

I. Mini Hockey Rules of the Game

Modified the mentally disabled players
According to the rules of the Deutsche Hockey Bund e.V.

1. Duration of Game, Team, Substitutions

- 1.1 The duration of the game is two halves of 12 minutes each, however, can be shortened individually depending on the strength of the teams (1.2.3. categories)
- 1.2 A team shall have a max. of 6/min. of 4 players, including goalkeeper. The remaining 6 are substitutes
- 1.3 Substitutions are allowed at any time: to have better control it should be done at the centre line.
- 1.4 Any substituted player may return to the pitch.

2. Goal-Keeper Equipment

In the interest of safety, goalkeepers must wear full goal-keeping equipment including: full helmet with throat guard, body protector (groin and chest areas), hand protectors, leg protectors, feet protectors, abdominal guard or box

3. Pitch and Goals

The size of the pitch and the goals as well as marks are according to the rules of the Deutsche Hockey Bund e.V.

4. Starting the Game

The game is started with a push or a hit from the centre of the centre line. Each team must be positioned in their own half of the pitch and the opposing players must be a minimum of 5 metres from the ball until the centre pass is played.

5. Bully

A bully takes place to re-start a match when time or play has been stopped for an injury or for any other reason and no penalty has been awarded:

A bully is taken close to the location of the ball when play was stopped.

The ball is placed between one player from each team who face each other.

The two players start with their sticks on the ground to the right of the ball and then tap the flat faces of their sticks together once just over the ball after which either player is permitted to play the ball.

All other players must be at least 3 metres from the ball.

6. Scoring a Goal

A goal is scored when the ball has been struck by, or deflected off, an attacker while it (the ball) is in the circle and crossed completely over the goal-line between the goal-posts and under the cross-bar.

7. Performance of the Play

7.1 *Players must not:*

- 7.1.1 use the rounded side of the stick when playing the ball
- 7.1.2 play at any high ball
- 7.1.3 play with the stick held at above shoulder height
- 7.1.4 intentionally use any part of their body to play the ball (only the goal-keeper)
- 7.1.5 hold, charge, kick, shove, intentionally trip, or strike any player or umpire

7.2. *players are allowed to:*

- 7.2.1 play the ball low with the flat faces of their sticks – when scoring a goal, too
- 7.2.2 touch the opponent player without producing a foul
- 7.2.3 goalkeepers are allowed to kick the ball within the defending circle, and may stop the ball with hand or body
- 7.2.4 continue to play if a ball is lifted without being touched by a stick and no dangerous situation arises

7.3 *Incorrect behaviour*

Rough and dangerous play shall not be allowed, nor any behaviour which in the opinion of the umpire amounts to misconduct

7.4 *Penalties*

- 7.4.1 outside the circle: free hits are to be taken close to where the offence occurred. A penalty corner shall be awarded for a defending player accidentally committed an offence inside the circle
- 7.4.2 within the circle: penalty corner or penalty stroke
- 7.4.3 within and outside the circle: when breaking the rules the umpire can decide to award a bully, for rough and dangerous play or other way of gamesmanship performance the umpire may decide to:
 - award a personal penalty
 - send the player off the pitch for a certain time or suspend the player for the rest of the match.

8. Ball out of Play

- 8.1.1 When the ball passes completely over the side-line it should be put into play along the ground in any direction by a hit or a push by an opponent of the player who last touched it. This is called a hit-in. Until the hit-in is taken, no opposition player shall be within 3 metres of the ball
- 8.1.2. when a ball passes over the back-line of one of the attacking players and no goal is scored, the game is re-started with a hit to the defence which is taken level with the top of the shooting circle and opposite the place where it crossed over the back-line.

9. Penalty Corners

- 9.1. A penalty corner shall be awarded for any one of the following reasons:
 - 9.1.2. a defending player accidentally committing an offence inside the circle
 - 9.1.3. a defending player deliberately committing an offence outside the circle, but within their own half of the pitch
 - 9.1.4. Penalty corners are taken on the back-line on a marker that is on the side line from each goal post. All defending players must stand behind the back –line.
 - 9.1.5. All other attacking players must be outside the circle
10. Penalty Stroke
 - 10.1. a penalty stroke shall be awarded when an intentional offence in the circle by a defending player against an opponent has possession of the ball or an opportunity to play the ball
 - 10.2. Bei der Ausführung darf der Ball nur geschoben werden;
 - 10.3. Der Torwart muss auf der Linie stehen und er darf, bevor der Ball nicht gespielt wurde, die Torlinie nicht verlassen;
 - 10.4. a goal can be awarded if in the process of a penalty stroke, the defending goalkeeper commits an offence that prevents a definite goal from being scored.

II. Classification

Category I

- To this category belong all teams that are able to play a complex game and are able to understand the game of the play. The players have technical and motoric abilities
Players are able to play a double-pass

Category II

- To this category belong all teams able to play simple passes – all abilities are reduced. There may also be a difference of technical skills between the players

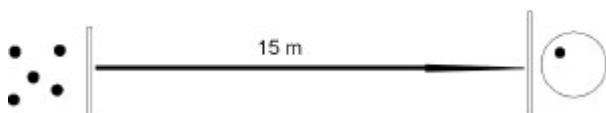
III. Skill – Test Rating of the team

This skill test should be performed on tournament conditions during training. The results of the test will be taken into consideration for the grading of the categories before the tournament – but will not replace the test at the venue.

Adding all results of various points of the 3 skill tests one should get an idea of the technical skills of each player – and adding the overall result of all players will give the strength of the team.

A. To control the ball

A. Kugel treiben



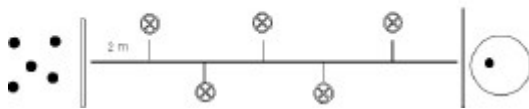
You need: to fix a start and finish line (distance 15 m), exercise hoop, sufficient hockey balls, stop watch

Test: After the signal to start the player runs with the ball towards the hoop and tries to lift it into the circle, runs back and forth as often as he/she can in one minute. At the end of the test the amount of balls in the circle (exercise hoop) is important

Valuation: for each ball collected in the circle: one Point

B. Dribbling

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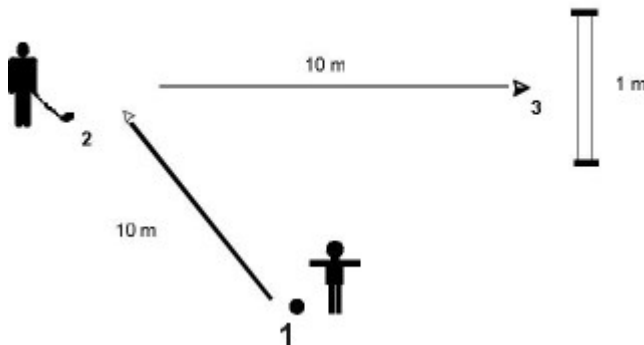
You need: to fix a start and finish line ; 5 cones (in a distance of 2 m form each other and 0,5 m apart from the ground line), exercise hoop, stop watch

Test: The player dribbles the ball through the 5 cones with fore and backhand to the hoop. Then the player runs back and starts again with another ball

Valuation: for each run through the cones: five points

C. Control of the ball and shoot at a goal

C. Ballkontrolle und Zielstoß



You need: 2 marked points (distance 10m/one-eight bend), 1 exercise box (1m) distance 10m, enough hockey balls

Test: a ball will be hit/pushed to the player from a distance of 10 m. The player has to stop the ball and pushes it forward to the box /goal distance 10 m - In one minute the player tries to hit the goal as often as possible

Valuation: for each ball reaching the box(goal) one point