

NORTHERN METROPOLITAN REGION PRIMARY GIRLS & BOYS/MIXED HOCKEY 7s FINALS



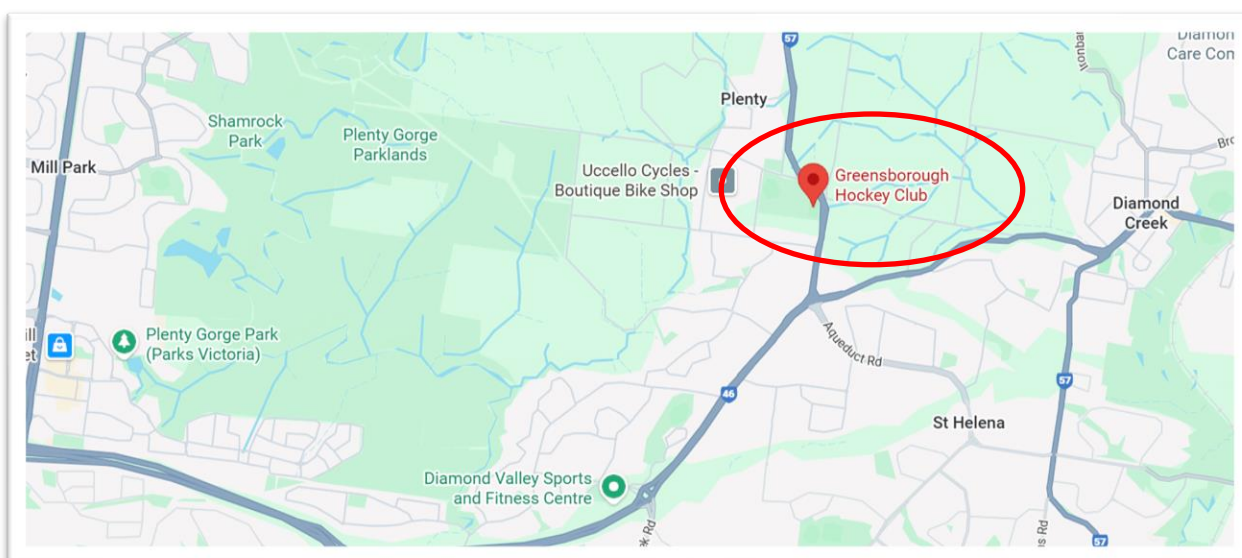
Venue: [Greensborough Hockey Club](#)
Plenty Park, Memorial Drive, Plenty 3090

When: **Wednesday 5th August 2026**
9:45am – 2pm

Convenor: Iain Ross 0405 938 238

Event briefing: 9:45am sharp

**This fixture is subject to change if schools are running late or withdraw from competition etc.*



TEAM SIZE

- A maximum of twelve (12) players may be used in one day.
- Seven (7) players on the field and up to five (5) interchange players to be named for each game.
- A minimum of five (5) players are required to start each game.
- [A completed team sheet](#) (endorsed by the school's principal or their representative) must be submitted **via email** to the NMR Primary Coordinator via email (Heath.Yasunaga@education.vic.gov.au) **no later than the day before the event, or a hard copy handed to the convenor before commencement of play.** If not provided, the teacher/coach will need to complete a team sheet manually prior to their first game.

GIRLS PLAYING IN BOYS/MIXED

- A girl cannot play in a girls' team and a boys/mixed team in the same sport within the same calendar year. The stream of competition competed in at District level should be carried through to Division, Region and State.
- **Team sheets are reviewed by the event convenor, and Region Coordinator.** Teams to be found in breach of this rule may face consequences, including disqualification.

DRESS

- Competitors must be suitably attired. Players must wear same coloured shorts/skirts/tights **being the same design and colour and they MUST have no pockets.**
- Players must wear matching shirts (should be numbered) and same coloured socks.
- **No jewellery is to be worn.**
- **The wearing of shin guards and mouth guards is strongly recommended.**
- **An approved Hockey-specific face mask is permitted to be worn by a player when defending a penalty corner and when they are inside the circle they are defending. Face masks are optional and must be supplied by schools or personal equipment.**
- Players not correctly dressed will not be permitted to compete.
- **Players cannot take the court under any circumstances if they have pockets.** For other uniform violations, teams will be penalised 3 points per game for each player out of uniform and will be added onto the opposition's score at the start of any game.

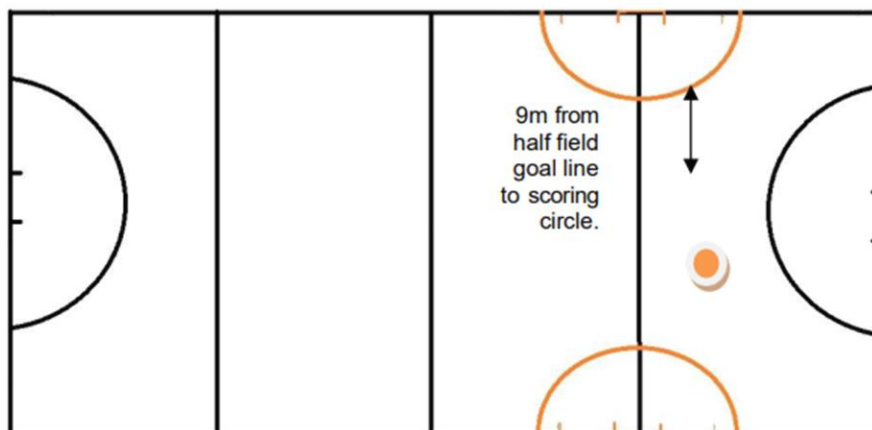
FIELD & DIMENSIONS

- Games played on a half field hockey pitch.
- Standard (3.66m) goals with the midline straddling the 23 metre full field line).
- Scoring circles to have a 9 metre radius.

Facilities

Grounds being used for SSV Hockey 7's matches are required to have the following Field Markings:

- Centre spot on field
- Standard (3.66m) goals with the midline at the 25yard (full field) line
- Scoring circles 9m radius



MATCH CONDITIONS & RULES

- The scheduled duration of matches shall be **2 x 15 minute halves. 5 minutes for half time.**
- Penalty corners will be played out when 'Time' is called.
- Hockey 7s is a modified game of hockey with 7 players on the field at any one time.
- It will be played under the rules based on Hockey Australia modified for HV competition Under 12 '[Half field Hockey](#)' unless otherwise stated.
- The use of Goalkeepers in Hockey 7s is not permitted.
- Please see the [SSV Primary Schools Resource Manual](#) for more useful sport specific information.

Living through Respect:

- A green card should only be a verbal warning, a yellow card should be a minimum of 2 minutes and a red card should be off for at least the rest of the match.
- The Convenor should then make a decision, based on the reason a red card is given, whether that should be for the rest of the day. This allows for an interim penalty to be given for something more serious than a yellow but maybe doesn't warrant not participating again for the rest of the day. A 'yellow card' does not automatically lead to a player being disqualified from the remainder of the tournament.
- All players, teachers, spectators and officials are bound by the '[SSV Codes of Conduct](#)' and the '[Participant Behaviour Policy](#)'.

Use of stick:

- The stick may not be raised above the shoulder or raised dangerously in the opinion of the umpire.
- 'Tomahawk' strokes are not permitted at any time.

Play on rule:

- The 'Play On' Rule will be used.

Penalties:

- Advantage will apply where possible.
- Lifting the ball deliberately above knee height is not permitted at any time and will be penalised under dangerous play provision. If a ball is accidentally raised above knee height then it is subject to the danger rule.
- The self-pass may be used when a free hit is awarded. At the time of a free hit being taken, no other player may be within three (3) metres of the ball.
- **Obstruction (definition)** Obstruction is using the body as a shield to protect the ball or inhibit players. This can cause danger to other players and to oneself. The obstruction rule is to be applied with discretion to discourage 'playing for obstruction' and free hits.

Penalty Corner:

A modified penalty corner shall apply:

- An attacker shall push the ball out from one of the penalty corner marks (at least 6 metres from the nearest goal post). All other attackers shall be outside the circle.
- A goal cannot be scored until the ball has travelled outside the circle.
- Up to 5 defenders may be behind the back line but located outside the goal. The remaining defenders will stand behind the centre line.
- For a deliberate breach or an unintentional breach that otherwise would have resulted in a goal a penalty corner will be awarded and a penalty card will be raised against the defender.

Clarification of rules

For any unintentional breach occurring:

- **Outside the Circle** – A free hit shall be awarded to the opposition team where the breach occurred. The free hit cannot be played directly into the circle and where the ball is within 3 metres of the circle the ball must be touched by another player before it can enter the circle.
- **Inside the Circle (by a defender)** – A penalty corner shall be awarded.
- **Inside the Circle (by an attacker)** – A free hit is awarded to the defending team which shall be taken 9 metres from the back line (level with the top of the circle) and in line with where the infringement occurred.

Clarification of rules

When a ball goes over the back line and no goal is scored:

- **Off the stick of a defender (not deliberate)** – A free hit (long corner) shall be awarded to the attacking team to be taken 12 metres from the back line, in line with where the ball crossed the back line. To assist in determining where the hit is to be taken, use the top of the circle (9m) as a guide, with the free hit to be taken 3 metres past a line level with the top of the circle.
- **Off the stick of a defender (deliberate)** – A penalty corner shall be awarded.
- **Off the stick of an attacker** - A free hit is awarded to the defending team which shall be taken 9 metres from the back line (level with the top of the circle) and in line with where the ball crossed the back line.

Clarification of rules

For any intentional breaches:

- **Outside the circle (in the defensive half of the field)** – A penalty corner be awarded. An appropriate card in other areas of the field.
- **Inside the Circle (by a defender)** – A penalty corner be awarded and a penalty card will be raised against the defender.

Blood Rule:

- At all times, play must be stopped by an official so that any player who is injured or suspected of an injury may be treated. Personal safety is paramount.
In the event of an open wound where bleeding is evident:
- The game clock shall be stopped where applicable.
- The injured player shall be withdrawn from the competition by an official and shall not return until the bleeding has stopped, all traces of blood removed and the wound is completely covered.
- The injured player may be replaced where the rules of the game permit.
- Bloodied uniform items and equipment must be replaced. Where games are played on a synthetic surface, any blood left on the surface must be removed before the game continues.

EQUIPMENT AND OFFICIALS

All schools/teams participating in the NMR Boys/Mixed & Girls Hockey 7s Finals will need to provide:

- Match balls.
- All their own equipment including shin pads, face masks etc.
- Score sheets for all matches.
- An alternative set of shirts and socks, only if schools have available to minimise clashes.
- Referees will be provided.
- Each team must provide a scorer on the games they are involved in.

MATCH FORMAT

- A preliminary round-robin stage will consist of 2 pools of 3 schools- each school will play **two pool matches**.
- Winners of each pool will qualify for the **Grand Final (1st place in each pool)**. The winner of the Grand Final will go on to the State Championships.
- **If we do not have 6 schools attend to make up the pools then an alternate fixture with the schools involved will be created.**
- 2nd place of each pool will qualify for the **3rd place playoff**.
- 3rd place from each pool will qualify for the **5th place playoff** if both schools wish to play.
- **Points will be allocated for Round Robin matches as follows: 3 points for a win, 1 point for a draw and 0 points for a loss.**
- If, at the end of the round-robin, two teams are tied on round robin points then the winner of their face-to-face match will be declared the winner. If their face-to-face match was a draw, then goal difference. If still equal, most goals for then least goals against.
- Final Winner: If the Final is a draw then 5 minutes extra time will be played. If the game is still a draw, both sides change ends and the first score wins. If the score is still tied after the allotted second period of 5 minutes extra time, two (2) players from each team will be removed, leaving five (5) players from each team on the field. Another 5 minutes of extra time will be played. Substitutions are permitted during this period. The first team to score wins the game. If the score is still tied after a further 5 minutes, both teams will be reduced to three (3) players and will continue playing until a score breaks the tie.

FIRST AID

- First Aid will not be provided.
- Schools must bring their own first aid kits for bus travel and to further support first aid on the day. Schools must bring their own ice packs to the event. If required, schools must bring their own
- Student's EpiPen's and asthma kits to the event. Schools are responsible for their own student's anaphylaxis and asthma equipment and cannot rely on event first aid resources for these instances.
- Any strapping or taping requirements will be the players responsibility to have complete prior to game time. There will be no provisions for strapping and/or taping from event management.

STATE FINALS INFORMATION

- The winners will be awarded the Champions pennant and qualify as the NMR representative at the [State Championships](#).

Best wishes to all schools competing at the NMR Primary Girls and Boys/Mixed Hockey Finals,

Heath Yasunaga | SSV Northern Metropolitan Region Primary Coordinator
Heath.Yasunaga@education.vic.gov.au

GIRLS FINALS Fixture

| POOL A - Court 1 | | |
|---|-----------------------|---|
| 1. Whittlesea Division | 2. Nillumbik Division | 3. Darebin Division |
| School: | School: | School: |
| Round | Match Time | Teams |
| 1 | 10.00am | vs. |
| 2 | 11:00am | Bye with Round 1 vs. Loser of Round 1 |
| 3 | 12:00pm | Winner of Round 1 vs. Bye with Round 1 |
| POOL B - Court 2 | | |
| 4. Woodlands Division | 5. Banyule Division | 6. Inner North Merri-bek |
| School: | School: | School: |
| Round | Match Time | Teams |
| 1 | 10.00am | vs. |
| 2 | 11:00am | Bye with Round 1 vs. Loser of Round 1 |
| 3 | 12:00pm | Winner of Round 1 vs. Bye with Round 1 |
| FINALS | | |
| Grand Final (Court 1) | 1:00pm | 1 st Pool A vs. 1 st Pool B |
| 3rd Place Playoff (Court 2) | 1:00pm | 2 nd Pool A vs. 2 nd Pool B |
| 5th Place Playoff (Court 3) | 1:00pm | 3 rd Pool A Vs. 3 rd Pool B |

BOYS/MIXED FINALS Fixture

| POOL A - Court 3 | | |
|---|-----------------------|---|
| 1. Whittlesea Division | 2. Nillumbik Division | 3. Darebin Division |
| School: | School: | School: |
| Round | Match Time | Teams |
| 1 | 10.00am | vs. |
| 2 | 11:00am | Bye with Round 1 vs. Loser of Round 1 |
| 3 | 12:00pm | Winner of Round 1 vs. Bye with Round 1 |
| POOL B - Court 4 | | |
| 4. Woodlands Division | 5. Banyule Division | 6. Inner North Merri-bek |
| School: | School: | School: |
| Round | Match Time | Teams |
| 1 | 10.00am | vs. |
| 2 | 11:00am | Bye with Round 1 vs. Loser of Round 1 |
| 3 | 12:00pm | Winner of Round 1 vs. Bye with Round 1 |
| FINALS | | |
| Grand Final (Court 1) | 1:00pm | 1 st Pool A vs. 1 st Pool B |
| 3rd Place Playoff (Court 2) | 1:00pm | 2 nd Pool A vs. 2 nd Pool B |
| 5th Place Playoff (Court 3) | 1:00pm | 3 rd Pool A Vs. 3 rd Pool B |



Awarded to

for participation in the NMR Hockey Finals

Wayne Schultz & Heath Yasunaga
NMR Coordinators

Iain Ross
NMR Hockey Convenor

GO WELL!

On behalf of the NMR (P) team, SSV wishes you all the very best in your event today & trust you have a quality experience.

REFLECTION

Three things **I did** well:

1. _____

2. _____

3. _____

One thing **I learnt** today:

One thing **I can** improve on:

EVENT NOTES.....

✓ **WE are learning**

✓ **WE are doing our best**

✓ **WE are not professional athletes**

✓ **This is school sport & not community pathway sport**

✓ **Please control your emotions & live through event CARE**

