


2009 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, and the National Federation of State High School Associations (NFHS), which governs competitions between most high schools in the USA. Further, competitions taking place during tournaments are often governed by tournament specific modifications. Points of emphasis and/or significant changes from last year are **highlighted**. The significant difference between columns typically appears in a **red** font. This chart is NOT a replacement for a rulebook or tournament modifications. It is the responsibility of all participants to have a thorough knowledge of the rules governing the events they officiate. Please visit USAFieldHockey.com periodically to ensure you have the most up-to-date comparison table. This **highlighting** is used to mark updates to the table made between versions of the table within the year of publication.

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

	Rules of Hockey <i>Questions: Steven Horgan, stevenjhorgan@comcast.net</i>	NCAA Modifications <i>Questions: Steven Horgan, stevenjhorgan@comcast.net</i>	NFHS Modifications <i>Questions: Contact Your State Association</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 is official, runs to zero and a horn shall sound to signal end of time even during penalty corners; play continues until umpire blows period ending whistle	Not Modified <i>(visible clock runs to zero and horn sounds, even during penalty corners)</i>	Visible clock may or may not be official (depends on site), timer counts down final ten seconds even during penalty corners; play continues until umpire blows period ending whistle
Clock: Overtime	Dependant on tournament	Detailed in modification document	Varies by state and conference
Clock: Stopping after Goal	The clock is <i>not</i> stopped	The clock is stopped	Unless otherwise adopted by State Association, 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. Penalty if umpire allows a team to take more than two time outs.
Composition of Team: Minimum Number of Players on Field	Teams may play with up to 11 field players one of which may be a goalkeeper	<i>Not Modified</i>	Minimum of seven players; one must be a fully equipped goalkeeper
Match: Coin Toss to Start	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>	<i>Not Modified (since 2008)</i>
Match: Review of Umpire's Decision	Not Permitted	<i>Not Modified</i>	Misapplication of rule only (Rule 4-3)
Stick Check <i>USA Field Hockey recommends checking all sticks at every game during first two-weeks of fall hockey season</i>	Performed by technical staff (26 ounce weight limit)	It is recommended that stick checks occur not later than 45-minutes prior to the start of the game (required during NCAA tournament)	Stick bow must be visible and permanently labeled on the stick (23 ounce weight limit)

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 all field players and goalkeepers (must cover molars and cannot be clear or white in color)
Face Protection, Field Players	Allowed while defending PCs; must be flat and conforming to the face, medical need is not required to wear face protection throughout the match in USA Field Hockey events. Wire frame/cage goggles may NOT be worn at any time	<i>Not Modified</i>	Goggles, including wire frame/cage goggles , meeting current ASTM requirements may be worn as optional equipment regardless of game situation
Jewelry	Subject to danger	<i>Not Modified</i>	Not permitted unless religious or medical, which must be taped and may only be visible if medical.
Undergarments	Not stipulated	Must be the same as teammates; light for home, dark for away teams	Must be the same as teammates

CLOTHING AND EQUIPMENT (goalkeepers and players with goalkeeping privileges)

Goalkeeper (describes fully kitted goalkeeper)	MUST WEAR a shirt/garment that is a solid color and different in color from that of both teams; must wear this garment 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; otherwise not modified	A fully kitted goalkeeper IS required and MUST WEAR a shirt color different from both teams; full mask-helmet; leg pads; chest protector; wrap around throat protector; mouth guard (must cover molars and cannot be clear or white in color); and gloves and blockers for hand protection and MAY WEAR an attachment between the mouth guard and mask
Players with Goalkeeping Privileges	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	MAY WEAR a chest protector underneath the distinguished colored jersey at all times; must wear a throat protector when defending penalty corners and penalty strokes; otherwise not modified	Not applicable, goalkeeper required

CONDUCT OF PLAY (goalkeepers and players with goalkeeping privileges)

Goalkeeper	MAY NOT play outside of their defending 23 meter area	<i>Not Modified</i>	MAY NOT play outside the half of the field that they are defending
Players with Goalkeeping Privileges	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</i> <i>(allowed to continue wearing a chest protector underneath their distinguished colored jersey when outside their defending 23 meter area)</i>	Not applicable, fully equipped goalkeeper required
Substitutions	Time out for any and all goalkeeper substitutions, managed by umpires; captain is accountable for illegal substitutions	Not modified except coach is accountable for illegal substitutions	No time out for goalkeeper substitution; coach is accountable for illegal substitutions

CONDUCT OF PLAY (all players)			
Free Hits (self pass)	The self pass option is available on all restarts except the penalty corner insertion	<i>Not Modified</i>	Unless adopted by state association, the “self pass” is not yet allowed
Free Hits Awarded within 5 Meters of the Circle	These free hits are taken 5 meters from the circle at the point closest to the foul; all players from both teams must be 5 meters away	<i>Not Modified</i>	Same as Rules of Hockey with the exception that both teams must be 7 yards (6.4 meters) but teammates may be as close to the restarter as they want if they are more than 5 yards (4.5 meters) from the circle
Ball Entering the Circle on Restarts Inside the Attacking 23 Meter Area	Until the ball has traveled a cumulative total of at least 5 meters or is touched by a teammate or opponent it may not be played into the circle	<i>Not Modified</i>	No entry pre-requisites
Minimum Distance Requirements During Restarts	OPPONENTS: 5 meters in all circumstances TEAMMATES: 5 meters during bullies and on all restarts within the attacking 23 meter area	<i>Not Modified</i>	OPPONENTS: 5 yards on penalty corners and bullies; 7 yards in all other circumstances TEAMMATES: 5 yards on penalty corners and bullies; 7 yards when attacking after an unintentional foul by the defense 5 yards of the circle unless the teammate is more than 5 yards from the circle
Hitting :: Forehand Edge	Illegal when used for hard hits	<i>Not Modified</i>	NEW 2009: Not Modified
Playing the Ball Above Shoulders	All defenders , including goalkeepers, may stop or deflect a shot on goal using stick above the shoulder	<i>Not Modified</i>	Only the goalkeeper may stop or deflect a shot on goal using stick above the shoulder
Substitution	Substitution cards; rolling sub allowed any time; time out for any and all goalkeeper substitutions; captain is accountable for illegal substitutions	Not modified except coach is accountable for illegal substitutions	No substitution cards; no time out for goalkeeper; coach is accountable for illegal substitutions
Substitution at Penalty Corner <i>After the award of a PC and before it begins, only an injured GK can be substituted – Rules of Hockey, NCAA, and NFHS – in all other cases...</i>	Substitutions allowed after the penalty corner is completed (goal, boundary ball, ball traveling outside of 5 meter line, ball exiting circle a second time, foul on attacking team)	Substitutions allowed as soon as ball is inserted	Substitutions allowed as soon as ball is inserted
Restart Following a “No Foul” Interruption	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

Center-Pass	Players can only cross the center line <i>after the ball is played</i>	<i>Not Modified</i>	Players can cross the center line <i>as soon as umpire whistles</i>
Penalty Corner, Execution	Push or hit for insertion; ball must travel outside circle <i>before goal can be scored (if this condition is not met, umpire does NOT stop play)</i>	<i>Not Modified</i>	Push, hit <i>or flick</i> for insertion; ball must be controlled or become motionless, inside or outside of circle, <i>before shot can be taken</i>
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 to completion when awarded before time expires <i>unless</i> at the end of the game and the attack is two or more goals ahead or behind (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 the attack is two or more goals ahead or behind)
Penalty Stroke	When the lead umpire is assured both players are ready the penalty stroke begins with the lead umpire's whistle; if goalkeeper fouls by moving either foot or by moving off the line after whistle and saves shot from going in, <i>repeat stroke (for saves with other fouls, award goal)</i>	<i>Not Modified</i>	When the lead umpire is assured both players are ready lead umpire <i>must ask</i> goalkeeper <i>and then</i> attacker if he or she is ready (lack of verbal response equals readiness); if goalkeeper fouls in any way after whistle and saves shot from going in, <i>award goal</i>

PERSONAL PENALTIES – COACHES

Coach: Green Card Head coach or acting head coach is responsible for all bench decorum issues.	Managed by technical staff	Given as a warning related to bench decorum issues.	Recorded and possession to opponents
Coach: Yellow Card	Managed by technical staff	Not Applicable	Recorded, coach removes a player from game and team plays short for 5 minutes, and possession to opponents
Coach: Red Card Head coach or acting head coach is responsible for all bench decorum issues.	Managed by technical staff	Given for any subsequent bench decorum issues. Coach must leave the premises of the field of play 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 award of a penalty stroke nor does it cause the team to play short)	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 (red card to coach does NOT cause the team to play short)

PERSONAL PENALTIES – ALL PLAYERS

Player: Green Card	Recorded	<i>Not Modified</i>	Recorded; possession must be given to opponent when carding occurs
Player: Yellow Card	Recorded, player suspended for minimum of 5 minutes ; during the suspension team plays with one less player for each player suspended; 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)	<i>Not modified</i> except at the time of the carding the umpire must notify table personnel how long the suspension is for and update table personnel if the suspension is to be extended due to misconduct during the suspension; table personnel are responsible for notifying the suspended player when the suspension has expired; the suspended player sits at the table on the side opposite her bench	Suspension is for exactly 5 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 is substituted for and a field player is removed from the game for exactly 5 minutes; the field player who is pulled may return during the suspension as long as the team continues to play short). The impact of suspensions during regulation on the composition of teams in overtime periods varies by state and conference.
Player: Red Card	Recorded, player disqualified; team plays down one player for each player disqualified	<i>Not Modified</i>	<i>Not Modified</i> However, if a goalkeeper is expelled an eligible player must be dressed as a goalkeeper (the expelled goalkeeper is substituted for and a field player is removed from the game; the field player who is pulled may return during the suspension as long as the team continues to play short)
Player: Red Card (flagrant foul)	Not Applicable	Not Applicable	As above plus opponents take a penalty stroke; a number of state associations have additional sanctions