

Mini Umpiring Guidance

Areas of Responsibility

Umpire A should not make decisions in umpire B's D

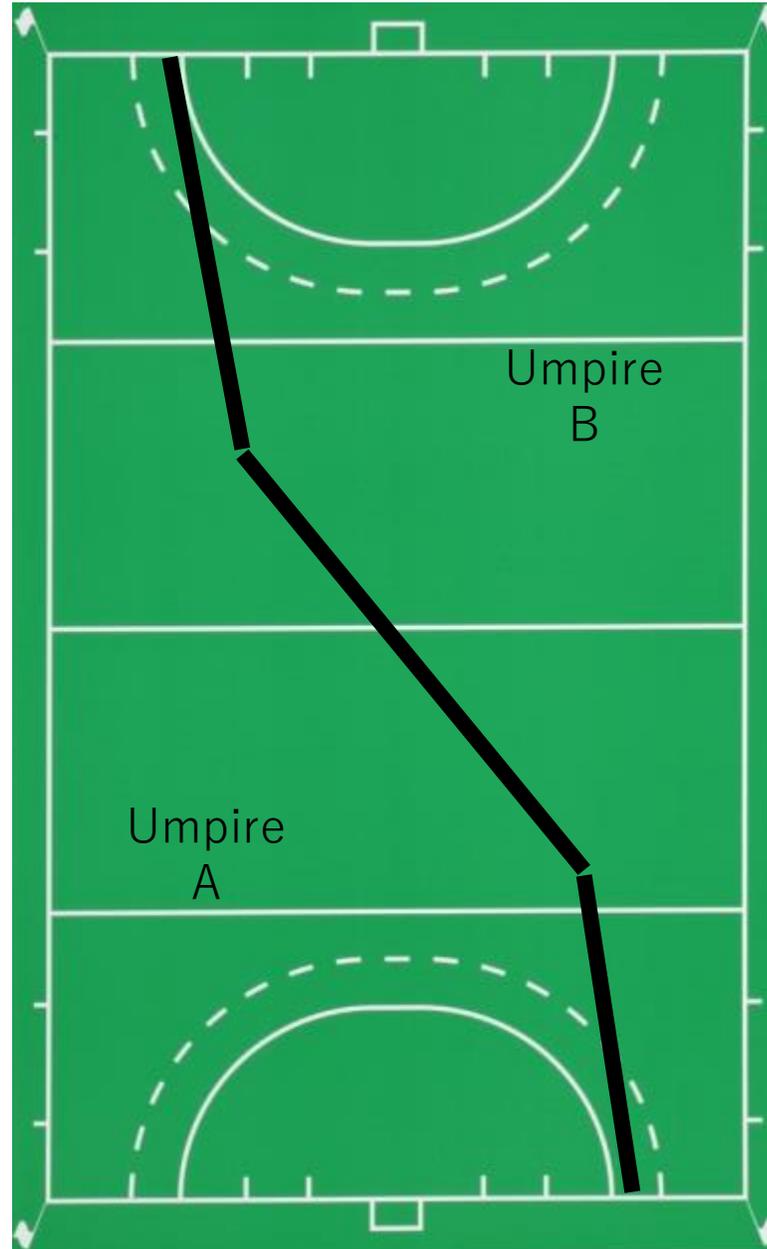
Umpire B should not make decisions in umpire A's D

If you are not sure what you should give and want advice look at the other umpire. The other umpire will **ONLY SIGNAL** if you look at them.

If play is moving towards an umpire then his / her decisions take priority.

TIP: ALWAYS KEEP THE BALL ON YOUR LEFT HAND SIDE.

TIP: A FREE HIT TO THE DEFENCE INSIDE THE D SHOULD NOT BE SIGNALLED AS A HIT OUT BUT A FREE HIT.



Rule Variations (7-a-side) 2020.2021

Normal rules of hockey will apply with the following exceptions:

1. Penalty corners will be played. The defending side shall have a goalkeeper and 4 defenders behind their own goal line whilst the remaining players (2) shall go to the 'D' at the other end of the pitch. These players must stay there until the ball is injected by the attacking team.
2. Penalty strokes should be taken 5m from the goal.
3. Long corners will be taken from an imaginary line approximately 5m from the top of the circle. This imaginary line will also be classed as the 23m area and normal rules of hockey shall apply.
4. A green card will indicate a warning, not a 2 minute suspension.
5. On the first occasion a player breaks the line at a penalty corner, a warning will be issued, subsequent breaks will result in the offending player (or nominated player if a goalkeeper) being sent to the "D" at the other end of the pitch.
6. Players may not play the ball above shoulder height
7. Each team **MUST** play with a fully attired goalkeeper at all times.
8. All players **MUST wear Shin pads and should wear gum shields.**