



HONG KONG FOOTBALL CLUB MINI HOCKEY FESTIVAL

(Ages U8, U10, U12)

SATURDAY 2 DECEMBER 2017 @ HKFC

Dear Players, Parents, Coaches and Supporters

Hong Kong Football Club welcomes you to the 2017 Mini Hockey Festival. We are pleased to welcome all the following clubs and schools as participants: KCC, HKCC, Valley RFC, Dutch HC, Shaheen, Khalsa, DBIS, DB Pirates, Harrow School, GSIS, The Harbour School, Inspires, PLKWS School, Gojra Sports Club, Kei Fook Primary School and debutants New Home Association.

All matches will take place at the Hong Kong Football Club. The U8 age group will play on the football pitch. The U10 and U12 age groups will play on the hockey pitch. Both have been recently resurfaced so are in excellent condition.

ENTRANCE / EXIT: All participating teams should enter and leave by the HKFC Stadium Entrance (through the Hong Kong Jockey Club tunnel leading into the Happy Valley sport pitches). This access point is directly to the HKFC Infield Sports Fields.

TIMING: IMPORTANT (Please note the start times for each age group – each tournament will be followed by a short prize giving ceremony. We ask that all teams attend)

U8 – 9.00am to 12.00pm

U10 – 8.00am to 11.30am

U12 – 11.45am to 2.00pm

REGISTRATION: The registration desk will be located on the Training Triangle. You are required to register your team(s) no later than 20 minutes prior to the official start time of each age group tournament.

TEAM SQUADS:

As mini hockey is intended to be mixed we would ask clubs to respect this within the constraints they have as to a mix of boys and girls. Where at all possible we would hope to see at least 2 girls per team on the pitch. We would also ask when selecting multiple teams within an age group that you consider Division 1 for more experienced players and Division 2 more suitable for less experienced players. Team sizes will be as follows, with up to 3 subs per team squad:

U8 – 6 players (max squad of 10)

U10 – 6 players (max squad of 10)

U12 – 6 players (max squad of 10)

Any team fielding a goalkeeper must do so with appropriate kit, including a helmet. A kicking back will be permitted as long as he/she is wearing kickers and a helmet for protection.

FIRST AID & ICE PACKS:

These will be available from the first aid station (blue tent) on the corner of the football pitch directly between the two playing venues.

Please ensure players have **plenty of water to drink and suitable weather protection**. Drinks will be available for purchase from the stall located on the Training Triangle between the hockey and football pitches.

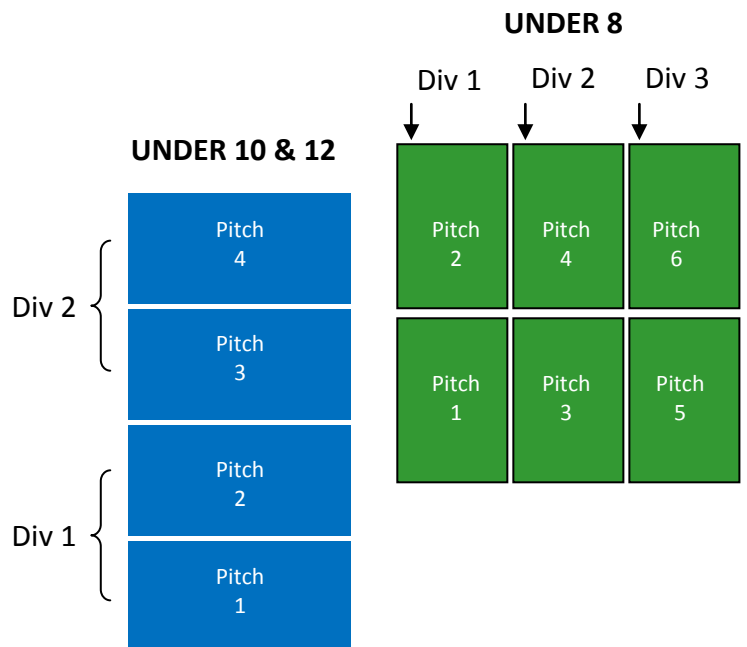
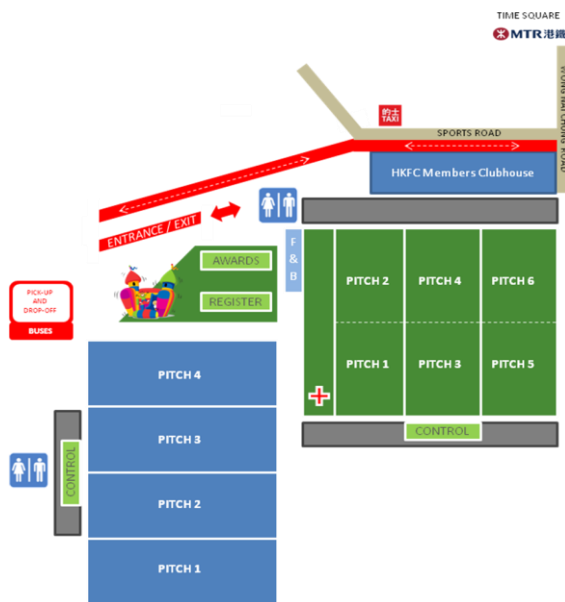
SPECTATORS:

Spectators are requested not to stand on the pitches at any time. For the benefit of the players and coaches spectators are encouraged to watch matches from the hockey and football grandstands or from the ends of the pitch areas as marked.

F&B and HKFC RULES:

There will be provision for Food & Beverage sales at the venue, where you may buy a range of snacks and drinks. You will be able to pay by cash or Octopus card. Please note and inform your coaches and parents, **NO OUTSIDE FOOD & BEVERAGES CAN BE BROUGHT INTO THE CLUB.** Please also note that no high heeled shoes/boots may be worn by spectators on the pitch surfaces.

VENUE LAYOUT:



TOURNAMENT RULES and GUIDELINES:

The overriding objective is to ensure the children have FUN, while playing within the rules.

All teams should wear the same kit. Normal hockey rules will apply subject to the following:

TIMEKEEPING:

All matches will be controlled by a central timekeeper and **matches will start and finish on the horn** with no allowance for a late start or injury. The match is deemed to start and finish at the beginning not the end of the sounding of the horn.

Due to the tight scheduling please have your teams ready to start as soon as the preceding match finishes, with coloured bibs on players already if required in the event of a kit clash (these will be provided at the Control Desks). Please check for colour clashes prior to matches and coordinate with team coaches to avoid delays (especially if playing against your own club teams).

A walkover (with 3 points and 3 goals) will be awarded to the opposing team in the event a team does not take to the pitch within 3 minutes of the horn.

SCORING:

The scoring area for Under 8 matches will be marked by cones 5m from the goal line. The scoring area for Under 10 and Under 12 matches will be marked by the line 10m from the goal line. Scoring for all matches will be as follows:

Win – 3 points

Score draw – 2 points (e.g. 3 - 3)

No-score draw – 1 point (0 - 0)

Loss – 0 points

Matches in all age groups are arranged across Pools in Divisions with the winners of the various Pools playing each other for overall Division Championships. In the event of tied positions in the Pools, to determine the Pool winner, ranking shall be determined in the following order:

- 1) Total Points,
- 2) Most number of goals scored
- 3) Who beat who in pool play

If still tied... then:

- 4) Least number of goals conceded
- 5) Biggest goal difference

If teams remain tied the decision shall be based on a coin toss.

If during a knock-out match or final there is a tied score at full time, a period of golden goal will apply. Both teams will be required to remove 3 players then the 'golden goal' period will be played for an additional 2 minutes (if required). After 2 minutes, if still tied, U12 and U10 teams will be required to remove 2 more players. U8 will be required to remove 1 more player, and an additional 2 minutes shall be played (if required). Substitutions may still be made during golden goal. If still tied, a golden goal penalty shoot-out will take place.

EQUIPMENT:

All players must wear shin pads and mouth guards or they will not be permitted to play.

FOOTWEAR:

Players are not allowed under any circumstances to wear shoes with metal studs on the field of play.

SAFETY:

A high stick and/or high ball will be discouraged for safety reasons. Any play considered to cause danger in any way will be considered a foul. A ball anywhere near players and above knee height will be automatically considered a foul. If any player goes down in the vicinity of the ball, play should be stopped immediately to avoid injury and the game restarted by a free hit to the team with the ball at the point play was stopped.

Use of FEET and BACK OF STICK:

Consistent and deliberate use of feet and/or the back of the stick will be penalized across all age groups. However, every effort should be made to encourage open play and the umpire should play advantage

wherever possible. More infringements will be expected at the U8 and U10 age groups, but less flexibility will be applied for U12 children, while still playing advantage as much as possible.

FREE HITS:

Self-pass is allowed at all times. Free hit rules above apply

Inside own half – ball must be stationary and taken close to where the offence occurred.

U10 and U12: Opposition players must be at least 4m away

U8: Opposition players must be at least 3m away

Inside opposition half – the ball cannot be hit directly into the shooting area (the 'D area') until it has travelled 4m (3m for U8) or been touched by another player

U10 and U12: Opposition players must be at least 4m away

U8: Opposition players must be at least 3m away

Inside the D – Defender's Free Hit - free hit to be taken by defending team at the top of the 'D area' in line with where the infringement took place.

U10 and U12: Opposition players must be at least 4m away

U8: Opposition players must be at least 3m away

Inside the D – Attacker's Penalty

U10 & U12: In the event the umpire would normally award a penalty corner (deliberate use of feet / body obstruction, deliberately hitting the ball off the back line, a poor tackle or foul preventing a shot on goal, etc), a **1v1 'Challenge'** shall apply.

A 1v1 'Challenge' shall be awarded to the attacking team as follows:

- An Attacker must start the 'Challenge' 4m from the 'D area'
- On the Umpire's whistle, the ball must be moved with a self-pass into the 'D area' where a shot can then be taken
- One Defender or Goal Keeper will be permitted to defend the 'Challenge'. He or she must start on their own goal line
- On the Umpire's whistle the Defender may come out to meet the 'Challenge'

All players not involved in the 'Challenge' must retreat to the top of the 'D area' at the opposite end of the pitch. On the umpire's whistle all players may track back to the 'Challenge' end of the pitch and join the action.

The 'Challenge' will be concluded when:

- A goal is scored (same scoring rules apply)
- The ball goes over the back line – this becomes a defenders' free hit or an attackers' corner depending on the last touch before the ball goes out... UNLESS deliberately hit off again by the defender, then a penalty goal may be awarded (twice in a row = goal)
- The defending team wins a free hit or clears the ball away
- The arrival of additional players = end of 1v1 'Challenge' – normal play resumes
- The attacking team wins another 'Challenge'

U8 Challenge: In the event of messy or deliberate infringements preventing a goal or shot on goal a 1v1 'Challenge' will be awarded to the attacking team. This will be taken (uncontested by any other players) between the player who won the free hit and the player who conceded it.

- On the Umpire's whistle, a shot can be taken from the top of the 'D area' (the player may run the ball towards goal first should they wish to do so)
- One Defender or Goal Keeper will be permitted to defend the 'Challenge'. He or she must start on their own goal line. On the Umpire's whistle the Defender may come out to meet the 'Challenge'

All players not involved in the 'Challenge' must retreat to outside the 'D area' and wait for the outcome.

The 'Challenge' will be concluded when:

- A goal is scored (same scoring rules apply)
- The ball goes over the back line – in all cases this becomes a restart to the defending team
- The defending team wins a free hit or clears the ball out of the 'D area'
- The attacking team wins another 'Challenge' (only if the umpire deems a deliberate infringement)
- Or... 10 seconds expires (becomes a defending team free hit at the top of the 'D area')

23 Long 'Corners' – All 'Corners' are to be played in line with where the ball left the field of play, 4 meters outside the 'D area' (3m for U8) and played in the same way as a free hit in the attacking half (see above).

GOAL:

A goal will be deemed scored if the ball crosses the line, between the goal posts, no higher than the top of the backboard. In the event of there being no back board, then the ball must be no higher than the top of the cone used to mark the goal post.

Own goal – there will be NO 'own goals' allowed. However, if a ball is struck by an attacker from inside the 'D area' and deflects off a defender into the goal, it shall be permitted.

PENALTY GOAL:

Where a ball is clearly going to cross the line and is blatantly stopped by a deliberate infringement a penalty goal can be awarded. For example, a spectator stops the ball, a field player lies down and uses his/her body to stop the goal, etc. The 'Challenge' rule below also applies.

GOALKEEPER:

If a goalkeeper is played he/she must have full kit (including a helmet). The goalkeeper will be confined to playing in the 'D area'.

If teams wish to do so, they can play with a kicking back. A kicking back must be wearing a helmet and kickers, and must wear a different coloured shirt to his/her team mates and opposition. The kicking back will be confined to playing in the D area.

For teams without a goalkeeper or kicking back, any defending player will be treated as a normal field player and no goalkeeper advantages will be given.

In the event of penalty strokes, a team that has played without a goalkeeper or kicking back during the tournament will only be permitted to have a field player as defending the goal with no goalkeeper advantages.

UMPIRES:

HKFC will supply umpires for all matches. However, if in the event **no umpire is provided the first named team will be requested to supply an umpire**, which can be the coach. This should not happen, but is listed just in case and so there's no confusion.

Please leave all match balls on the pitch throughout the entire tournament. Umpires need to make sure the ball is collected so it is ready for the next match. Games are to start immediately after one another so please ensure teams are quick to leave the field (after handshakes) and next teams are quick to get on the field. Coaches, whenever possible, please do not use time on the pitch between games to host your team talks (obvious exception if playing back-to-back games).

MATCH CARDS:

At the end of each match the Umpire in charge will ensure the final score is filled in and returned to the Admin desk for the score keepers to post. We ask please that parents and coaches refrain from crowding the score keeper's desk areas.

INDIVIDUAL AWARDS AND PRESENTATIONS:

The HKFC Hockey Section has allocated the duties to spotting the 'best and fairest' players to senior coaching staff with vast playing and coaching experience. They will select from each age group and division a Star Player and Fair Play Awards. These will be presented, along with the Champion and Runners-up trophies at the completion of each age group tournament on the Winners Stage on the Training Triangle. We therefore ask that all participants and spectators move to this area straight after the final game to show your collective support to all participants and to award recipients.

PHOTOS:

We will have a tournament photographer roaming for action shots. These will be made available through a link at a later date. We would also like to have the photographer take some individual team/club photos. Please assist when required so that this task is managed efficiently.

KIDS ZONE:

There will be a small interactive Kids Zone on the Training Triangle along with a Hockey Shop if looking to buy some Christmas gifts for the hockey enthusiast in your family. There will also be a bouncy castle and skills challenge "Obstacle Course". We encourage you to allow the participants (family members also) to use this environment when not playing.

CONTACT:

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