

# 2006 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 quick reference for umpires officiating competitions governed by The Rules of Hockey and modifications published by the National Collegiate Athletic Association (NCAA), which governs intercollegiate competitions, and the National Federation of State High School Associations (NFHS), which governs most competitions between high schools. This chart is NOT a replacement for a rulebook. It is the responsibility of all umpires to have a thorough knowledge of the rules governing the events they officiate.

**If a topic is not listed, it means that there are no modifications. Within a topic, only modifications are included.**

	<b>The Rules of Hockey</b> <i>Questions: Gus Soteriades, gus@soteriades.com</i>	<b>NCAA Modifications</b> <i>Questions: Jennifer Averill, averiljd@wfu.edu</i>	<b>NFHS Modifications</b> <i>Questions: Contact Your State Association</i>
<b>ADMINISTRATION</b>			
<b>Clock: Duration of Each Half</b>	35 minutes	<i>Not Modified</i>	30 minutes (or less if opposing coaches agree to fewer minutes)
<b>Clock: Duration of Half Time</b>	5 minutes, or specified by tournament rules	10 minutes	Not more than 10 minutes
<b>Clock: Overtime</b>	Dependant on tournament	Detailed in modification document	Dependant on tournament
<b>Clock: Stopping after Goal</b>	The clock is <i>not</i> stopped	The clock is stopped	Unless otherwise adopted by State Association, the clock is stopped
<b>Clock: Time Outs</b>	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. Penalty for requesting more than two.
<b>Composition of Team: Minimum Number of Players on Field</b>	One, a goalkeeper or player acting as a goalkeeper (kicking back) is required; in tournaments, each team must have a minimum of 8 players, including a goalkeeper or a player acting as a goalkeeper, on the field of play for a match to be started or continued	One, a goalkeeper or player acting as a goalkeeper (kicking back) is required	Minimum of seven players; one must be a properly equipped goalkeeper
<b>Match: Coin Toss to Start</b>	Winner of toss can either choose to start the game with the center pass or to defend a particular goal during first half	<i>Not Modified</i>	Winner of toss can: [a] start with the center pass in the 1 <sup>st</sup> or 2 <sup>nd</sup> half, or [b] defend a particular goal during first half
<b>Match: Review of Umpire's Decision</b>	Not Permitted	<i>Not Modified</i>	Misapplication of rule only (see rule 4-3)
<b>Stick Check</b>	Dependant on tournament	<u>Required at all contest</u> <i>(DI, DII, and DIII regular season games and tournaments)</i>	<u>When necessary</u>

<b>CLOTHING AND EQUIPMENT</b>			
<b>Shin Guards</b>	Recommended, required at tournaments, may not be white	Like colored socks/shin guards required	Like colored socks/shin guards required; must be solid color
<b>Mouth Guards</b>	Strongly recommended	Required for field players; strongly recommended for goalkeepers	Required for all field players and goalkeepers; must cover molars and cannot be clear or white in color

<b>Face Protection, Field Players</b>	Must be allowed defending PCs; must be flat and conforming to the face, medical need required for use when not defending PC, goggles may NOT be worn.	<i>Not Modified</i>	Goggles meeting current ASTM requirements may be worn as optional equipment regardless of game situation
<b>Jewelry</b>	Subject to danger	<i>Not Modified</i>	Not permitted unless religious or medical, which must be taped and may only be visible if medical.
<b>Undergarments</b>	Not stipulated	Must be the same as teammates; light for home, dark for away teams	Must be the same as teammates
<b>Goalkeeper</b>	MUST WEAR a shirt/garment that is different in color from that of both teams and protective headgear MAY WEAR body, upper arm, elbow, forearm, hand and thigh protectors; leg guards and kickers; gloves and blockers for hand protection	MUST WEAR a distinguishing jersey, throat protector, chest protector and protective headgear with fixed full-face mask MAY WEAR body, upper arm, elbow, forearm, hand and thigh protectors; leg guards and kickers; gloves and blockers for hand protection	MUST WEAR a shirt color different from both teams; full mask-helmet; leg pads; chest protector; wrap around throat protector; mouth guard; and gloves and blockers for hand protection MAY WEAR an attachment between the mouth guard and mask
<b>Kicking Back</b>	Must wear a shirt/garment that is a different color from that of both teams; protective headgear is compulsory	Must wear a shirt/garment that is a different color from that of both teams, throat protector, helmet incorporating fixed full-face protection	Not applicable, goalkeeper required
<b>Kicking Back on PC and PS</b>	Must wear helmet. May add other equipment without delay	Must wear required attire plus chest protector	Not applicable, goalkeeper required
<b>Stick Bow</b>	Maximum 25 millimeter or as modified by USA Field Hockey at its tournaments	Maximum 25 millimeter	Not restricted in 2006
<b>Umpire Communication Devices</b>	Permitted	<u>Not</u> permitted	Not permitted

## CONDUCT OF PLAY

<b>Deliberately Raised Hits</b>	Players must not intentionally raise the ball from a hit except for a shot at goal	<i>Not Modified</i>	A deliberately raised hit must not be dangerous
<b>Distance from Restarts</b>	OPPONENTS: 5 meters in all circumstances TEAMMATES: 5 meters when attacking within 5 meters of circle	<i>Not Modified</i>	OPPONENTS: 7 yards in all circumstances except PCs TEAMMATES: 7 yards when attacking within 5 yards of circle (7 yards = 6.4 meters)
<b><u>Hitting :: Low Forehand Edge</u></b>	Illegal when used for hard hits	<i>Not Modified</i>	Legal
<b>Kicking Back</b>	Must not take part in the match outside the half of the field they are defending, except when attacking on a penalty stroke; when the ball is outside the circle they are defending they are only permitted to play the ball with their stick	<i>Not Modified</i>	Not applicable, goalkeeper required
<b>Playing the Ball Above Shoulders</b>	All defenders may stop or deflect a shot using stick above the shoulder	<i>Not Modified</i>	Only the goalkeeper may stop or deflect a shot using stick above the shoulder
<b>Substitution</b>	Substitution cards; rolling sub allowed any time; time out for goalkeeper; <b>captain is accountable for illegal substitutions</b>	<i>Not Modified</i>	No substitution cards; no time out for goalkeeper; <b>coach is accountable for illegal substitutions</b>

<b>Substitution at Penalty Corner</b>	After penalty corner is completed (goal, boundary ball, ball traveling outside of 5 meter line, ball exiting circle a second time, foul on attacking team)	As soon as ball is inserted.	As soon as ball is inserted.
<b>Restart Following “No Foul” Interruption</b>	Bully	<i>Not Modified</i>	Free hit to team that had possession at time of interruption or bully if neither team had possession

### PROCEDURES FOR SET PIECES

<b>Center Pass</b>	Players may cross center line after the ball is played	<i>Not Modified</i>	Players may cross center line as soon as the official whistles
<b>Penalty Corner, Execution</b>	Push or hit for insertion; ball must travel outside circle <b><i>before goal can be scored</i></b> ; among the reasons that the PC ends is when ball travels more than 5 meters outside the circle	<i>Not Modified</i>	Push, hit <i>or flick</i> for insertion; ball must be controlled or become motionless, inside or outside of circle, <b><i>before shot can be taken</i></b> ; among the reasons that the PC ends is when ball travels more than 5 yards outside of circle
<b>Penalty Corners, Time Expired</b>	Played out to completion	<i>Not Modified</i>	Not played out at the end of the game if attack is two or more goals behind
<b>Penalty Stroke</b>	When umpires agree attacker and goalkeeper are ready, lead umpire blows whistle; if goalkeeper fouls <u>by moving either foot or off the line</u> after whistle and saves shot from going in, <b><i>repeat stroke</i></b>	<i>Not Modified</i>	When umpires agree attacker and goalkeeper are ready, lead umpire shall ask goalkeeper and then attacker if each is ready (player response is optional); if goalkeeper fouls <u>in any way</u> after whistle and saves shot from going in, <b><i>award goal</i></b>

### PERSONAL PENALTIES

<b>Coach: Green Card</b>	<i>N/A</i>	<i>N/A</i>	Recorded and possession to opponents
<b>Coach: Yellow Card</b>	<i>N/A</i>	<i>N/A</i>	Recorded, possession to opponents, and coach removes a player from game for 5 minutes
<b>Coach: Red Card</b>	<i>N/A</i>	Coach must leave the premises of the field of play (allowed to be with spectators) and cease all contact with participating and non-participating personnel for duration of competition; shall sit out the next regularly scheduled game, including post season; if coach refuses to leave within 3 minutes, the game is considered over and the coach's team loses by forfeit, 1-0	Recorded; the coach must leave the site and a penalty stroke is taken by the opponents; if an assistant coach or other authorized school personnel is not available, the offending team forfeits
<b>Coach: Red Card (flagrant foul)</b>	<i>N/A</i>	<i>N/A</i>	A number of State Associations have additional sanctions
<b>Player: Green Card</b>	Recorded	<i>Not Modified</i>	<i>Not Modified</i>
<b>Player: Yellow Card</b>	Recorded, player suspended for minimum of 5 minutes; during the suspension team plays with one less player for each player suspended	<i>Not Modified</i>	Recorded, suspension is for 5 minutes; during the suspension team plays with one less player for each player suspended

<b>Player: Red Card</b>	Recorded, player disqualified; team plays down one player for each player disqualified (must have goalkeeper or kicking back)	As in Rules of Hockey plus player must leave the premises of the field of play (allowed to be with spectators), and cease all contact with participating and non-participating personnel for duration of competition, and shall sit out the next regularly scheduled game, including post season	Recorded, player disqualified; team plays down one player for each player disqualified (must have goalkeeper)
<b>Player: Red Card (flagrant foul)</b>	N/A	N/A	Recorded, player disqualified; team plays down one player for each player disqualified; opponents take a penalty stroke; a number of State Associations have additional sanctions

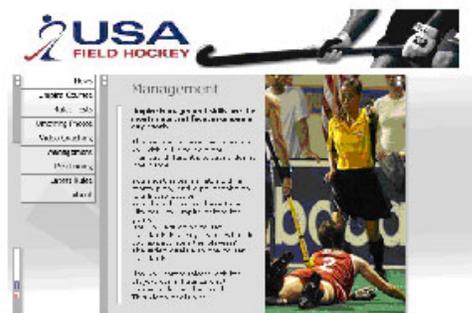
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