



# DET NSW School Sports Unit

## Hockey - Minkey

Where the rules of Minkey do not provide for a situation that arises, the umpire shall make a decision bearing in mind the objectives and spirit of the game.

### THE TEAM

1. A team consists of 6 – 8 players with no more than 6 players on the field at any one time.
2. Players should be positioned as:
  - 3 forwards(strikers)
  - 2 halfbacks (midfielders)
  - 1 fullback (sweeper)

### THE FIELD

The pitch should be 45m x 27m. Where an existing hockey field is being used, play across the field between the centre and quarter line.

A defensive zone of 10m should be marked at each end. Also a penalty spot should be marked 5m from the centre of the goal.

The goal should be 3.66m wide x 90 cm deep x 45cm high (large witches hat would be suitable)

### EQUIPMENT

Lightweight junior hockey sticks with one flat side and a curved back.

Sticks must be no more than 5.1 cm broad and no longer than the player's hip height.

### THE GAME

1. Two halves of 15 minutes with a 5 minute break at interval.
2. Play may be divided into quarters provided the total playing time does not exceed 45 minutes.
3. A goal may be scored from anywhere in within the opposing team's 10m defensive zone.
4. Players are not permitted to:
  5. raise the stick above the shoulder
  6. hit the stick of an opponent
  7. use the stick to obstruct an opponent reaching the ball or moving around the field
  8. play the ball with their hands or feet except when defending a penalty push
  9. raise the ball above knee height
10. obstruct an opponent from playing the ball by moving any part of his/her body between the ball and opponent.
11. Rough and dangerous play is not permitted and body contact must be avoided.
12. A free hit may be awarded to the opponents for any breach of the rules. At the time of a free hit no other player may be within 3 metres of the ball.
13. For a deliberate breach of the rules by a defender within the 10m zone, the attacking team will be awarded a penalty shot at goal from the 5m penalty mark. Only one defender may face the penalty push, standing on the goal line until the push is taken. All other players will stand outside the defensive zone.
14. The defending player may use the stick or the body to stop the penalty push. The player taking the penalty may not play the ball again after the initial push nor approach the defender.
15. For an accidental breach by a defender in the defensive zone the attacking team will be awarded a free hit a the point on the 10m line opposite the point where the breach occurred.

16. Defenders may not deliberately play the ball over their own goal line. When the ball is played over the goal line outside the goal by an attacker or accidentally by a defender, the defending team will be awarded a free hit on the 10m line opposite where the ball went out of play.
17. The curved back of the stick may not be used to stop or propel the ball.

