



Organized by:



Subvented by:



20th Anniversary of the Establishment of the HKSAR 5-a-side Mini & Youth Hockey Tournament

(Age U8, U10, U12 & U15)

Date: 9/12/2017

Time: 08:30 – 14:00

Venue: Happy Valley Recreation Ground
(Pitch 9+10, 11)



Message



This year marks the 20th Anniversary of the establishment of the HKSAR. To share the joy of this celebration and its theme of “Together • Progress • Opportunity”, the Hong Kong Hockey Association has decided to organize a 5-a-side Mini & Youth hockey tournament to bring together young hockey players to celebrate this special occasion through the sport of Hockey.

It is my great pleasure to welcome all participants to the 20th Anniversary of the Establishment of the HKSAR Mini and Youth Hockey Tournament.

I am delighted to see some overseas teams once again paying us a visit and enjoying the tournament and the hospitality on offer.

The Organising Committee, headed by Mr. Derek Siu, Chairman of the HKHA Promotion & Development Section, has put in a lot of hard work and time to ensure the success of the tournament. I wish to thank the members of the Organising Committee for their dedication to the sport of hockey.

I would also like to thank the Leisure & Cultural Services Department for their generous support, without which the hosting of the tournament would not have been possible.

On behalf of the Hong Kong Hockey Association, I wish all the players, officials and spectators an enjoyable tournament.

A handwritten signature in black ink, appearing to read 'Sarinder Dillon'.

Sarinder Dillon
President

The Hong Kong Hockey Association

Message



Welcome to the 20th Anniversary of the Establishment of the HKSAR 5-a-side Mini & Youth Hockey Tournament!

I am delighted to see over 400 young hockey players, their parents and supporters of different nationalities and backgrounds gather, here today in Happy Valley hockey ground to celebrate the 20th Anniversary (20A) of the Establishment of the HKSAR. I would like to welcome our visitors from Shanghai who have come to join our celebrations of this meaningful occasion, and a big thank you to all coaches, parents and team officials for your continued support.

On behalf of the Organising Committee of the 20A of the Establishment of the HKSAR Mini and Youth Hockey Tournament and the Executive Committee of the Promotion and Development Section of the Hong Kong Hockey Association, I wish you all the very best of luck in all of the matches and an enjoyable hockey tournament.

A handwritten signature in black ink, appearing to be 'Derek Siu'.

Derek Siu
Chairman
Promotion & Development Section
The Hong Kong Hockey Association

All participating Clubs and Schools

Clubs and Schools	Participating Groups
DHC	U8, U10
GOJRA	U10, U12, U15
HARBOUR SCHOOL	U10
HKCC	U8, U10, U12, U15
HKFC	U8, U10, U12, U15
HOME CENTRE	U8, U10
INSPIRINGHK	U10, U12
KAI TAK	U8, U10
KCC	U8, U10, U12, U15
KEI FOOK	U8, U10, U12
KHALSA	U8, U15
SHANGHAI XINSONG PRIMARY SCHOOL	U10, U12
VALLEY	U8, U10, U12, U15

Tournament Format and Rules

1 - Teams

- i. The game is played between two teams in a 5-a-side format, **with a minimum of one girl on the field at all times.**

Maximum squad sizes per game are set at 9 players. Teams may choose whether or not to field a fully kitted goalkeeper, a kicking back or 5 field players.

- ii. Goalkeeper is strongly advised to
 - a) wear goalkeeping equipment including a helmet and wear a different coloured shirt. Teams not having a fully kitted goalkeeper with a different coloured shirt will be treated as a field player and no goalkeeping privileges will be given.
- iii. The minimum number of players to form a team for all age groups is 4 players.
- iv. **All players must meet the relevant age limit requirements (see below) of the specified division.**

2 - Age

Players must be born on/after the following dates:

U8	1/1/2009
U10	1/1/2007
U12	1/1/2005
U15	1/1/2002

Please note: If a team fields an illegal player, then that team will be disqualified from the competition and all games played will be voided.

3 - Duration of the game

- All games are 10 minutes straight with no extra time.

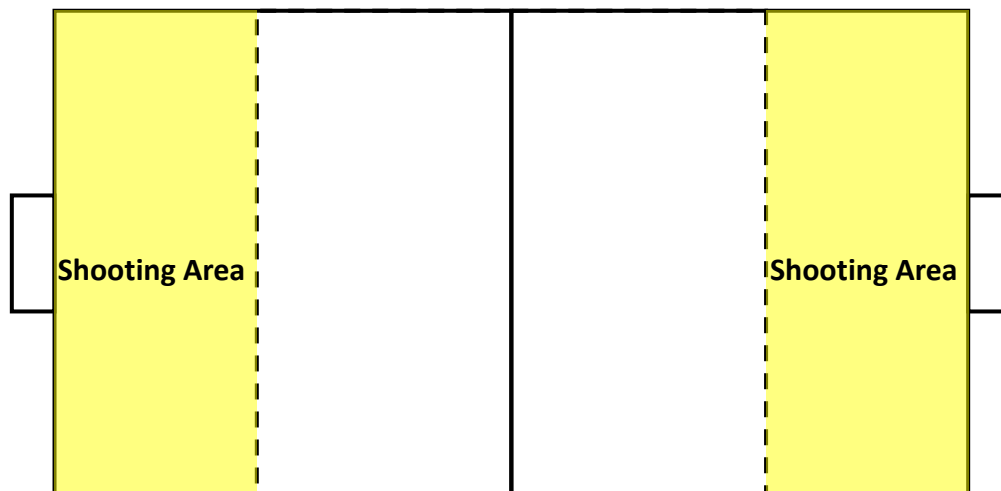
4 - Punctuality

All games must start on time. Where a team is not ready to start but the opposition is, the following may occur:

- After 1 minute – 1 goal will be awarded to the opposition team ready.
- After 2 minutes – a walkover (3: 0 win) will be awarded to the opposition team ready.

5 - Scoring (deciding group positions)

The shooting area (in yellow) will be marked by cones from the goal line.



Scoring for all matches will be as follows:

Win	= 3 points
Score draw	= 2 points
No-score draw	= 1 point
Loss	= 0 point

In the event of a walkover, 3 points and 3 goals shall be awarded to the winning team.

Positions to be decided as following:

- i. Number of points;
- ii. Goal difference;
- iii. Number of goals scored;
- iv. Previous head-to-head result;
- v. If the results between two teams remain tied after considering i) to iv) above, the winner should be decided by the toss of a coin.

6 - Player equipment & clothing

- i. It is a **mandatory** requirement for field players to wear shin pads during matches – no shin pads, no play! It is also strongly recommended that **mouth guards** are worn by all field-players during matches.
- ii. No player shall wear any equipment that may be dangerous to themselves or others. This includes raised jewellery, baseball caps with a stiffened peak and /or any sharp object.
- iii. Please note that all games will be played on water-based artificial pitch, and **correct footwear must be worn while on the pitch at all times**;
No blades or studs on the footwear are allowed on the field under any circumstances.
Artificial turf footwear is recommended.
- iv. Suitable warm clothing is encouraged. e.g. long-sleeved undershirts, gloves and hat.

7 - Substitutions

Substitutions are made on the baseline of the defending end (U8 / U10) or halfway-line (U12 / U15), and are allowed at any time

8 - Starting & Re-starting the game

- i. A game is started or restarted with either a hit, push or scoop taken from the centre of the halfway line or middle of the field after the officiating umpire whistles to start. The ball may be raised immediately using a push, flick or scoop provided it does not cause any danger but must not be raised intentionally using a hit.
- ii. Each team must be positioned in their own half of the pitch and the opposing players must be a minimum of 3 metres (U8 / U10) or 5 metres (U12 / U15) from the ball until the centre pass is played.
- iii. The taker can use a self-pass (i.e. pass the ball to themselves).

9 - Scoring a goal

A goal is scored when the ball is played within the shooting area by an attacker and does not travel outside the shooting area before passing completely over the goal-line and under the crossbar. The ball may be played by a defender or touch their body before or after being played in the shooting area by an attacker.

10 - Ball outside the field of play

The ball is out of play when it passes completely over the side-line or back-line.

Play is restarted by a player of the team which was not the last team to touch or play the ball before it went out of play.

Over the back-line off an attacking player:

- i. When the ball passes over the back-line off one of the attacking players and no goal is scored, the game is re-started with a free hit to the defence.
- ii. The ball can be played by a hit, push, scooped or self-pass. The ball may be raised immediately using a push, flick, or scoop provided it does not cause any danger but must not be raised intentionally using a hit. It is to be taken level with the top of the shooting area, and in line with the place where it crossed over the back-line.

Over the back-line off a defending player:

- i. If the ball is played over the back-line by a defending player and no goal is scored, the game is re-started with a free hit 3m (U8 / U10) or 5m (U12/ U15) outside the shooting area to the attacking team. The ball must travel 3m (U8 / U10) or 5m (U12/ U15) before entering the shooting area (i.e. no direct hit)

11 - Free hit

- i. Free hits are to be taken close to where the offence occurred. The ball can be played with a hit, push, scoop or self-pass. The ball may be raised immediately using a push, flick or scoop provided it does not cause any danger but must not be raised intentionally using a hit.
- ii. The ball must be stationary when a free hit is taken.
- iii. Until the free hit is taken, all opposition players must be a minimum of 3 metres (U8 / U10) or 5 metres (U12/ U15) from the ball.

- iv. Opposition players who remain within 3 metres (U8 / U10) or 5 metres (U12 / U15) when the free hit is taken (this is very common when the self-pass is used) must not interfere with the play until they have moved 3 metres (U8 / U10) or 5 metres (U12 / U15) away from where the free hit was taken, or the ball has moved 3 metres (U8 / U10) or 5 metres (U12 / U15). Running alongside the player taking a self-pass will be penalised as interference.
- v. If a free hit is awarded within 3 metres (U8 / U10) or 5 metres (U12 / U15) of the shooting area, all players except the taker must be at a minimum of 3 metres (U8 / U10) or 5 metres (U12 / U15) from the ball. The ball must move a minimum of 3 metres (U8 / U10) or 5 metres (U12 / U15) in any direction before it can be directly played into the shooting area. Thus, the ball cannot be played into the shooting area.

12 - Penalty corner

There will be no penalty corners. For an infringement that would have resulted in a penalty corner, a free hit shall be awarded and shall be taken at the nearest point to the infringement that is 3 metres (U8 / U10) or 5 metres (U12 / U15) outside the shooting area.

13 - Fair play

- i. Rough or dangerous play shall not be allowed, nor any behaviour which in the opinion of the umpires, amounts to misconduct.
- ii. Players must not intentionally use any part of their body to play the ball (except their hand to protect themselves in a dangerous situation).
- iii. Players must not play the ball with the stick held at above shoulder height unless they are attempting to prevent a goal from being scored (i.e. to defend a shot on goal). If it is going wide of the post or over the cross bar the defending player is not permitted to play at it with the stick at above shoulder height.

- iv. Players must not use the rounded side of the stick when playing the ball and when striking the ball, the stick must in no way cause danger, nor lead to dangerous play, or be intimidating to any opponent.
- v. Players must not play in any way that is dangerous.
- vi. Outfield - players must not kick the ball.
- vii. Players must not obstruct by running between an opponent and the ball, thereby unfairly preventing the opponent from playing the ball. Neither must they use any part of their body or stick to obstruct a player.
- viii. Players must not hold, charge, kick, shove, intentionally trip, or strike any player or umpire.

14 - Bully

- i. If the game is temporarily suspended because of an accident or injury where no offence occurred it shall be re-started with a bully close to the spot where the incident occurred. **No bully shall be played inside the shooting area**
- ii. Players must stand square of each other and prior to playing the ball and following the umpires whistle, they shall tap the ground with their sticks once and tap each other's stick above the ball once.
- iii. All non-involved players must be a minimum of 5 metres from the ball.
- iv. Injured players who are cut or bleeding will be required to leave the pitch immediately and shall not be allowed to return until the bleeding has been suppressed or stopped.

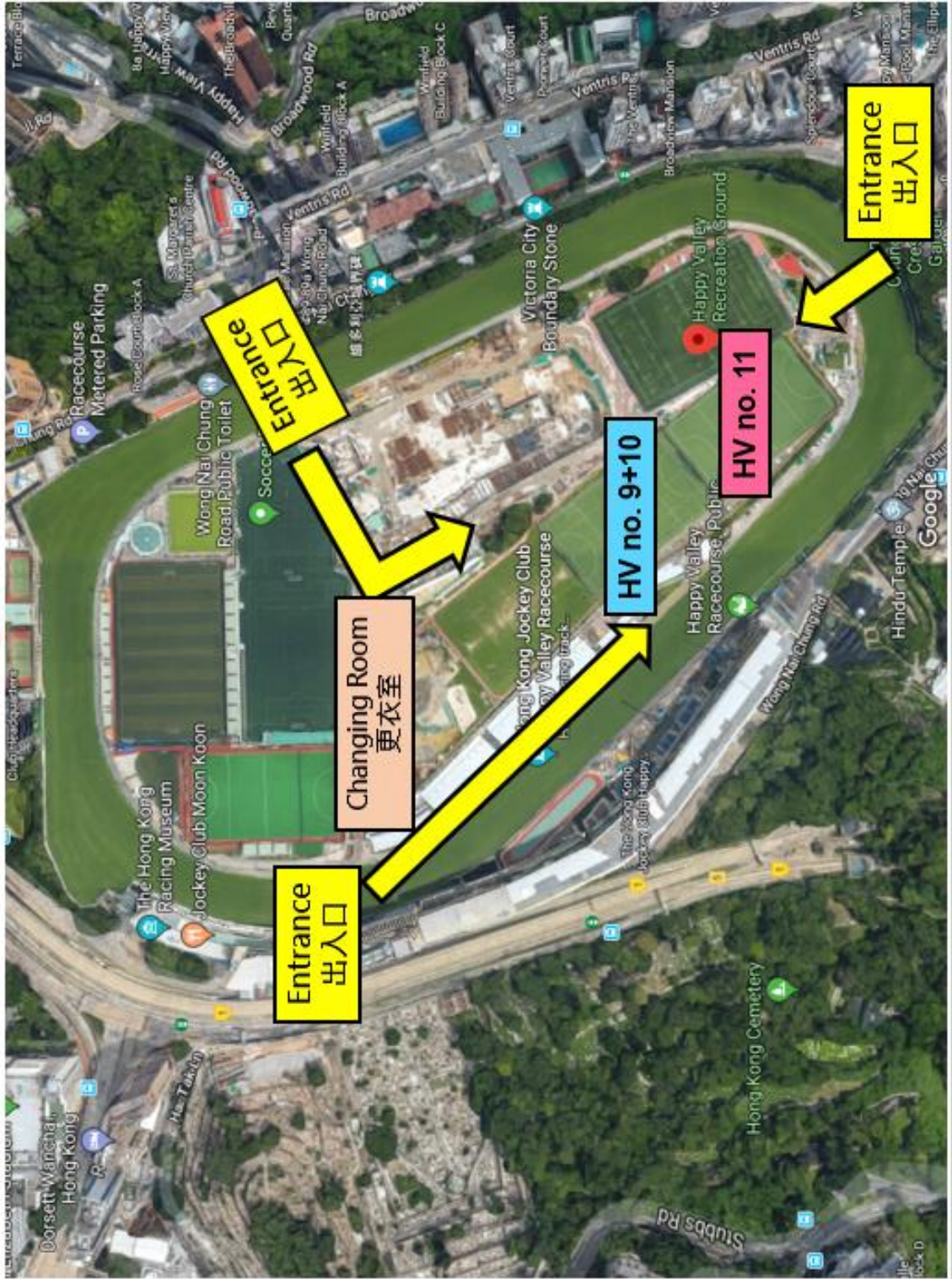
15 - Personal penalties

There are four types of personal penalties:

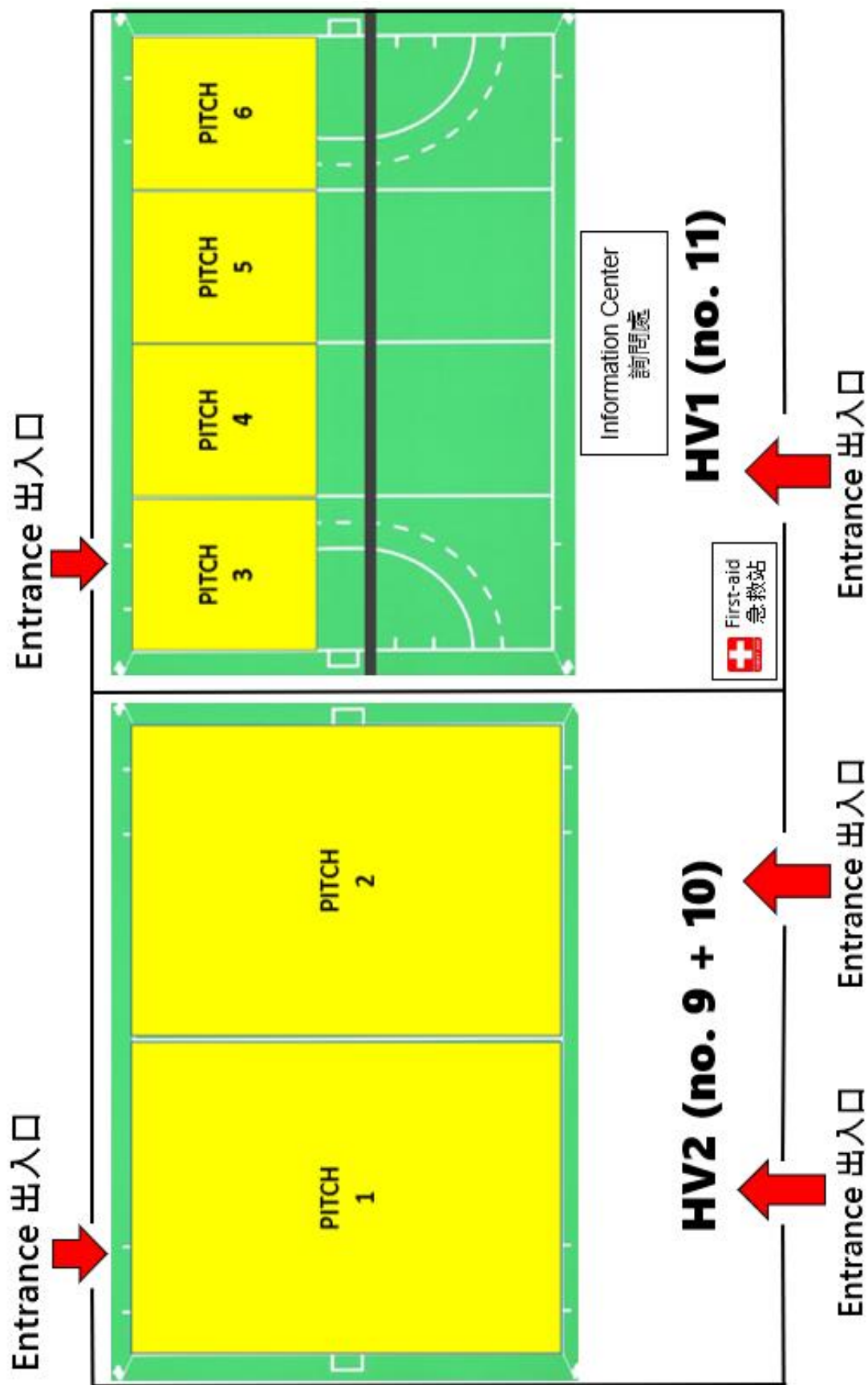
- i. Verbal warning
- ii. Green card
- iii. Yellow card - this represents a suspension of a minimum of **5** minutes.
- iv. Red card - this represents an immediate suspension for remainder of tournament

Entrances to Happy Valley Recreation Ground 跑馬地遊樂場入口

 Causeway Bay MTR station
(Walk around 15 - 20 Mins)



Floor Plan: Happy Valley Recreation Ground (Pitch 9+10, 11)



Hong Kong Hockey At-a-Glance

Governing body



The Hong Kong Hockey Association,
established in 1933

Regular competitions

- Winter Adult League: September to May each year
- Summer Adult League: June to August each year
- Youth League: October to March each year
- Mini-hockey: September to May each year
- School League: October to April each year (run by Schools Sports Federation and supported by HKHA)
- HKU Inter-hall hockey competition: October to February (run by HKU Sports Association and supported by HKHA)

Number of active hockey players in Hong Kong

Winter Adult League		Summer Mixed League
Men	Women	Men & Women
1777	978	588

- HKU Inter-hall hockey competition: 8 ladies' teams and 10 men's teams
- School League: 42 boys' and girls' teams
- Mini hockey (with 3 age groups of U8, U10 and U12): 800+ kids from 20+ clubs and schools

Diversity of the Hockey Playing Population (Winter Adult League)

Nationality	% of population
Chinese	60%
Caucasian	27%
Indian/Pakistani	12%
Others	1%
Total	100%

Age Profile in the Winter Adult League

