



ROTORUA JUNIOR COMPETITION
HANDBOOK

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WELCOME

Nau mai Haere mai - Welcome Bay of Plenty Rotorua Junior Hockey

We provide hockey for school children Year 1 to 8

We aim for the hockey experience for the children to be a positive, fun and healthy one

Hockey is based at Smallborne Park, Rotorua. The facilities include two water base turf and clubrooms.

All teams are mixed gender (refer to rules section.)

Children are placed into teams by schools and entered into the competition in a school tea

This booklet is a reference guide for the season.
If there are other questions please contact Sara Field and Rachael Hatcher
juniors@bophockey.co.nz

GRADES

FUN STICKS

- Year 1 & 2
- FUNdamental skills that is based on the NZ Hockey programme
- No teams, players are put into groups on the day
- Register as individuals via online registration form

MINI STICKS

- Year 3 & 4
- 6 a side
- Play on $\frac{1}{4}$ field
- 12 minutes each half with a 2 minute half time

MAXI KIWI STICKS

- Year 5 & 6
- 6 a side
- Play on $\frac{1}{2}$ field
- 15 minutes each half with a 2 minute half time

INTERMEDIATE KWIK STICKS

- Year 7 & 8
- 11 a side
- Play on full field with padded goalie
- 25 minutes each half with a 5 minute half time

DAYS & TIMES

FUN STICKS

- Year 1 & 2
- 8 week programme
- Starts 12th May 2018
- Saturday 12:00-12:45pm

MINI STICKS

- Year 3 & 4
- 12 – 14 week competition
- Starts 12th May 2018
- Saturdays from 11:00am

MAXI KIWI STICKS

- Year 5 & 6
- 12 – 14 week competition
- Starts 12th May 2018
- Saturday from 8:30am

INTERMEDIATE KWIK STICKS

- Year 7 & 8
- 12 – 14 week competition
- Starts 11th May 2018
- Friday from 4:30pm

FAIR PLAY & PLAYER OF THE DAY

AT THE BEGINNING OF THE SEASON EACH TEAM WILL BE GIVEN A TEAM PACK - IN THIS PACK THEIR WILL BE:

Fair play nominations forms

- We will ask coaches/coordinators to nominate one player in each grade every week.
- This is for Funsticks, Mini, Maxi and Intermediate players.
- We will then draw out a fair player for each grade weekly.
- This person will receive a certificate and hockey ball.

Player of the day

- We have provided little rewards to encourage each team in Mini, Maxi and Intermediate grades to acknowledge player of the day.

DRAWS & RESULTS

DRAWS

- Can be found on the BOPHA website
- Draws are completed at the start of the season
- Semi finals and finals draws are completed as results dictate the outcomes

RESULTS

- Can be found on the BOPHA website
- Results are updated weekly
- Semi finals and finals draws are completed as results dictate the outcomes

CANCELLATIONS

The turf is an all-weather playing surface, so hockey will only be cancelled in very cold & inclement weather.

Games will not normally be cancelled just because it is raining.

Cancellations will be advised through our website and Facebook page by 7.30am on Saturday / 2:00pm Friday

PRIZEGIVING

FUN STICKS

- Saturday 7 July @ 1:00pm
- All players will receive a participation award

MINI GRADES

- Saturday 18th August @ 12pm
- Prizes for 1st, 2nd & 3rd places in each grade/section

MAXI GRADES

- Saturday 18th August @ 11am
- Prizes for 1st, 2nd & 3rd places in each grade/section

INTERMEDIATE GRADE

- Friday 24th August @ 7.30pm
- Prizes for 1st, 2nd & 3rd places in each grade/section

FEES

FUN STICKS

\$40 PER PLAYER

- Covers HNZ
- Covers BOPHA affiliation fees
- Covers Turf time

MINI GRADES

\$55 PER PLAYER

- Covers HNZ affiliation fees
- Covers BOPHA affiliation fees
- Covers Game/Turf time

MAXI GRADES

\$70 PER PLAYER

- Covers HNZ affiliation fees
- Covers BOPHA affiliation fees
- Covers Game/Turf time
- Covers Umpire Payments

INTERMEDIATE GRADES

\$95 PER PLAYER

- Covers HNZ affiliation fees
- Covers BOPHA affiliation fees
- Covers Game/Turf time
- Covers Umpire Payments

EQUIPMENT

It is compulsory for every player to have the following:

- Mouth guard
- Shin Pads
- Hockey stick (which measures up to the belly button)
- Sneakers

Each team needs to have:

- Match ball
- Alternative colour bibs

THE TURF

The turf is water base which must be watered using the watering system prior to the beginning and at regular intervals during prolonged use. This maintains a smooth surface for the ball to travel and prolongs the life of the turf.

To maintain the turf the following are not allowed:

- NO chewing gum
- NO heels, work boots, hard soled shoes or boots with sprigs
- NO food or drink other than water
- NO skateboards, scooters...
- NO pushchairs
- NO dogs or other animals
- NO smoking

DUTY SCHOOL

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Hockey is a schools sport therefore all registered schools are required to be on duty for a minimum of 1 Saturday throughout the season. School hockey coordinators will organise their schools duty. Parent help will be vital on the duty days.

There will be an on-call committee member each Saturday morning. If there are any issues please contact this person.

At 7:55 the on-call committee member will meet you at the turf with the keys.

DUTY TASKS

FIRST (UNLOCK AND WATER TURFS)

- WATER TURFS (easy instructions are in the pump shed on turf 1)
Each turf takes approximately 15 minutes to water, set up one turf while the other is watered, ensure everything is set to go by 8.30am
NOTE: IF FROSTY DO NOT WATER TURF
- UNLOCK CARPARKS grass carpark by turf 1
- WHITE DRIVEWAY GATE - TO BE KEPT SHUT (do not lock)
- UNLOCK PAVILION
- SET UP DUTY SCHOOL DESK near BBQ for easy access, under pavilion if raining
- SCORECARDS – located in envelopes on Junior noticeboard inside pavilion THEN to be placed on holders and kept at Duty School desk. Scorecard holders and hooter/bell located in cupboard beside the stairs, inside the pavilion
- HOOTER – blow on time and loudly at game start, half time and game end. Maxi grades have a 15 minute half with 2 minute half time. Mini grades have a 12 minute half with 2 minute half time.

DUTY SCHOOL

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SECOND (SET UP TURFS FOR MAXI GAMES - BOTH TURFS)

- SPLIT TURF IN HALF USING THE BLACK SNAKE (HOSE) – connect at turf edge
- GOALS – are moved by tilting backwards and rolling on wheels, please do not slide goals
- MOVE GOALS TO OPPOSITE EACH OTHER ON HALF TURF - position is marked on turf
- MOVE GOALS FROM 'LONG END' OF TURF RIGHT BACK TO THE FENCE AT END OF TURF
- **THIRD (SET UP TURFS FOR MINI GAMES 10:50am start- BOTH TURFS)**
- MOVE MAXI GOALS BACK INTO THE ALCOVES DIRECTLY BEHIND THEM
- SPLIT TURF INTO QUARTERS USING BLACK SNAKES
- PLACE WOODEN GOALS AT OPPOSITE ENDS OF EACH QUARTER Wooden goals are located inside the pump shed or under stairs by pavilion. If not enough goals, please use cones!
- **THIRD (SET UP TURF TWO FOR FUN STICKS 12:00pm start)**

DUTY SCHOOL

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END OF DAY (RESET AND CLEAN UP)

- MOVE 'FULL TURF' GOALS AT FENCE BACK INTO POSITION ON END OF TURF - position is marked on turf
- RETURN ALL BLACK SNAKES TO TURF EDGE - all entry/exit points to be kept clear and snakes must not run behind full turf goals at turf end
- RETURN WOODEN GOALS TO PUMP SHED and/or UNDER STAIRS
- CLOSE PUMP SHED
- RETURN HOOTER AND SCORECARD HOLDER TO CUPBOARD BY STAIRS INSIDE PAVILION
- PLACE ALL SCORECARDS INTO JUNIOR BOX ON WALL BY NOTICEBOARD INSIDE PAVILION
- PICK UP ALL RUBBISH INSIDE PERIMETER FENCE
- LOCK PERIMETER FENCE GATES
- PICK UP ALL RUBBISH FROM CARPARK AREAS AND FRONT OF PAVILION
- SWEEP PAVILION AND PICK UP ALL RUBBISH
- EMPTY PAVILION RUBBISH BINS (including toilets) INTO COUNCIL BINS
- RE-LOCK GRASS CARPARK GATE and CARPARK BEHIND PAVILION
- **NOTE:** PAVILION, PERIMETER FENCE AND DRIVEWAY GATE TO BE LOCKED ONLY IF NO INTERCITY GAMES SCHEDULED...PLEASE CHECK DRAW ON SENIOR NOTICEBOARD PRIOR TO LEAVING!

UMPIRES

TEAM UMPIRES

- Each team is to provide their own umpire
- Each umpire is required to wear an empire vest to be collected and returned from/to the registration desk upstairs in the pavilion
- Intermediate umpires will not umpire their own team
- Maxi and Mini grade umpires will umpire their own game.

UMPIRES SUPPORT

- We really want to encourage older school students to give back to hockey and develop their own game
- We will have an umpire official present on Saturday mornings to help guide umpires
- In Mini grade games student umpires will be given a small token of thanks such as a voucher or chocolate bar when then turn in the score card and umpire vest at the end of each game
- For Maxi grade umpires there will be a payment of \$5 per game if they provide the required information to the BOP Hockey
- The intermediate umpires will be paid \$10 per game. If your umpire in this grade is new to umpiring please let us know.

If you are interested in a student umpire for your team but do not have contact, please send us an email an we can get help you find someone.

- ***All our umpires are volunteers***
- ***Please show them the courtesy of respecting them and their decisions - particularly our younger volunteers***
- ***The umpires decision is final and will be fully backed by BOP***
- ***We will not tolerate anyone abusing the umpires - these people will be asked to leave the hockey turf.***

ROTORUA JUNIOR COMPETITION HANDBOOK

FUN STICKS

GUIDELINES

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- Children need the required equipment
- These are skills sessions that finish with a 10 minute game
- Come along to have a go at hockey and have fun.

MINI STICKS

RULES

- Mini games have only a few basic rules and Umpires role is to keep the game flowing explain basic rules and keep the games safe.
- One coach per team is allowed on the field to help guide and encourage the players without having an effect on the flow of the game.
- Reserves and supporters must be outside the field.
- Mini games are two 12 minute halves with a 2 minute break at half-time.
- The minimum number of players that can be on the field is four.
- Teams will change ends at half time.
- Please ensure the children have the correct equipment - mouth guard, shin pads, a stick and sneakers.
- We strongly recommend that all players play at least half a game.
- Teams will be deemed in default of the game if they fail to turn up or turn up more than 5 minutes late. (Opposition will win the game by default and receive a score of 5-0)

Players will be penalised for:

- “feet” when they have made an impact on play. Minor feet infringement may not always be penalised.
- obstruction of the ball - this is when a player is protecting the ball with their body or stick from the opposition
- dangerous play - including lifting your stick above your shoulder when other players are nearby and lifting the ball off the ground

MINI STICKS

RULES

Players will be penalised for:

- using the back of a stick - accidental use a back the stick may not always be penalised
- hacking or hitting the players stick instead of the ball
- opposition must be 5 metres away from a free hit
- when an attacking team is taking a free hit within 10 m of the attacking baseline all player's must be 5 metres away - the same rule applies at a long corner
- a goal scored when the ball is touched by either team in the 5 metre attacking area and crosses the goal line
- If the ball goes into the goal higher than shin height, the goal will be disallowed.
- The goal mouth should not be crowded i.e. a line up of players across the goal line to prevent a goal being scored will not be allowed. If the ball strikes a defending players feet, preventing a goal being scored, a penalty goal will be awarded.
- A free hit awarded for an offence by a defender within 10 metres of the goal or baseline must be taken 10 metres from the goal baseline.
- A long corner will be awarded when the ball is hit over the back line by the defending team.
- There is no offside.
- An 'auto-pass', where a player takes a free hit passing to oneself, is permitted. There is no minimum length for an 'auto pass' but there must be clear movements of the ball by the stick.

MAXI STICKS

RULES

- One coach per team is allowed on the field to help guide and encourage the players without having an effect on the flow of the game.
- Reserves and supporters must be outside the field.
- Maxi games are two 15 minute halves with a 2 minute break at half-time.
- The minimum number of players that can be on the field is five.
- 6 a side mixed gender teams must have a minimum of two female players in the team with a minimum of 1 female player on the field.
- Teams will change ends at half time.
- Please ensure the children have the correct equipment - mouth guard, shin pads, a stick and sneakers.
- We strongly recommend that all players play at least half a game.
- Teams will be deemed in default of the game if they fail to turn up or turn up more than 5 minutes late. (Opposition will win the game by default and receive a score of 5-0)

PLAYING UP A GRADE POLICY

- A school team may utilise players from a lower graded school team to fill positions when required.
- A player from a lower graded team may only play 3 games for the higher graded team. after this time they will be permanently registered into the higher graded team.
- A school team is not allowed to use players from a higher graded team.
- Teams are not permitted to use players from Lower graded teams during semi finals or finals.

MAXI STICKS

RULES

Players will be penalised for:

- “feet” when they have made an impact on play. Minor feet infringement may not always be penalised.
- obstruction of the ball - this is when a player is protecting the ball with their body or stick from the opposition
- “dangerous play” - including lifting your stick above your shoulder when other players are nearby and lifting the ball off the ground
- No hitting is allowed
- using the back of a stick - accidental use a back the stick may not always be penalised
- hacking or hitting the players stick instead of the ball
- Opposition must be 5 metres away from a free hit. If there is a free hit to the attacking team within 5 metres of the goal circles all players must be at least 5 metres away
- If a player passes to another player of the same team at a free hit the ball must travel 1 metre.
- If the ball goes into the goal higher than shin height, the goal will be disallowed.
- The goal mouth should not be crowded i.e. a line-up of players across the goal line to prevent a goal being scored will not be allowed. If the ball strikes a defending players feet, preventing a goal being scored, a penalty goal will be awarded.

MAXI STICKS

RULES

Players will be penalised for:

- A goal is scored when the whole ball is completely over the goal line between the post having being pushed or deflected by a stick of an attacker within the goal circle. It is in material if the balls subsequently touches for is played by one or more defenders. Only pushes are allowed in the goal circle by both attacking and defending teams if a goal is scored by hit it will be disallowed.
- There is no offside.
- An 'auto-pass' where a player takes a free hit passing to oneself is permitted. There is no minimum length for an 'auto pass' but there must be to clear movements of the ball by the stick.

Penalty Corners (PCs):

- A penalty corner will be awarded for an offence by a defender in the goal circle.
- When a penalty corner is awarded, the attacking team players can arrange themselves anywhere around the edge of the circle but cannot enter the circle until the ball has been hit. The defending players must remain fully behind the baseline and 5 metres away from the attacking player who's taking the corner until the ball is hit. The attacking player must push the ball from the backline 5m in from the edge of the circle. The ball must go outside the circle before being brought back into the circle to attempt a shot at goal.
- There is no kicking fullback or goalie in maxi hockey and offenders are only allowed to use their stick to stop the ball.

INTERMEDIATE RULES

Full FIH rules apply (same as senior hockey)

- All supporters must be outside the turf.
- Intermediate games are 25 minutes with a 5 minute break at half-time
- 11 a side mixed gender teams must have a minimum of two female players on the field at all times.
- The minimum number of players that could be fielded is 9
- Teams will change ends at half time.
- Please ensure players have all the correct gear.
- A padded goalie is a must.

INTERMEDIATE

RULES

Players will be penalised for:

- Feet
- obstruction with body or stick
- back of stick
- Hacking
- tackling from behind
- lifting your stick above the shoulder height to play the ball in the air
- deliberately lifting the ball into another player
- dangerous play
- a highball in general will not be penalised unless the umpire consider is it dangerous
- Player's must be at least 5 metres away from the free hit if you are the opposition. if there is a free hit to the attacking team within the 23 m area all players must be at least 5 metres away.
- The ball must not be played at the circle from a free hit inside the 23 m area unless it has travelled 5 metres For after another player has touched the ball. Note: this includes a long corner.
- An 'auto-pass' where a player takes a free hit passing to oneself is permitted. There is no minimum length for an 'auto pass' but there must be to clear movements of the ball by the stick.

INTERMEDIATE RULES

Penalty Corners (PCs):

- A penalty corner will be awarded for an offence by a defender in the goal circle.
- When a penalty corner is awarded the attacking team players can arrange themselves anywhere around the edge of the circle but cannot enter the circle until the ball has been hit. The defending players must remain fully behind the baseline and 5 metres away from the attacking player who's taking the corner and tell the ball is hit. The attacking player must push or hit the ball from the backline 5m in from the edge of the circle. The ball must be go outside the circle before being brought back into the circle to attempt a shot at goal.

PLAYING UP A GRADE POLICY

- A school team may utilise players from a lower graded school team to fill positions when required.
- A player from a lower graded team may only play 3 games for the higher graded team. after this time they will be permanently registered into the higher graded team.
- A school team is not allowed to use players from a higher graded team.
- Teams are not permitted to use players from Lower graded teams during semi finals or finals.

PLAYER/PARENT CHARTER

The aim of Junior Hockey is to create an experience that is a positive, fun and healthy one. This experience will include developing skills, learning to work with others as part of a team and enjoying their sporting experience.

PLEASE REMEMBER:

- Children learn from good examples and role models.
- Encourage children positively to play according to the rules and in the spirit of the game.
- Respect other players teams and officials
- Children learn better by being encouraged than being yelled at
- Focus on effort and enjoyment rather than winning or losing.
- Show appreciation to volunteer coaches, officials and administrators - without them your child could not participate.
- Any abuse of umpires will NOT be tolerated.
- Your child's coach or manager will often have more information than your child's school so make them the first person you ring for any information or questions you have.

PLAYER/PARENT CHARTER

GOOD SPORTS SPINE

The Good Sports Spine is a sense making tool to help understand how adults impact children's sport experiences. The two different 'climates' should be seen as opposite ends of a continuum. Good Sports aims to encourage adults to move towards the Climate of Development.



FEEDBACK & COMPLAINTS

To provide feedback to Rotorua Hockey please private message us on our email juniors@bophockey.co.nz

If there is an issue regarding the game then the Team Coach must not sign the scorecard. If the scorecard is not signed by 1 coach then that coach is able to put in a complaint online.

All complaints including those about school as coaches players behaviour and inappropriate behaviour of anyone on the turf must be done in writing.

If the complaint is not received, in writing within 48 hours it will not be actioned.

If the complaint is received correctly, the matter will be taken to a junior committee meeting.

PLAYER DEVELOPMENT

U11 DEVELOPMENT TEAMS

- For 2018 we will align with Hockey NZ policy, this means we will be running a development programme for U11's who would like to develop their hockey.
- If your child shows a keen interest in hockey, then this opportunity is not to be missed.
- We will also be asking for coaches to identify enthusiastic players to join the squad.
- This will be an 5-6 week programme that finishes with a festival of hockey.
- There will be an additional cost and participants who attend the majority of the sessions will receive a Hockey t-shirt.

BOP REPRESENTATIVE TEAMS

- If your child is selected as a BOP Representatives they will be expected to attend weekly Sunday trainings in Rotorua, Whakatane or Taupo and games in the upper half of the North Island.
- Trainings work towards regional/ national tournaments in October school holidays.
- All representative teams are single gender 11 a side.

COACH DEVELOPMENT

Jamie Carroll is the Bay of Plenty Hockey Coaching and Development Manager

Jamies role in conjunction with Baytrust Coachforce and New Zealand Hockey is primarily to up skill coaches, develop programs and initiatives to increase the level and number of hockey players within the region.

If you have new coaches or parents who are interested in Coaching Hockey, Jamie has an array of tools and free coaching materials which will assist them getting started.

Feel free to contact him with anything Coaching related or to do with Bay of Plenty Hockey.

Jamie Carroll
027 519 4449
jamie@bophockey.co.nz

CONTACT

WEBSITE

For all information including, draws results and development opportunities
www.bophockey.co.nz

FACEBOOK

www.facebook.com/bophockey.co.nz

JUNIOR COORDINATORS

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