

# Sapsasa-Primary School Sport rules of the knockout competitions

## Hockey

Updated January 2017

The [Sapsasa-Primary School Sport rules of the knockout competition](#) accompany these hockey specific rules.

Nomination is conditional to abiding by Sapsasa rules.

### 1. Teams

Please note there are separate competitions for boys and girls.

Teams shall consist of a maximum of 14 players with teams being allowed to interchange throughout the match.

### 2. Matches

Schools are to make mutual arrangements for venue and umpires except for grand finals.

Matches will consist of 2x20 minute halves. Half time breaks to be approx. 5 minutes

During half time only the coach shall be permitted on the ground.

#### 2.1. Tied scores in a minor round

In the event of scores being tied at the end of normal time in all minor round knockout games a period of extra time, consisting of 5 minutes each way will be played (no rest period, team change around immediately). The team to score first in extra time will be declared the winner. If after the period of extra time the scores are still tied, a shoot out will be played. See 3.0 Rules for details

#### 2.2. Finals

Sapsasa will organise the venue, an umpire and a sports trainer for the final.

In the grand final should the match be tied, the score will stand and joint winners will be declared. Sapsasa will present 15 medals and a plaque to the winning teams.

### 3. Rules

As set by Hockey SA to be used unless otherwise specified

#### 3.1. Shoot-out

In a shoot-out competition, five players from each team take a one-on-one shoot-out alternately against a defender from the other team as set out in this regulation. The shoot-out competition comprises all series of shoot-outs required to determine a result.

A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.

#### 3.2. Taking a shoot-out

1. the goalkeeper / defending player starts on or behind the goal-line between the goal posts
2. the ball is placed on the nearest 23m line opposite the centre of the goal
3. an attacker stands outside the 23m area near the ball
4. the umpire signals to the technical table that the time may start
5. the attacker and the goalkeeper / defending player may then move in any direction
6. an official at the technical table starts the clock which automatically issues an audible signal
7. the shoot-out is completed when:
  - a. 8 seconds has elapsed since the starting signal



- b. a goal is scored
- c. the attacker commits an offence
- d. the goalkeeper / defending player commits an unintentional offence inside or outside
- e. the circle in which case the shoot-out is re-taken by the same player against the same
- f. the goalkeeper / defending player commits an intentional offence inside or outside the
- g. goalkeeper/defending player
- h. circle, in which case a penalty stroke is awarded and taken
- i. the ball goes out of play over the back-line or side-line; this includes the
- j. goalkeeper/defending player intentionally playing the ball over the back-line

If an equal number of goals are scored after each team has taken five shoot-outs:

- a. a second series of five shoot-outs is taken with the same players, subject to the conditions specified in this appendix
- b. the sequence in which the attackers take the shoot-outs need not be the same as in the first series
- c. the team whose player took the first shoot-out in a series defends the first shoot-out of the next series
- d. when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner.

If an equal number of goals are scored after a second series of five shoot-outs, additional series of shoot-outs are taken with the same players subject to the conditions specified in this appendix:

- a. the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series
- b. the team which starts each shoot-out series alternates for each series.

#### 4. **Behaviour**

Players whom the umpire considers to be guilty of foul play or bad language may to be sent off for a period of up to 15 minutes (at umpire's discretion). They can be replaced.

#### 5. **Dress and protective equipment**

Sapsasa has strongly endorsed the wearing of approved safety equipment in all of the Sapsasa sporting competitions.

Field players are required to wear mouth guards and shin pads and goalkeepers to wear the full range of protective equipment available in addition to that defined in the rules of hockey. Sapsasa encourages players defending penalty corners to use appropriate facemasks, gloves and groin protection.