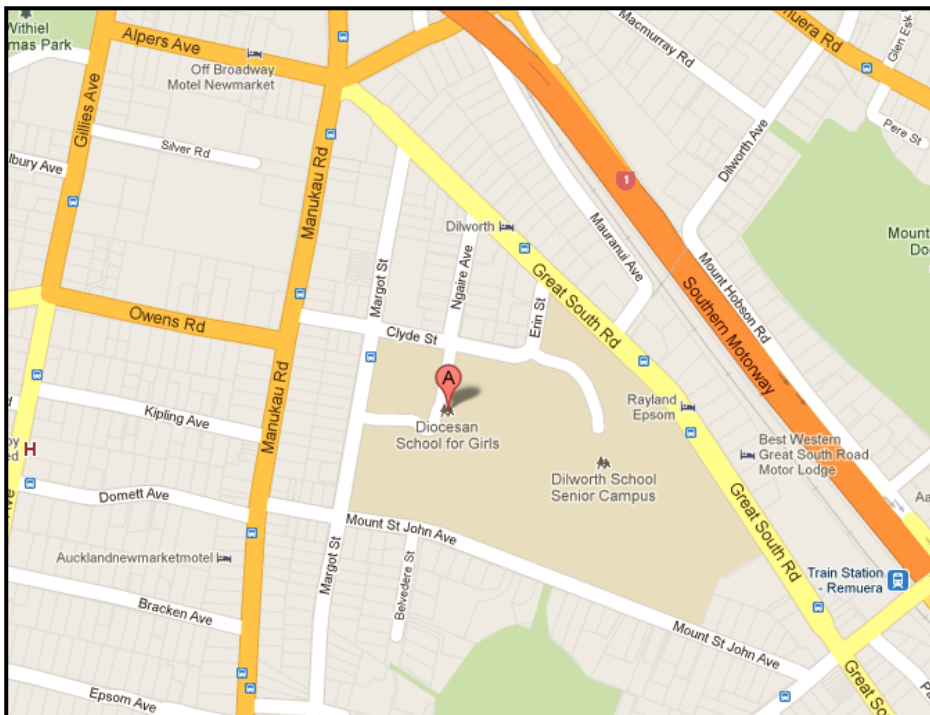
## CENTRAL

### Auckland Grammar School – Mt Eden



**Normanby Road, Mt Eden**  
**Emergency Clinic – White Cross, 110 Lunn Avenue, Remuera**

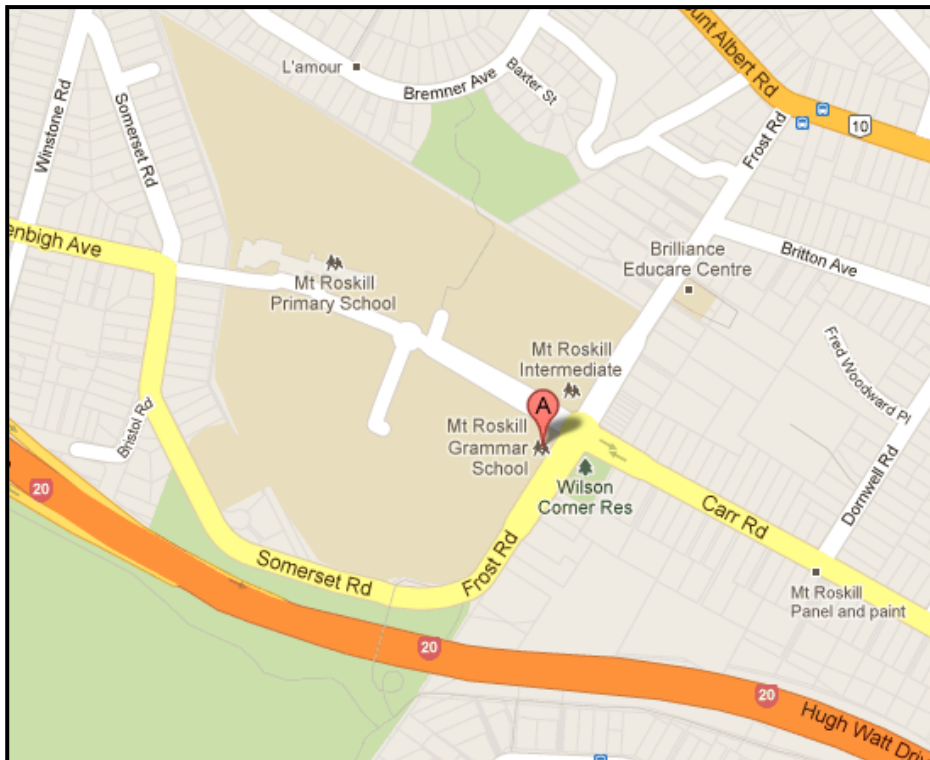
### Diocesan School - Epsom



**Clyde Street, Epsom**  
**Emergency Clinic – White Cross, 110 Lunn Avenue, Remuera**

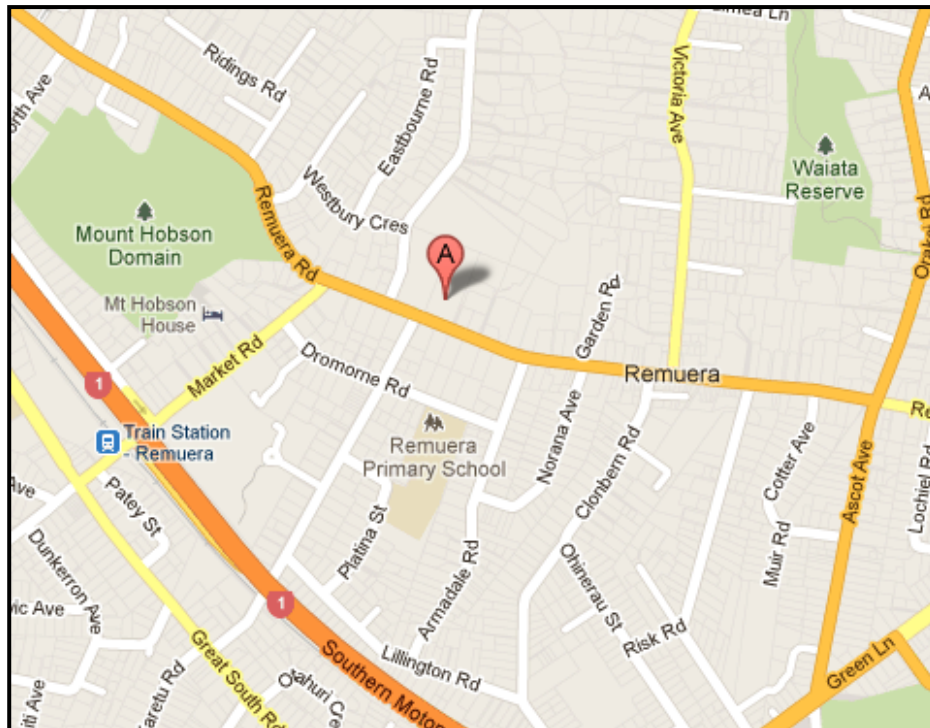


## **Mt Roskill Grammar School – Mt Roskill**



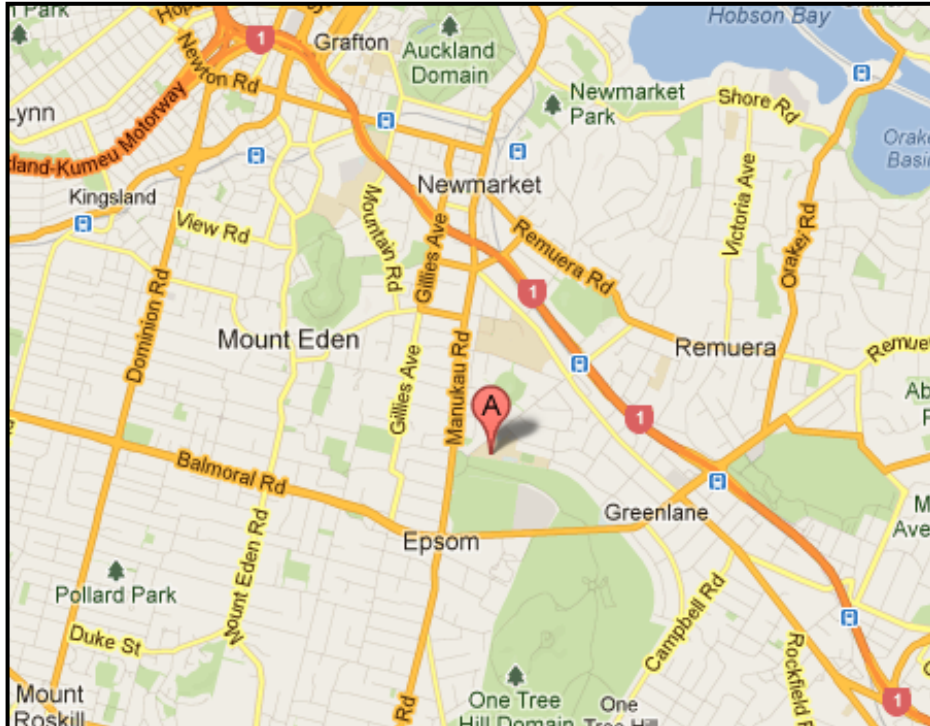
**Somerset Road Entrance opposite Keith Hay Park, Mt Roskill  
Emergency Clinic – Three Kings Accident & Medical Centre, 536 Mt Albert Rd**

## **Kings School - Remuera**



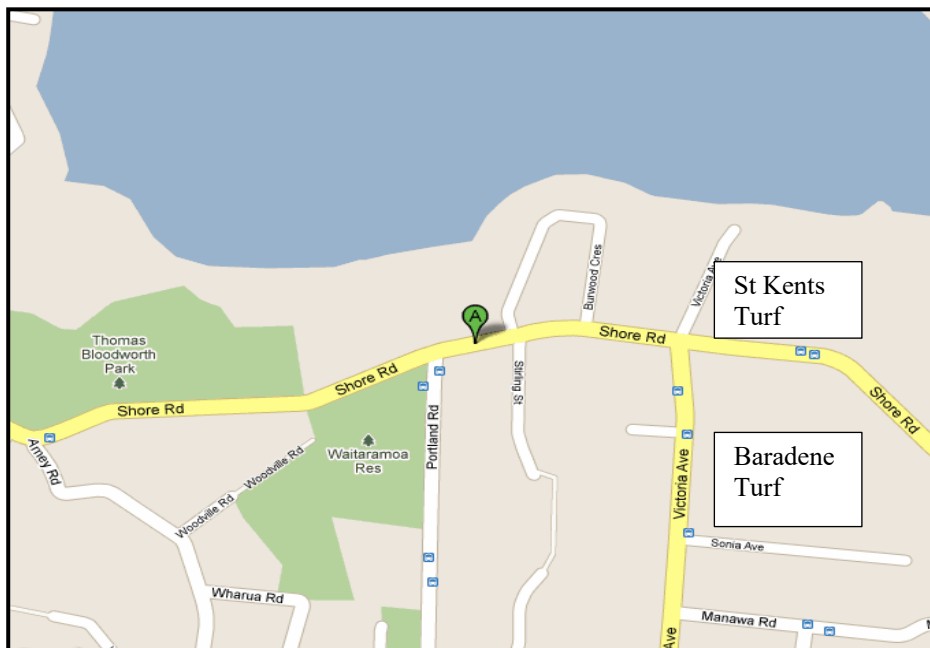
**Portland Rd Entrance, Remuera  
Please stay on the area surrounding the turf.  
The rest of the school is out of bounds  
Emergency Clinic – White Cross, 110 Lunn Avenue, Remuera**

## **St Cuthberts College - Epsom**



**Park on Market Road, entrance through Netball Courts (Wapiti entrance closed)**  
**Emergency Clinic – White Cross, 110 Lunn Avenue, Remuera**

## **St Kentigern School and Baradene College of the Sacred Heart – Remuera**

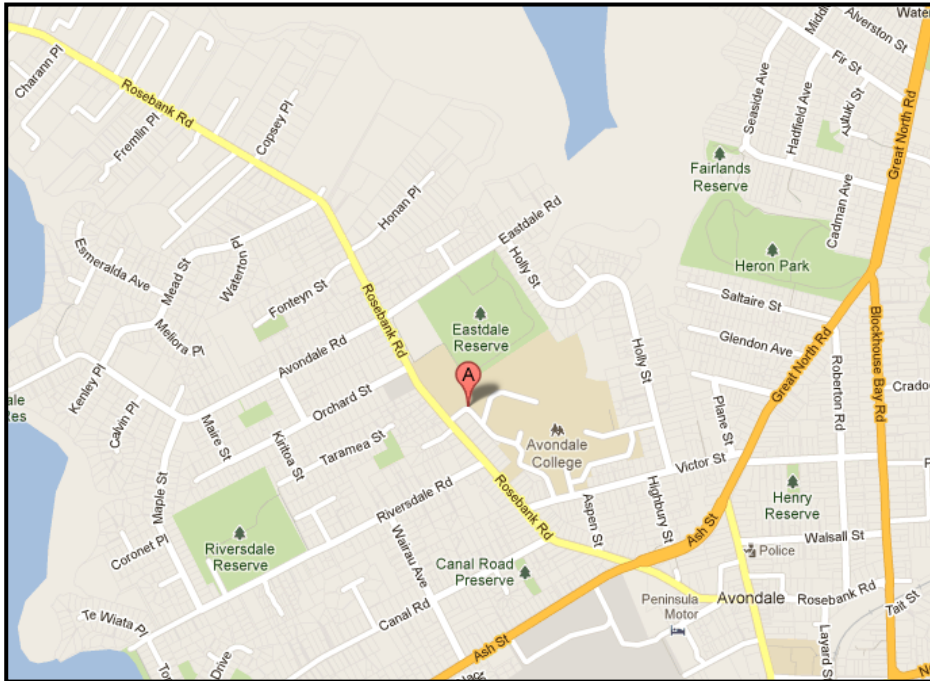


**St Kentigern School, 82 Shore Road, Remuera**  
**Only Entry is by turning left into GATE 5 at bottom of hill; No right turn.**  
**Baradene College of the Sacred Heart, 237 Victoria Ave, Remuera**  
**Entry via Sonia Ave.**  
**Emergency Clinic – White Cross, 110 Lunn Avenue, Remuera**



## WEST

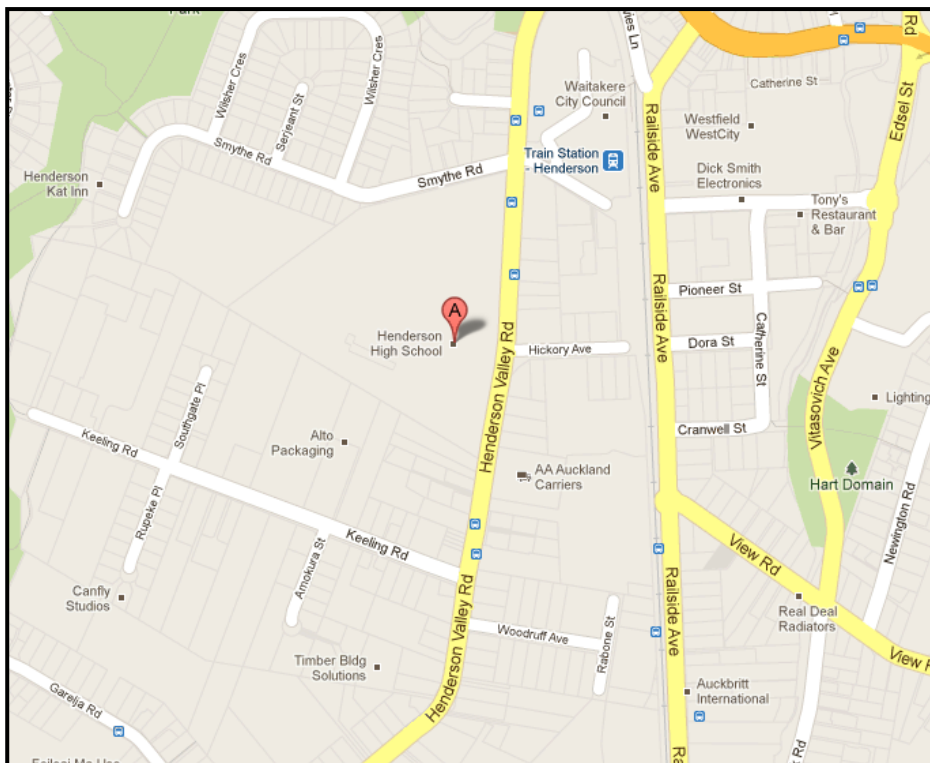
### Avondale College



**Rosebank Rd, Avondale - Use Gate 3, turf opposite gym.**

**Emergency Clinic – Westcare White Cross, 2140 Great North Road, New Lynn**

### Waitakere Trust Turf – Henderson

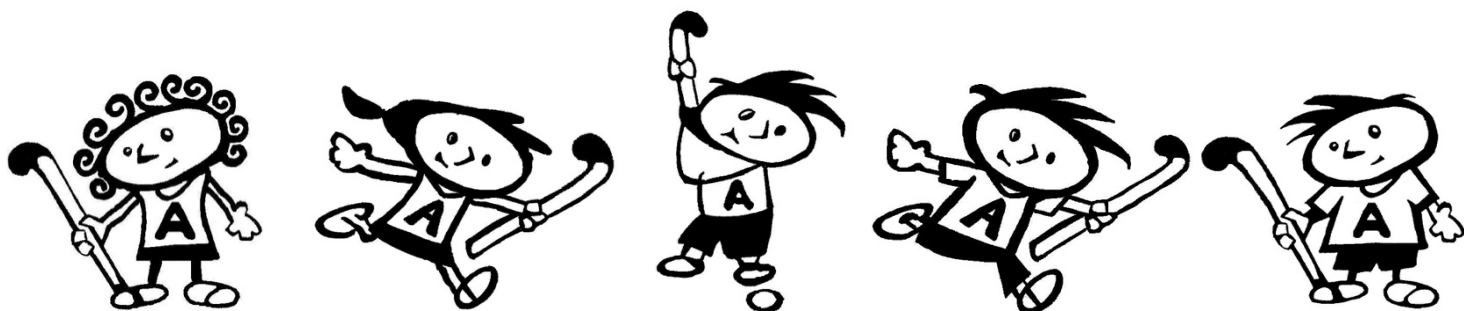


**Entrance off Smythe Road, Henderson**

**Emergency Clinic – White Cross Medical Centre 131 Lincoln Rd  
(behind McDonalds)**

# PARTICIPATING CLUBS AND SCHOOLS

Affiliated Clubs & Schools	Club Contact	Email
A.I.S.C.	Satya Patel	hockey@aisc.org.nz
Grammar Windsor	Andrew Dalbeth	grammarwindsorjuniors@gmail.com
Howick Pakuranga	Rebecca Robinson	Hphcjuniorhockey@gmail.com
Mt Eden	Vandana Patel	juniors@mtedenhockey.org.nz
Roskill Eden	Jayna Sukha	jaysukha@gmail.com
University	Roz Christensen	<a href="mailto:juniors@auhc.org">juniors@auhc.org</a>
Somerville	Sarah Hills	somervillejuniorhockey@gmail.com
Southern Districts	Liz Russ	craiglizruss@gmail.com
Waitakere Hockey	Kelly Harold	waitakerehockeyjuniors@gmail.com
Western Districts	Ruby Wood	westernjuniorhockey@gmail.com
<b>SCHOOLS</b>		
Baradene Intermediate	Stephanie Jones	s.jones@baradene.school.nz
Diocesan School for Girls (Int)	Jason Butcher	jbutcher@diocesan.school.nz
Diocesan School for Girls (Pr)	Lucinda Batchelor	lbatchelor@diocesan.school.nz
Ficino School	Rachel Setters	r.setters@ficino.school.nz
Marist College	Maria Walker	m.wallker@maristcollege.school.nz
Meadowbank Primary	Greg Sullivan	gsullivan@meadowbank.school.nz
Pt Chevalier Primary	Bindy Murphy	bindybrc@hotmail.com
Royal Oak Intermediate	Steven Drury	sdrury@royaloakint.school.nz
St Cuthberts College	Vic Methven	victoria.methven@stcuthberts.school.nz
St Marys College	Eamon McRobbie	<a href="mailto:emc@triplepoint.co.nz">emc@triplepoint.co.nz</a>
St Peters College	Anna Drumm	<a href="mailto:adrumm@st-peters.school.nz">adrumm@st-peters.school.nz</a>
Three Kings Primary	Brian Keith	brian.keith@3kings.school.nz



## MY TEAM'S GAMES

Date	Game	Time	Versus	Result	Goals Scored
4 May	Game 1				
11 May	Game 2				
18 May	Game 3				
25 May	Game 4				
1 June	<b>NO PLAY</b>		<b>Queens Birthday Weekend</b>		
8 June	Game 5				
15 June	Game 6				
22 June	Game 7				
29 June	Game 8				
6 July	Game 9		<b>Kwik Sticks Gold Grades only</b>		
6, 13, 20 July	<b>NO PLAY</b>		<b>School Holidays</b>		
27 July	Game 9/10				
3 August	Game 10/11				
10 August	Game 11/12				
17 August	Game 12/13				
24 August	Game 13/14				
31 August	Game 14/15				

## RESULTS TABLE

Match results for all grades are published on the Auckland Hockey Website. Overall Results Tables are published for the Premier Grades only. Below is a table for you to record your grades results.

[illegible]

# CODE OF CONDUCT

## For Coaches, Managers, Parents & Supporters

- Insist that children play within the rules.
- Respect and acknowledge children's efforts, regardless of whether they have won or lost.
- Encourage children in their efforts and skill development in hockey.
- Be a positive role model. Never shout at or ridicule players or officials.
- Support and applaud the efforts of children in both teams.
- Respect the decisions of officials and coaches.
- Show appreciation to people who volunteer their time to the game of hockey.
- Ensure children understand their responsibility to the team. For example, to attend training regularly and to inform coaches in advance if they cannot attend training or a game.
- Make an effort to understand the rules of hockey.
- Ensure the correct use of safety equipment, particularly mouth guard and shin pads.
- Treat children as children and not little adults.
- Remember that children play Junior Hockey primarily for their benefit rather than yours.

## For Player's

- Play to the best of your ability.
- Recognise the efforts of your team mates and opponents.
- Remember to thank your coach, umpires, the opposition and supporters.
- Learn the rules of hockey and play by the rules.
- Respect and accept the decisions of umpires and coaches.

# LLOYD ELSMORE HOCKEY

## STADIUM HEALTH & SAFETY

### STATEMENT

1. Every employee, contractor, volunteer or user shall take all practicable steps to ensure:
  - **Their own safety while on site;**
  - That no action or inaction of the individual while on site causes harm to any other person(s); and
  - That any injury, near miss, or fatality is reported promptly.
2. **No untrained persons will be permitted to perform any task, operate any machinery, or deal with any substance or material without prior experience (unless closely supervised by someone with such experience).**
3. All employees, contractors, volunteers or users are to be aware of, and inform others in their care of:
  - The hazards they will be exposed to while on site, the hazard controls or procedures to be taken to prevent any harm or damage to themselves, other person(s), and property;
  - What to do in an emergency; and
  - Where all necessary safety gear or equipment and materials are kept.
4. **Employees, contractors, volunteers or users will comply with all hazard warning signs and notices; and report any observed hazards promptly.**
5. **No unauthorised Alcohol or Unauthorised Drugs are permitted to be brought onto or consumed on the site.**
6. **No horse play or practical jokes will be entered into while on site.**
7. Employees, contractors, volunteers or users are required to wear Person Protective Equipment, including where applicable mouth guard and shin guards.
8. Employees, contractors, volunteers or users are to use correct lifting techniques. If you think it is too heavy assistance should be requested.
9. Access ways should be kept clear of obstructions at all times, this includes exit ways from the internal areas of the stadium and driveways (especially where marked with yellow lines). Also parking on the grass is not permitted and may result in cars being towed.
10. In an emergency and/or when the fire alarm sounds the facility should be cleared as soon as possible and all persons onsite should move in to the car park away from the main gates.