**BDSSS Hockey 2018**

**Draw**

**Week 1: 1 August**

Round 1: 4:00pm

|  |  |  |
| --- | --- | --- |
| **Turf** | **Grass** | **Bye (provides umpires)** |
| Shalom 2 v BSHS  | Shalom 1 v Kepnock 1 | Kepnock 2 |

Round 2: 4:35pm

|  |  |  |
| --- | --- | --- |
| **Turf** | **Grass** | **Bye (provides umpires)** |
| Kepnock 2 v Kepnock 1 | Shalom 1 v Shalom 2 | BSHS |

**Week 2: 8 August**

Round 3: 4:00pm

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| **Turf** | **Grass** | **Bye (provides umpires)** |
| Shalom 1 v Kepnock 2 | BSHS v Kepnock 1 | Shalom 2 |

Round 4: 4:35pm

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| **Turf** | **Grass** | **Bye (provides umpires)** |
| Kepnock 1 v Shalom 2 | BSHS v Kepnock 2 | Shalom 1 |

**Week 3: 15 August**

Round 5: 4:00pm

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| **Turf** | **Grass** | **Bye (provides umpires)** |
| Shalom 1 v BSHS | Shalom 2 v Kepnock 2 | Kepnock 1 |

Round 6: 4:35pm

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| **Turf** | **Grass** | **Bye (provides umpires)** |
| Shalom 1 v Kepnock 1 | Shalom 2 v BSHS | Kepnock 2 |

**Week 4: 22 August**

Round 7: 4:00pm

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| **Turf** | **Grass** | **Bye (provides umpires)** |
| Shalom 1 v Shalom 2 | Kepnock 2 v Kepnock 1 | BSHS |

Round 8: 4:35pm

|  |  |  |
| --- | --- | --- |
| **Turf** | **Grass** | **Bye (provides umpires)** |
| BSHS v Kepnock 1 | Shalom 1 v Kepnock 2  | Shalom 2 |

**Week 5: 29 August**

Round 9: 4:00pm

|  |  |  |
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| **Turf** | **Grass** | **Bye (provides umpires)** |
| BSHS v Kepnock 2 | Kepnock 1 v Shalom 2 | Shalom 1 |

Round 10: 4:35pm

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| --- | --- | --- |
| **Turf** | **Grass** | **Bye (provides umpires)** |
| Shalom 2 v Kepnock 2 | Shalom 1 v BSHS | Kepnock 1 |

**Week 6: 5 September**

**Semi Final 1, Turf, 4:00pm (Game A)**

Position 1 v Position 4

**Semi Final 2, Turf, 4:35pm (Game B)**

Position 2 v Position 3

**Finals Day: 18 September**

**Grand Final, Turf, Time TBC**

Position Winner A v Winner Game B

**Competition rules**

**Round robin games**

Each game will be 25 minutes, with teams playing two games per day (except the bye teams). Games will begin at 4:00pm and 4:35pm. Game cards must be returned to convenor at the conclusion of each game.

The bye teams for each round are responsible for providing umpires for the other two games being played (i.e. that team must supply 4 umpires).

**Competition points**

Points will be awarded according to the following:

Win – 3 points

Draw – 2 points

Loss – 1 point

Forfeit – 0 points, and -3 recorded as for and against

**Composition of teams**

BDSSS after school hockey is a 9-a-side competition, with unlimited substitutes. Teams must have a minimum of 5 players on the field. Each team is encouraged to have a goalkeeper, though it is not mandatory. For safety, kicking fullbacks are not permitted. Forfeits in advance must be communicated to convenor (matthew-hughes@slasmail.com).

**Cost**

Teams will be charged $2 per player, per week. The convenor will keep track of how many players each team has each week and will inform BDSSS how much is owed at the end of the season. BDSSS will then invoice each school.

**Eligibility for finals play**

Players must play a minimum of 3 games in order to be eligible to play in the finals.

**Risk**

Each team official is to comply with the risk assessment (distributed separately). Teams are responsible for providing their own first aid kits. It is strongly recommended that students wear sunscreen and bring their own water bottles.

Shin pads are mandatory. Mouthguards are also mandatory, except where a parent/guardian has given written permission for a student to play without one. Students without the required protective equipment are not allowed to take the field except as the goalkeeper playing in full protective gear. **Team coaches are responsible for enforcing this rule.**

Coaches are responsible for ensuring the safety of the field, as per the risk assessment, prior to the commencement of warm up or play.

**Short corners**

Short corners will be altered according to the following:

* 4 defenders (incl goalkeeper) will begin the corner within the boundaries normally associated with short corners.
* 5 attackers will begin the corner with 4 players beyond the 23m mark and 1 player ‘playing the ball in’ from the usual short corner mark.
* All other players must retire to half way.
* Players at half way are permitted to cross the halfway line and resume normal play as soon as the ball is ‘played in’.
* Until the corner is completed shots at goal must hit the backboard or be flicked.

**Positions after round robin games**

To determine placings, if teams cannot be separated on competition points alone, for and against will be used, then goals for, then by the results of the tied teams against each other (wins, for and against, goals for).

**Semi-finals**

If scores are drawn at full time, there will be extra time of 5 minutes each way (no break except to change directions). If there is still no result, the highest placed team will advance.

**Final**

If scores are drawn at full time, there will be extra time of 5 minutes each way (no break except to change directions), followed by golden goal for an additional 10 minutes. If there is still no result, the game will be decided by a penalty stroke competition.

**Cancelled games due to poor weather**

If a week of games is cancelled due to poor weather, the rounds will be put back one week. The semi finals format will be altered (1 v 4, 2 v 3) and moved to finals day. In the event that more than one round is cancelled due to poor weather, the results of subsequent rounds will be considered scoreless draws.