

# Primary Quicksticks Competition

Year	Years 5 & 6 (Y4 may play up if short)
Team Size	4 players on the pitch (2 boys and 2 girls only). 2 off the pitch rotating after each game.
Squad Size	Squad of 6 (more than this in a single week will sacrifice a medal).
Gender	Mixed
Gender Criteria	3 boys and 3 girls (not adhering to this will sacrifice a medal).
Format	League format in pools depending on number of teams entered.
Duration	Each game will be 6 minutes each half (will be shortened)
Scoring	3 points for a win, 1 point for a draw
Equipment	Schools must bring their own Hockey Sticks. Each child will need shinpads and a gum shield otherwise they will not be allowed to compete.
Awards	Certificate for all participants, medals for top 3 in finals & perpetual shield

## Overview

- There are no Goal Keepers
- The game is started with a centre pass which can be played in any direction
- A centre pass is also taken by the non-scoring team after a goal is scored
- Players must be in their own half at the centre pass
- A goal is scored when the ball crosses fully over the goal line either off an attacker's or a defender's stick
- A penalty goal is awarded if a player deliberately stops the ball crossing the line with his/her feet or body
- A free pass is given for an offence – all opposing team players must be 3 metres away

When taking part in any Chorley SSP Competition, all participants, teachers and spectators should adhere to the Fair Play, Friendship, Honesty & Respect Charter. A copy of this can be downloaded from our website: [www.chorleyssp.co.uk](http://www.chorleyssp.co.uk)

PLEASE RESPECT THE REFEREE. If a member of your staff or supporting party are deemed to be offending players, referees or members of the opposition then you, as the school representative, will be asked to resolve the incident in the first instance. If this matter is still not resolved then the organising committee (Chorley SSP) have the right to remove the offender/s from the tournament.

## Quicksticks Rules

### Teams:

There are NO Goalkeepers in Quicksticks. A team consists of six players; four of which are on the field of play at any one time, with the remaining two team members encouraged to take on leadership roles such as umpiring and managing. It is suggested that the leadership roles are rotated among the team at the end of each playing period. In a competitive situation the gender balance within the teams should be adjusted to provide equitable standards of play.

### Field of Play

- The Field of play is rectangular.
- Minimum dimensions is that of a netball court (30.5m long by 15.25m wide), maximum is a quarter of a full-size hockey pitch (55m long by 22.9 wide).
- Goals positioned outside of field of play touching the backline
- Attacking circles are denoted by lines or cones

### Starting and Re-starting Quicksticks

Quicksticks starts with one team being given a centre pass (taken from the centre of the pitch) which can be passed in any direction, once the umpires have blown a whistle.

A centre pass is also taken at the start of each period of the game, alternately by each team, and by the non-scoring team after a goal has been scored. The direction of play for teams is alternated at the start of each period of the game. When a centre pass is taken at the start or re-start of the game, each team must be positioned in their own half of the pitch and the opposing players must be a minimum of 3 metres from the ball until the ball is played.

### Scoring a Goal

A goal is scored when the ball has been struck or deflected off a player's stick (either an attacker's or a defender's) from within the shooting area (circle), and it crosses completely

over the goal-line between the goalposts and under the cross-bar.

Apply the STEP principle, where players/ teams are finding scoring difficult, by increasing the

shooting area to the last third of the pitch.

A penalty goal will be awarded if a defending player deliberately stops a ball from crossing the goal-line with their feet or body.

**Free-pass**

A free-pass is given when an offence occurs. For an offence to be committed, the ball must be taken from where the offence took place. Until the free-pass is taken, all players from the opposing team must be 3 metres away from the ball. After touching the ball, the free-pass taker cannot touch the ball again, until it has been touched or played by another player. If the free-pass taker touches the ball twice the other side get a free-pass. If an offence is committed within 5 metres of the goal line (or within the shooting circle if a circle is being used), the free pass should be taken 5 metres away from the goal line (or from outside the shooting circle).

**A free-pass is awarded when:**

- a] The ball passes completely over a side line. The free-pass should be taken by a player of the team which did not touch the ball last, and it must be played along the ground in any direction (on the pitch), from the point where the ball went off the pitch (i.e. where it crossed the side line).
- b] The ball passes completely over the back line and was last touched by an attacker. The free-pass should be taken by the defending team, from the top of the shooting circle in their third, in line with the centre spot. All players from the attacking team must retreat to their defending third of the pitch.
- c] The ball passes completely over the back line and was last touched by a defender. The free-pass shall be taken by the attacking team from the corner of the pitch nearest to where the ball crossed the line (this case is similar to a corner ball in football). And where a player:
- d] Kicks\*, propels, picks up, throws, or carries the ball (\*Note: It is not an offence if the ball touches a player's foot and the whistle should only be blown if the incident breaks down play or creates a disadvantage. The umpires must be the judge.)
- e] Intentionally uses any part of their body to play the ball
- f] Attempts to play at any high ball (over knee height) with the stick
- g] Uses the rounded (back) side of the stick
- h] Whilst striking the ball, causes any actual or possible danger to themselves or to other players

i] 'Obstructs' by running between the ball to hit it, thereby unfairly preventing the opponent from playing the ball. Players may not touch any part of their body or stick to obstruct another player

j] Holds, charges, kicks, pushes, intentionally trips or strikes any player or umpire

k] Interferes with another player's stick or clothing (includes tackling, stick to stick)

l] Plays the ball dangerously or in a way which leads to dangerous play. Rough or dangerous play will not be allowed, nor will any behaviour that, in the opinion of the umpires, amounts to misconduct.\*

\*Note: The overall Match Officials shall send any player who persists in breaking this rule off the pitch for a two-minute suspension in the sin bin. For the duration of a temporary suspension, the offending team plays with one player less.