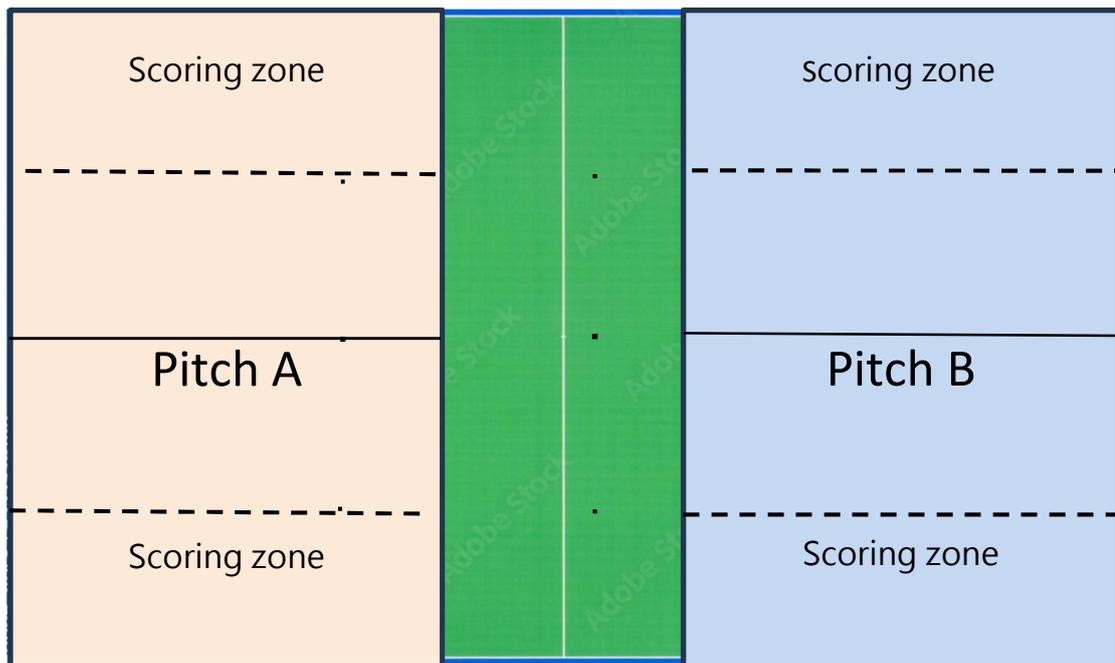


# Junior Hockey Tournament 2026 (Primary School)

## Rules of Competition

### I. Competition Overview

1. **Organization:** This competition is open to primary school teams—whether boys, girls, or mixed. Matches are played 7-a-side on approximately a half-sized pitch.



2. **Eligibility:** All participating players must be registered athletes (Primary School) of the School Sports Federation of Hong Kong, China.
3. **Competition Format:** The format will be determined by the total number of participating teams. It will be conducted either as a **single round-robin** for all teams or as a **round-robin group stage** followed by a **ranking stage** (knockout or classification matches) to decide the final positions.
4. **Scoring System (League/Group Stage):** In the single round-robin or group stage, teams will be awarded points as follows:
  - Win: 3 points
  - Draw: 1 point
  - Loss: 0 points

The final standings in the league or group will be determined by the total points accumulated.

#### 4.1 Tie-Breaking Criteria (Group/Round-Robin Stage)

Should two or more teams finish the group or round-robin stage with an equal number of points, their final ranking shall be determined **in sequence** according to the following criteria:

- i. **Head-to-Head Record:** The results (points, then wins) of the matches played **directly between the tied teams**.
- ii. **Head-to-Head Goal Difference:** Goal difference from the matches played directly between the tied teams.
- iii. **Head-to-Head Goals Scored:** Total goals scored in the matches played directly between the tied teams.
- iv. **Overall Goal Difference:** Goal difference from **all** matches/group matches.
- v. **Overall Goals Scored:** Total goals scored in **all** matches/group matches.
- vi. **Drawing of Lots:** If all the above criteria are equal, the final ranking will be decided by a draw conducted by the Organizing Committee.

#### 4.2 Tie-Breaking Criteria (Ranking Stage)

For any knockout match within the ranking stage where the score is level at the end of regular time, the winner shall be determined by **Challenge (Shootout)**.

- i. **Procedure:** Each team will nominate three (3) players to take a **one-on-one challenge against the opposing goalkeeper** alternately.
- ii. **Order:** The sequence of takers will be submitted by the team official to the umpire prior to the commencement of the challenge (shoot-out)

The Challenge (shoot-out) is completed under the following conditions:

- a. **6** seconds has elapsed;
- b. the attacker scores a goal;
- c. the attacker commits an offence;
- d. the goalkeeper commits an offence in which case the shoot-out is re-taken;
- e. the goalkeeper commits an intentional offence, in which case a penalty stroke is awarded;
- f. the ball goes out of play over the back-line or side-line; this includes the goal keeper intentionally playing the ball over the back-line.
- g. if a penalty stroke is awarded as specified above, any player on the approved roster may take the penalty stroke, unless suspended. The penalty stroke will take place before the next available shoot-out takes place. All normal penalty stroke rules apply.

### iii. Deciding the Winner:

- a) The team which scores more successful challenges after each team has taken three attempts shall be declared the winner.
- b) If the score remains level after three attempts per team, the challenge will continue on a **sudden death** basis with the same nominated players. Teams will take one additional attempt each per round until one team scores and the other does not in the same round.

iv. **Eligibility:** Any player on the team list for that particular match, except a player serving a permanent suspension at the end of regular time, is eligible to take part.

5. **Awards:** Trophies and medals will be presented to the **Champions, 1st Runners-up, and 2nd Runners-up** in each division (Boys and Girls).

## II. Competition Rules

1. **Match Duration:** A match consists of **two 10-minute halves with a 3-minute halftime**.
2. **Team Composition & Start of Play:** A match is played between two teams of any gender. Each team must have at least **five (5)** and no more than **seven (7)** players on the pitch at any one time to start or continue a match.
3. **Player Registration for the League and Match:** To ensure flexibility, each team may register up to **twenty (20)**. **Twelve (12)** players for a single match.
4. **Goalkeepers:** While not mandatory, teams are encouraged to field a goalkeeper. The goalkeeper does not count toward the seven-player limit. For safety, goalkeepers must wear full protective equipment.
5. **Method of scoring:** A goal is scored when the ball is played within the **attacking zone** (scoring zone) by an attacker and does not travel outside the attacking zone (scoring zone) before passing completely over the goal line and under the crossbar.

***The ball maybe played by a defender or touch their body before or after being played in the circle by an attacker***

6. **Playing the Ball:** The ball may be pushed, slapped or hit. Aerial ball is also allowed given that there is no danger. Shot at goal without danger can be above the knee.
7. **Restart Procedures (Free Hits, Centre Pass, Play-ins):**
  - The ball must be stationary.
  - All opponents must be at least **4 meters** from the ball.
  - Free hit inside own half – the ball must be stationary and taken close to where the offence occurred. Opposition players should be 4 m away.
  - Free hit inside the opposition half – all other players 4 m away, ball cannot be hit directly into the scoring zone until it has travelled 4 m or been touched by another player.

- Free hit inside the opposition scoring zone – all other players 4 m away, free hit to be taken from the dotted line. Ball cannot be hit or carried directly into scoring zone until it has travelled 4 m or been touched by another player.
  - Long corner – the ball must be taken at the mid-field line.
8. **Set Plays:** There will be **no penalty corners or penalty strokes** awarded.
9. **Awarding a Challenge:** A one-on-one challenge against the goalkeeper will be awarded for:
- A foul action preventing a certain goal.
  - A deliberate foul by a defender within their own defending half.
10. **Taking a Challenge:**
- all players on the court other than the player taking the challenge and the defender defending it must stand beyond the centre-line
  - the ball is placed on the dotted line in front of each goal
  - the player taking the challenge must stand behind the ball before beginning the challenge
  - the defender defending the challenge must stand with both feet on or behind the goal-line and must not leave the goal-line until the ball has been played
  - the whistle is blown when the player taking the challenge and the defender defending it are in position to start the challenge
  - the player taking the challenge must not take it until the whistle has been blown. The player taking the challenge or the defender defending it must not delay the taking of the challenge.
  - the player taking the challenge may play the ball, but may not shoot the ball at goal until it has travelled at least 4 metres
  - after the attacker has played the ball the defender may move
  - after the attacker has played the ball open play resumes and the other players from both teams who were beyond the centre-line may re-join play
11. **Personal Penalties:**
- **Caution:** Verbal warning.
  - **Temporary Suspension (1 min):** Green card.
  - **Temporary Suspension (2 min or 4 min):** Yellow card. The team plays with one fewer player.
  - **Permanent Suspension:** Red card. The player is ejected for the remainder of the match, and the team plays with one fewer player.

- Temporarily suspended players must remain in a designated area. Permanently suspended players must leave the court area.

**Apart from the rules listed above, all matches shall be conducted in accordance with the current rules and regulations of the FIH and HockeyHK.**

### **III. Safety and Equipment**

1. Dangerous conduct will not be tolerated. Players guilty of repeated or extremely dangerous offences may face suspension from the tournament.
2. All players are required to wear appropriate **shin guards** (short soccer-style guards are not acceptable) and **mouth guards**. Players without this mandatory equipment will not be permitted to play.
3. Hockey shoes are recommended for superior protection.

### **IV. General Administration**

1. **Management:** The competition is managed and organized by the Promotion and Development Section Committee ("the Committee"), whose decisions on all competition matters are final.
2. **Fixtures:** All matches will be played at venues and times determined by the Committee. Teams must adhere to the published fixtures.
3. **Forfeit & Minimum Players:** If a team has fewer than 5 players ready to play within **5 minutes** of the scheduled start time, the match will be forfeited.
4. **Postponement/Cancellation:** Matches may be postponed or formats adjusted at the discretion of the Committee in cases of inclement weather, force majeure, or other unforeseen circumstances.
5. **Protests:** Any protest must be submitted in writing to the Committee within 24 hours of the match conclusion. The Committee's decision is final.

### **V. Violations and Misconduct Sanctions**

1. **Authority**  
All violations and incidents of misconduct shall be handled by the Promotion and Development Section Committee ("the Committee").
2. **Scope of Violations**  
Violations and misconduct include, but are not limited to:
  - Fielding an ineligible or unregistered player.
  - Failure to meet the minimum number of players (5) to start or continue a match.
  - Failure of players to wear mandatory safety equipment (shin guards, mouth guards).

- Any action or behaviour by a team, official, or player deemed by the Committee to be unsporting, abusive, or violent.
- Non-compliance with the published match fixtures or refusal to play.

### **3. Sanctions**

The Committee may, after investigation, impose one or more of the following sanctions for each incident:

- i) Order the match to be replayed.
- ii) Award the match to the opposing team with a score of 3–0, or uphold the score at the time of the incident if it is more favorable to the non-offending team.
- iii) Record the violation (including details of the team and individuals involved) for future reference.
- iv) Suspend a player or team official for a specified number of matches.
- v) Disqualify a team or player from the competition.

### **4. Automatic Suspensions (On-field Offenses)**

A player shall be automatically suspended for their team's next match in the following circumstances:

- i) If sent off the field of play by the umpire (red card).

### **5. Failure to Enforce Suspension**

If a team fields a player who is under suspension, the match in which the player participates will be forfeited (awarded as a 3–0 loss to the opposing team) and the matter will be referred to the Committee for further action.

***\*\* The Committee reserves the right to amend these rules as necessary \*\****