

Wellington Junior Hockey

Kiwi Sticks

Age: Year 5&6 Pupils

Team:

- Experienced – 6 players, a fully kitted goalkeeper is optional.
- Development – 6 players, no goalkeeper.

Field Size:

- Experienced - Games are played on half-sized turfs.
- Development – Games are played on a half-sized or quarter-sized turf depending on the location of the hub.

Game Length:

- Games are 2 x 20 minute halves with 3 minutes for half time.

Rules:

- Experience – Standard FIH rules of hockey with the following exceptions;
 - No drag flicking
 - No over heads
 - No stick above shoulders
 - If no circles are available, the circle will be deemed to be an 11-yard line from the baseline. The ball must be within the 11-yards to score a goal.
 - If no circles are available, the ball must travel beyond the 11-yard line on a penalty corner before a goal can be scored.

- Development – Standard FIH rules of hockey with the following exceptions;
 - No drag flicking
 - No over heads
 - No stick above shoulders
 - If no circles are available, the circle will be deemed to be an 11-yard line from the baseline. The ball must be within the 11-yards to score a goal.
 - No penalty corners. If there is an infringement inside the circle (or 11-yard line), the free hit is to be taken at the top of the circle in line with the infringement.

Umpires: Coaches will be required to umpire the games