

2014 RULE COMPARISON TABLE

Side-by-side comparison of the *Rules of Hockey* and NCAA & NFHS modifications

This comparison chart is meant to serve as a helpful reference for umpires officiating competitions governed by the *Rules of Hockey* (including the FIH Tournament Guidelines) and modifications published by the National Collegiate Athletic Association (NCAA), which governs intercollegiate competitions in the USA, and the National Federation of State High School Associations (NFHS), which governs competitions between most high schools in the USA.

WHAT'S NEW (NCAA)

1. Substitution cards are no longer required
2. Anywhere on the field athletes from either team may use their stick to play a ball that is above their shoulders

WHAT'S NEW (NFHS – these NFHS rules now match the rules at international, NCAA, and USA Field Hockey events)

1. Unless attacking on a penalty stroke, the goalkeeper may not play outside of the 25-yard line closest to the goal-line he/she is defending (1.7.4)
2. The umpires are required to wear/carry a watch suitable for timing the game and are responsible for ensuring that the official time is correct (2.1.1 and 2.1.2g)
3. Unless shooting on goal players may no longer use the hitting action to intentionally raise the ball into the air (8.1.1h)
4. Restarts following a breach by the attack inside the circle must be taken no further from either side-line as the foul and up to 16 yards from the back-line – just like all restarts for fouls within 16 yards of the back-line (9.1.2)

NOTABLE REMAINING DIFFERENCES

GENERAL PLAY

- In the *Rules of Hockey* and NCAA games, goalkeepers and non-goalkeeping defenders may use their stick to play a ball that is above shoulder height as part of a goal saving action (result is a 'play on' situation). NFHS: Only goalkeepers may make such a play; if a non-goalkeeping defender does this inside the circle, the action is penalized by a **penalty stroke** (8.1.1a)
- In the *Rules of Hockey* and NCAA games, simultaneous fouls are not considered a possibility. NFHS: Simultaneous fouls are considered possible (8.2.Penalties.3. Play restarts with a bully). *NOTE: All umpires are expected to decide which of the supposedly simultaneous fouls happened first*

PENALTY CORNER

- In the *Rules of Hockey* and NCAA games, regular substitutions are not allowed between the time a penalty corner is awarded and completed. NFHS: Substitution is allowed during the penalty corner. Specifically, after the ball is inserted (4.4.3)
- In the *Rules of Hockey* and NCAA games, a flick cannot be used to insert a penalty corner. NFHS: A flick is allowed (10.2.1)

SUBSTITUTIONS

- In the *Rules of Hockey* and NCAA games, all substitutions take place from the substitution area at the center-line and the umpire signals a time-out for goalkeeper substitutions. NFHS: Goalkeepers are to substitute from the back-line without umpire assistance (1.2.i.2)
- In the *Rules of Hockey* and NCAA games, the captain is accountable for illegal substitutions. NFHS: The head coach is accountable for illegal substitutions (4.4.Penalty)

COMPOSITION OF TEAMS

- In the *Rules of Hockey* and NCAA games, a goalkeeper is not required. NFHS: Fully kitted goalkeeper is required (1.4.1)

EQUIPMENT

- In the *Rules of Hockey* and NCAA games, player is responsible for being legally equipped. NFHS: The coach ensures players are properly dressed and legally equipped (1.8.1.a) and is carded if a player is found to be illegally equipped (Situation 1.4.1)
- In the *Rules of Hockey* and NCAA games, eye protection is optional and players may not wear metal/wire-frame/cage goggles. NFHS: Metal/wire-frame/cage goggles are allowed and eye protection required (1.6.5)

PERSONAL PENALTIES

- In the *Rules of Hockey* and NCAA games, there are no special penalties for fouls that are considered “flagrant” in nature. NFHS: A flagrant foul by a player or coach requires removal of a player and the team is further penalized with a penalty stroke (8.2.Penalties.2 and 3, 11.1.1c, and 12.1.Penalties.5)
- In the *Rules of Hockey* and NCAA games, team composition is not impacted when a coach is carded. NFHS: The yellow card suspension or red card ejection of a coach requires the team to play short for the duration of the suspension/ejection (12.1.Penalties.2 and 3). A green card to a coach does not impact team composition

HAVE A QUESTION (Umpire, Players, Coaches, Assigners, Fans): When you have a question, please submit it to USA Field Hockey's ASK THE UMPIRE by sending an email to: umpire@USAFieldHockey.com

Points of emphasis and/or significant changes from last year's chart are highlighted in **yellow**. Those points of significant difference appear in a **red** font. This color **highlighting** is used to mark updates to the table made between versions of the table within the year of publication. The chart is NOT a replacement for thorough knowledge of the rules or tournament regulations. Please visit USAFieldHockey.com periodically to ensure you have the most up-to-date comparison table.

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If a topic is not listed, it typically means that there are no modifications. New and relatively new alignments between the Rules of Hockey, NCAA modifications, and NFHS rules are included in the chart below to be helpful.

	Rules of Hockey <i>Governs all levels of play – youth to the Olympics</i>	NCAA Modifications <i>Governs games between colleges and universities</i>	NFHS Rules <i>Only governs games between high schools</i>
ADMINISTRATION			
Clock: Duration of Each Half	35 minutes	<i>Not Modified</i>	30 minutes
Clock: Duration of Half Time	5 minutes, or specified by tournament rules	10 minutes	Not more than 10 minutes
Clock: End of Time (each half)	Visible clock used for official time, runs to zero and a horn shall sound to signal end of time (even during penalty corners); play continues until umpire blows whistle	<i>Not Modified</i>	<i>Not Modified</i>
Clock: Stopping after Goal	The clock is not stopped	The clock is stopped	The clock is stopped
Clock: Time Outs	No team time outs	One two-minute team time out per game; may be used in overtime	Two 90-second time outs per team per game.
Composition of Team: Minimum Number of Players on Field	Teams may play with up to 11 players, one of whom may be a goalkeeper	<i>Not Modified</i>	Minimum of seven players; one must be a fully equipped goalkeeper
Stick Check <i>USA Field Hockey recommends checking all sticks at every game during first two-weeks of the fall hockey season</i>	Performed by technical staff	It is recommended that stick checks occur not later than 45-minutes prior to the start of the game (required during NCAA tournament)	Sticks are checked at the discretion of the umpires

CLOTHING AND EQUIPMENT (goalkeepers and players with goalkeeping privileges)			
Goalkeeper (describes fully kitted goalkeeper)	MUST WEAR a shirt/garment that is a single color and different in color from that of both teams; must wear this over any upper body protection; must wear protective equipment comprising of at least headgear, leg guards and kickers except when taking a penalty stroke	Throat protector and chest protector also required; shirt, leg guards, kickers, and hand protectors may not be white; otherwise not modified	A fully kitted goalkeeper IS required and MUST WEAR a shirt color different from field players of both teams; helmet with fixed facemask; leg pads; kickers; chest protector; wrap around throat protector; hand protection; mouth guard can be attached to mask
Players with Goalkeeping Privileges (a.k.a. kicking back) and Field Players when defending a penalty stroke	MUST WEAR a shirt/garment that is a solid color and different in color from that of both teams; May wear protective headgear inside their defending 23 meter area; must wear protective headgear when defending penalty corner and penalty stroke	A player with goalkeeping privileges must wear a throat protector, helmet with fixed face protection, and distinguishing jersey (an optional chest protector may be worn under the jersey); a field player defending a penalty stroke needs the same protective gear but need not wear a distinguishing jersey; a mouth guard is required	<i>Not applicable, fully kitted goalkeeper required at all times</i>

CLOTHING AND EQUIPMENT (all players)

Shin Guards	Recommended, required at tournaments, must not be white	Like colored socks/shin guards required	Like colored socks/shin guards required; must be solid color
Mouth Guards	Strongly recommended	Required for field players; strongly recommended for goalkeepers	Required for field players and goalkeepers
Jewelry	Subject to danger	<i>Not Modified</i>	Not permitted unless religious or medical and must be taped and may only be visible if medical
Undergarments	Not stipulated	Must be the same as teammates; home is dark, visitor is light	Must be the same as teammates; home is white , visitor is dark
Eye Protection, Field Players	Wire frame/cage goggles are dangerous and may NOT be worn at any time	<i>Not Modified</i>	Wire frame/cage goggles are permitted. Eyewear protection is required for all field players; shall be worn as intended by the manufacturer and must meet eyewear protection standard for field hockey (ASTM F2713-09)
Face Protection, Field Players	Masks are allowed while defending PCs; must be flat and conforming to the face, medical need is not required in USA	<i>Not Modified</i>	Masks meeting eyewear protection standard for field hockey (ASTM F2713-09) may be worn at any time; other masks require state association ruling

PROCEDURES FOR SET PIECES

Penalty Corner, Execution	Push or hit for insertion; ball must travel outside circle before goal can be scored BUT if this condition is not met the umpire does NOT stop play	<i>Not Modified</i> (except breaking or causing breaks into the circle prior to insertion causes a player to be sent to the center-line)	<i>Not Modified from NCAA</i> (except use of the flick for insertion is permitted)
Penalty Corner, How Ended	See rules 13.5 and 13.6	<i>Not Modified</i>	Although worded differently, ending of penalty corners in NFHS games is not modified
Penalty Corners, Time Expired	Played out to completion when awarded before time expires; penalty corners and penalty strokes awarded during a penalty corner that began before time expired are also completed	<i>Not Modified</i>	Played out when awarded before time expires unless at the end of the game and either team is two or more goals ahead (do not stop any penalty corner when time expires if insertion has already taken place; do not award subsequent penalty corners if time expires during the penalty corner and a team is two or more goals ahead)
Penalty Stroke	When the lead umpire is assured both players are ready the penalty stroke begins with the lead umpire's whistle	<i>Not Modified</i>	<i>Not Modified</i> (except lead umpire must ask goalkeeper and then attacker if he or she is ready – lack of verbal response equals 'Yes')

CONDUCT OF PLAY (all players)

Playing the Ball Above Shoulders	All defenders , including goalkeepers, may stop or deflect a shot at goal using stick above the shoulder (result = play on)	<i>Not Modified</i> In addition, any athlete from either team may (safely) play a ball with their stick above their shoulders anywhere on the field	Only the goalkeeper may use the stick above the shoulder to (safely) play the ball but only when saving a shot at goal
Substitution	Rolling sub allowed any time from center-line; time out for all goalkeeper substitutions; captain is accountable for illegal substitutions	<i>Not Modified</i> Beginning in 2014, substitution cards are NOT required	Goalkeepers sub from behind back-line (1.3.i.2), no time out for goalkeeper substitution; coach is accountable for illegal substitutions

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CONDUCT OF PLAY (all players) -- continued

Substitution at Penalty Corner	Except for injured goalkeeper, once a PC has been awarded no substitutions are allowed until after the PC is completed	<i>Not Modified</i>	Substitutions allowed for any injured or sick player at any time; substitutions allowed as soon as ball is inserted
Simultaneous Fouls	Not possible	<i>Not Modified</i>	Possible (Result = Bully) <i>Umpires are expected to make a decision as to which foul happened first</i>

CONDUCT OF PLAY (goalkeepers and players with goalkeeping privileges)

Goalkeeper	MAY NOT play outside of their defending 23-meter area unless attacking on a penalty stroke	<i>Not Modified</i>	NEW: Not Modified
Players with Goalkeeping Privileges (a.k.a. kicking back)	May take part in the match anywhere on the field except when wearing a helmet (play is limited to within their 23-meter area when helmet is worn)	<i>Not Modified (allowed to continue wearing a chest protector underneath their solid colored jersey when outside their defending 23 meter area)</i>	Not applicable, fully equipped goalkeeper required

PERSONAL PENALTIES – ALL PLAYERS

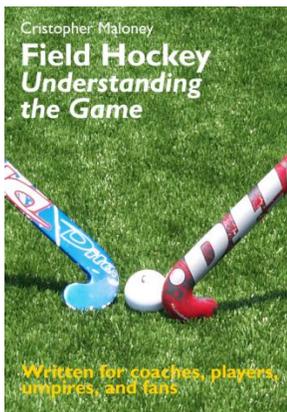
Player: Green Card	Stop time. Possession is NOT required to change. International matches use 2 minute suspension (play can be restarted while suspended player is still leaving the game, during the suspension team plays with one less player for each player suspended)	<i>Not Modified</i> <i>In NCAA games, the umpire is permitted to green card without stopping time but is responsible for recording the event</i>	<i>Not Modified</i> <i>NOTE: In field hockey, a goalkeeper who is carded MUST leave the game</i>
Player: Yellow Card	Stop time. Player suspended for minimum of 5 minutes ; during the suspension team plays with one less player for each player suspended; umpire notifies table length of suspension and updates table if the suspension is extended due to additional misconduct during the suspension; table personnel are responsible for notifying the suspended player when the suspension has expired; suspensions continue into overtime periods and the team competes with one less player during overtime for each player suspended (regardless of when the player was suspended – during regulation or overtime); the suspended player sits on the same side table as his/her bench	<i>Not modified</i>	Stop time. Suspension is for exactly 5 or 10 minutes ; during the suspension team plays with one less player for each player suspended; if a goalkeeper is suspended an eligible player must be dressed as a goalkeeper (the suspended goalkeeper must leave the field, he/she is replaced with someone else dressed in full kit, and a field player is removed from the game for the suspension; the field player who is pulled may return during the suspension as long as the team continues to play short). Impact of suspensions during regulation on the composition of teams in overtime periods varies by state and conference
Player: Red Card	Stop time. Person is disqualified; team plays down one player for each player disqualified; this continues through any overtime periods and tie-breakers	<i>Not Modified</i>	<i>Not Modified</i> <i>NOTE: In field hockey, a goalkeeper who is carded MUST leave the game</i>
Player: Red Card (flagrant foul)	Not Applicable	Not Applicable	Same as above plus opponents take a penalty stroke; a number of state associations have additional sanctions

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PERSONAL PENALTIES – COACHES

<p>Coach: Green Card Head coach or acting head coach is responsible for all bench decorum issues.</p>	Not Applicable	Stop time. Given as a warning related to bench decorum issues	Change possession only if applicable
<p>Coach: Yellow Card</p>	Not Applicable	Not Applicable	Coach removes a player from game and team plays short for 5 or 10 minutes per yellow card
<p>Coach: Red Card Head coach or acting head coach is responsible for all bench decorum issues.</p>	Not Applicable	Stop time. Given for flagrant or subsequent to green card bench decorum issues. Coach must leave the field and cease all contact with team for duration of competition; if coach refuses to leave within 3 minutes, his/her team loses 1-0 (red card to coach does NOT cause the team to play short nor is a penalty stroke awarded)	Coaches red carded must leave the site and, if misconduct was a considered to be flagrant, a penalty stroke is awarded; if no other authorized school personnel is available to take head coach’s responsibilities, the offending team forfeits (team plays short for remainder of game and penalty stroke to opponent)

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