

CONDUCT**a. Players:**

It is customary for the competing teams to clap each other on to the ground and to shake hands before the captains toss for the choice of ends; and at the conclusion of the game for each captain to call for three cheers for the other team and for the umpire (or referee).

It is hoped that the game will be played in the spirit in which these gestures symbolise. All umpires are fallible, but their decisions must be accepted without the least suggestion of disagreement. (Their critics often overlook the "advantage" rule which means that the umpires have discretion to allow the game to flow on, rather than halt it for minor breaches and thereby give an advantage to the offending team).

Coaches are to set the example to both players and spectators.

b. Spectators:

Spectators must view rationally, not emotionally, apparent mistakes and accept all decisions in a sensible manner appropriate to a "game".

Spectators should realise the general inconvenience caused by their encroaching on playing areas and should be asked to view the play from at least two metres from the side lines. Roping off may be of assistance.

c. Coaches of teams are ultimately responsible for the behaviour of players in their charge and should act swiftly by taking a player off to curb provocative behaviour.

- i. Players should not be permitted to abuse members of their own team or members of opposition teams.
- ii. Players should not be permitted under any circumstances to argue with an umpire's decision. Given that every school has undertaken to provide the best umpires they can find, no boy or coach should take it on himself to vilify the "facilitators" of the game.
- iii. Coaches should be encouraged to act to suppress objectionable behaviour before it becomes necessary for the umpire to act. There should be no swearing, yelling to "frighten" opponents (e.g., in shortcorner) and "kissing" after goals have been scored.
- iv. Umpires should be instructed to enforce their decisions and to use the cards when they feel it is justified.
- v. Coaches should be responsible for restraining the occasional embarrassingly aggressive parent, or group of parents, who set a bad example for boys. It is incumbent on coaches to control players and spectators.
- vi. Coaches should not permit any form of time wasting to mar a game. There are rules which umpires should police governing hitting the ball away on free hits, returning slowly for corners, etc.
- vii. Coaches should encourage their umpires to discourage dangerous play.

ORGANISATIONAL

- a. Where hockey games are being played in close proximity to other games, a distinctive whistle for hockey umpires would lessen confusion.
- b. Goal areas should be kept free of bags, hockey material, bikes and spectators as they constitute a very real danger for players and spectators alike.
- c. Ideally parents should not umpire matches in which their offspring are playing and care should be taken by schools when allocating umpires.

ETIQUETTE

1. The Hockey Committee recommends the following guidelines for coaches at all levels of the game. Coaches should be encouraged to observe sportsmanship and encourage their teams to do the same.
2. A player should do his utmost for his team and his school, without transgressing the rules or spirit of the game. This also includes acceptance of the umpire's decision, right or wrong, and the ability of the player to control his temper.
3. Coaches, captains and umpires should meet and be introduced before a game begins, and appropriate words of thanks should be exchanged at the end of a match. Oranges should be provided at half time by the host team.
4. Umpires should be encouraged to discuss with coaches interpretations of the rules to provide overall consistency. Under age coaches and umpires are to be consistently hard on dangerous play and lifted ball.
5. The use of reserves in a match should be encouraged. Substitution should be in accordance with the rules.
6. Coaches should avoid mismatching teams, thereby demoralising one team or the other. Teams should not be "stacked".
7. Coaches should never regard their job as just the securing of maximum efficiency in play. The coach is not merely the person who directs the technical skill of his players; he can, and should, influence the players' whole attitude to the game. The professional coach of a professional team is interested mainly in playing.
8. School teams should be accompanied by a member of staff, preferably one who knows the game, or when a non-staff member is coach.
9. Teams should be punctual so that matches can *start* on time.
10. All schools should confirm their matches during the week prior to the game. Ground locations should be sent with this confirmation.
11. The role of the *coach* in maintaining standards of play and behaviour of all concerned was strongly stressed.

1. See General Regulations Governing Sporting Competitions. **Note:** The Tomahawk Shot and the **Stick above the Shoulder rule** is only allowed to be used in First XI Hockey. All other teams are not allowed to use this stroke. Only Firsts teams are exempt from the Hockey Victoria Junior Goal Keeping rule.
2. Hockey is conducted under the rules of Hockey Victoria Inc. unless otherwise stated.
3.
 - a. 1st XI games played in Melbourne will commence no later than 9.30am.
 - b. For all other teams the starting time of play and grounds is by mutual arrangement of the schools concerned.
 - c. Games must start on time or be shortened to allow the following games to begin as scheduled.
4. **Duration of games**

Firsts	4 x 17 min with 2-5-2 intervals	}	coaches may mutually alter these times.
Open / Yr. 10	30 minute halves		
Yrs. 9 / 8 / 7	25 minute halves		
Interval	5 minutes		

The Hockey Competition will include a Junior team competition (Combined Years 7 & 8) and an Intermediate competition (Combined Years 9 & 10).

5. **Fixtures:**
 - a. Firsts. All teams will play each other once. **Any 'by arrangement' games must be played prior to the last round of the regular season.**
 - b. If required for the Redrawn Rounds, the top Seconds team will play the teams ranked 7, 8 & 9 in the Firsts competition.
 - c. **To determine the order for the redraw the position on the ladder be determined by:**
 - i. **Wins if equal**
 - ii. **The Head to Head result and if equal**
 - iii. **By goal difference between the games played between those teams.**
 - iv. **Matches will be played at the opposite venue played in the home and away season**

All schools are to make every effort to play 1st XI games on synthetic pitches. If games are to be fixtured at times other than Saturday morning this may be done only with the approval of the Heads of both Schools.

7. A school entering two teams in an age group must enter one as an 'A' team. If only one team is entered in an age group, it should be entered as an 'A' team unless agreed otherwise by the Hockey Sub-Committee.
8. Team sheets must indicate the starting XI and the interchange players. The Umpires are to sign the home team copy.
9. **The Umpires report be completed and submitted only if there is an issue.**
10. **Umpires:** The APS Sport Chief Executive Officer will arrange for "official" umpires **provided by the Hockey Victoria** for 1st XI matches. If either or both umpires do not arrive within 30 minutes of the starting time for a Boys' Firsts game, then there will be consultation between the Coaches about the matter. If suitable umpire(s)/referee(s) cannot be found the game shall be postponed. **The fee for First APS Hockey Umpires is \$85.00 per umpire per match.**
11. The umpires for all other games are arranged by the home team unless otherwise arranged by mutual agreement between the two schools prior to the day of the match. The Umpires are expected to be dressed suitably and supplied with fluorescent jackets for easy identification.
 - a. The two Firsts umpires must have official badges recognised by the VHUA and VAHA.
 - b. Firsts umpires must use the current card system.
 - c. All Firsts umpires must wear fluoro green top or contrasting colour and should display their badges.
 - d. Only umpires nominated or invited by the home school should be accepted. If there is a shortage, then the opposing school should be asked if it can help.
12. **Interchange:** A team may consist of 16 players provided that only 11 players are on the field at any one time.

Five interchange players may be used at any time during the match, provided the player(s) seeks the umpire's permission and is brought onto the ground in accordance with existing rules, i.e., at a break in play, excepting penalty corners and strokes [i.e., delete Rule 1(b) and first half of 1(c)].
13. **Coaching** from the sidelines in Firsts competition is not allowed (some positive encouragement is permissible).
14. An umpire may order a player off the field for misbehaviour or rough play and the player will not be replaced during the suspension time.
15. **Uniforms:** If there is to be a clash of colours in their strip, particularly socks, the away team will wear an alternate colour.
16. **Numbers: Firsts team players wear numbers to assist umpires.**
17. If the umpire considers the shot at goal dangerous in a one on one situation involving the goalkeeper, he shall blow a free hit to the defence.

Under age coaches and umpires are to be consistently hard on dangerous play and lifted balls.
18. **The wearing of mouthguards is strongly recommended. It is highly recommended that all defensive players wear a mask when starting inside the D/Circle during a penalty corner.**
19. **Spectators** should be kept back from the playing area to keep them out of the way of players and umpires. Where possible, this is to be done by a rope or other demarcation. This may also help to reduce unwanted spectator involvement.

20. **Grand Finals/Premiership**
- a. **Allocation of Premiership Points: Win: 3 points; Draw: 1 point.**
 - b. **Should any two or more teams be equal on Premiership Points and played each other, the team winning that fixture shall take precedence, otherwise refer to 5c above and [General Regulation 17](#) for determination of ladder position.**
 - c. **Extra Time: In the event of a tied result at the conclusion of regular time in the Grand Final, two additional periods of ten (10) minutes each shall be played. Teams do not change ends from the last quarter during the first period of additional time. If scores remain level thereafter, the Premiership or ladder position shall be declared shared.**
21. **APS Representative Squad Selection:** A representative squad of 16 players is selected to play the AGSV the weekend following the last round of winter sport.

Selectors: 2026 Caul, MGS, HY