



Full Rules

Definitions

Match Official:

A person who is deemed responsible (teacher, parent, coach) for a team shall be named as a 'Match Official'. There shall be two Match Officials per game (one from each team).

Match Officials shall have a 'duty of care' for each participant and must supervise the game and assist the players and the umpires in creating an environment of fair play and safety.

Quicksticks Umpire:

A member of each Quicksticks team shall be the Umpire (advised where required by the Match Officials). They shall attempt to rule the game in accordance with the rules set out below. The role of Umpire shall be rotated among the team at the end of each playing period.

Quicksticks Manager/Coach:

A member of each Quicksticks team shall be Manager/Coach (advised where required by the Match Officials). They shall keep the score, attempt to observe the game and help the team with basic tactics such as:

- finding space on the pitch
- encouraging the team-mates to call to each other if they are in space to be passed to
- using the width of the pitch and helping each other to keep possession of the ball

The Manager/Coach role shall be rotated among the team at the end of each playing period.

The overall responsibility for the game is held by the two Match Officials.

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 goal-posts and under the cross-bar.



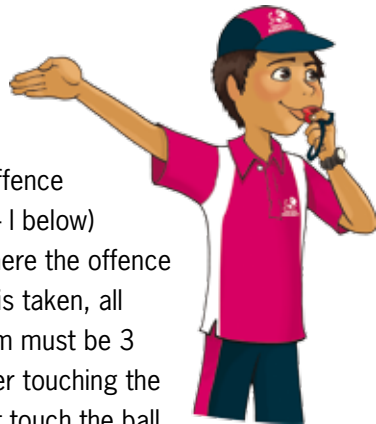
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Apply the STEP principle, where players/teams are finding scoring difficult, by increasing the shooting area to the last third of the pitch.

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 all free-passes (a – l below) 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 and an opponent who is close enough to hit it, thereby unfairly preventing the opponent from playing the ball. Players must not use 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
- 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.)

When playing Quicksticks and the related Challenges, all participants should adhere to the England Hockey Code of Ethics and Behaviour. A copy of this can be downloaded from the England Hockey website at www.englishockey.co.uk/respect