

2011 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.

Last year, because there were fewer and fewer differences between the Rules of Hockey and the NFHS rules, we introduced a summary of the major changes and differences between games governed by the *Rules of Hockey*, the NCAA modifications, and the NFHS rules. The summary has been updated. Please continue to use the table for more detailed, rule-by-rule comparisons. The metric standard is used in describing all distances.

WHAT'S NEW

1. There have been no changes in the *Rules of Hockey*
2. The NFHS now requires that the ball leave the circle on a penalty corner before a goal can be scored, matching the governance in the *Rules of Hockey*. Umpires do NOT stop play because the ball has not left the circle
3. The NFHS now requires players to wear protective eyewear that meets the American Society for Testing and Materials' (ASTM) F2713-09 standard
4. The NFHS now allows umpires to apply an extended yellow card suspension (10 minutes) in addition to a 5 minute yellow card suspension (the *Rules of Hockey* allow umpires to apply variable yellow card suspensions starting at 5 minutes)

NOTABLE REMAINING DIFFERENCES


1. In games governed by the *Rules of Hockey*, non-goalkeeping defenders may stop a shot on goal by using their stick above their shoulders resulting in a "play on" situation. In NFHS, non-goalkeeping defenders may not stop a shot on goal by using their stick above their shoulders resulting in a penalty stroke for the attack
2. In the *Rules of Hockey*, if the attack enters the circle before the ball is put into play on a penalty corner, the penalty corner is to reset (retaken). In the NFHS, if the attack enters the circle too soon, a free hit is awarded to the defense
3. In the *Rules of Hockey*, the "away distance" during restarts is 5 meters. In NFHS games, the away distance equals 6.4 meters
4. In the *Rules of Hockey*, simultaneous fouls are not considered a possibility. In NFHS games, simultaneous fouls are considered possible. *NOTE: USA Field Hockey umpires are expected to decide which of the "simultaneous" fouls happened first*
5. In the *Rules of Hockey*, substitutions are not allowed on penalty corners until after a penalty corner is over and no immediately subsequent penalty corner has been awarded. In NFHS and NCAA games, substitutions are allowed during a penalty corner—as soon as the ball is inserted/put into play
6. In the *Rules of Hockey*, a flick cannot be used to begin a penalty corner. In NFHS games, the flick insertion is allowed
7. In the *Rules of Hockey*, players may not wear wire-frame/cage goggles. In NFHS games, wire-frame/cage goggles are allowed
8. In the *Rules of Hockey*, if a free hit is awarded to the defense for a foul by the attack inside the circle, the free hit must be taken in line with the foul, up to 15 meters away from the back-line. In NFHS games, the free hit may be taken anywhere within the circle or, if taken outside the circle, in line with the foul and up to just more than 16 yards away from the back-line
9. In the *Rules of Hockey*, a player with goalkeeping privileges is not required. In NFHS games, a fully kitted keeper is required
10. In the *Rules of Hockey*, all substitutions take place from the substitution area at the center-line and the umpire signals a time-out for goalkeeper substitutions. In NFHS games, goalkeepers substitute from the back-line without umpire oversight
11. In the *Rules of Hockey*, there are no special penalties beyond ejection for fouls that are considered flagrant in nature. In NFHS games, an additional result of a foul that is considered flagrant, by a player or coach, is a penalty stroke for the opposition
12. In the *Rules of Hockey*, halves are 35 minutes in duration. In NFHS games, each half is 30 minutes in duration

Points of emphasis and/or significant changes from last year are highlighted in yellow. The significant difference between columns appears in a red font. This 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 modifications. Please visit USAFieldHockey.com periodically to ensure you have the most up-to-date comparison table.

HAVE A QUESTION

Umpire, Players, Coaches, Assigners, Fans: When you have a question, please submit it to USA Field Hockey's ASK THE UMPIRE feature located at USAFieldHockey.com/AskTheUmpire. In this way, everyone will benefit by getting the same answer from the growing central repository of everyone's questions. Otherwise, we'll have a different answer every time a question is asked to a different person. Help all hockey in the USA by using this system which strives to maintain a consistent message to the entire hockey community.

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>National Interpreter</i> Steven Horgan USAFieldHockey.com/AskTheUmpire	NCAA Modifications <i>National Interpreter</i> Steven Horgan USAFieldHockey.com/AskTheUmpire	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	<i>Not Modified</i> <i>(visible clock runs to zero and horn sounds, even during penalty corners)</i>	Visible clock runs to zero but 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. Yellow card to coach 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 players, one of which may be a goalkeeper	<i>Not Modified</i>	Minimum of seven players; one must be a fully equipped goalkeeper
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	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 the discretion of the umpires

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 (head coach certifies players using legal equipment)
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
Eye Protection, Field Players	Wire frame/cage goggles are considered dangerous and may NOT be worn at any time	<i>Not Modified</i>	Eyewear protection is required equipment for all field players; shall be worn as intended by the manufacturer and must meet eyewear protection standard for field hockey (ASTM F2713-09). Wire frame/cage goggles are permitted
Jewelry	Subject to danger	<i>Not Modified</i>	Not permitted unless religious or medical, must be taped and may only be visible if medical.
Undergarments	Not stipulated	Must be the same as teammates; light for home, dark for visitors	Must be the same as teammates; white for home, dark for visitors

CLOTHING AND EQUIPMENT (goalkeepers and players with goalkeeping privileges)

<p>Goalkeeper (describes fully kitted goalkeeper)</p>	<p>MUST WEAR a shirt/garment that is a single 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</p>	<p>Throat protector and chest protector also required; shirt, leg guards, kickers, and hand protectors may not be white; otherwise not modified</p>	<p>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; gloves and blockers for hand protection; mouth guard which can be attached to mask</p>
<p>Players with Goalkeeping Privileges (a.k.a. kicking back) and Field Players when defending a penalty stroke</p>	<p>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</p>	<p>When defending a penalty corner or penalty stroke, a player with goalkeeping privileges (kicking back) must wear a throat protector, helmet incorporating fixed full-face protection, and distinguishing jersey (a chest protector may be worn underneath the jersey at all times); a field player defending a penalty stroke must wear a throat protector and a helmet incorporating fixed full-face protection</p>	<p>Not applicable, goalkeeper required</p>

PROCEDURES FOR SET PIECES

<p>Center-Pass</p>	<p>Players can only cross the center-line after the ball is put into play; the ball may be played in any direction</p>	<p><i>Not Modified</i></p>	<p><i>No longer modified (as of 2010)</i></p>
<p>Penalty Corner, Execution</p>	<p>Push or hit for insertion; ball must travel outside circle before goal can be scored (if this condition is not met, umpire does NOT stop play)</p>	<p><i>Not Modified</i></p>	<p>NEW IN 2011 <i>Not Modified</i> <i>(except use of the flick for insertion is permitted)</i></p>
<p>Penalty Corners, Time Expired</p>	<p>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</p>	<p><i>Not Modified</i></p>	<p>Played out to completion when awarded before time expires unless 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)</p>
<p>Penalty Stroke</p>	<p>When the lead umpire is assured both players are ready the penalty stroke begins with the lead umpire's whistle; for any foul by the defense after the whistle, including moving either foot off the line, if the shot is saved, the defender must be warned (green card for first offense) or suspended (yellow card for second offense). The stroke is repeated if the ball does not cross the goal-line. Penalty goals are never awarded</p>	<p><i>Not Modified</i></p>	<p>When the lead umpire is assured both players are ready lead umpire must ask goalkeeper and then 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 or prior to the whistle delays unnecessarily a second time after being verbally warned, award penalty goal</p>

CONDUCT OF PLAY (all players)			
Free Hits (self pass option)	The self pass option is available on all restarts except the penalty corner insertion.	<i>Not Modified</i>	<i>No longer modified (as of 2010)</i>
Attacking Free Hits 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>	<i>No longer modified (as of 2010)</i> <i>(‘Away distance’ equals 6.4 meters)</i>
Ball Entering the Circle on Attacking Restarts Inside the 23 Meter Area	Indirect circle entry required (<i>ball must be dribbled a total of at least 5 meters or be touched by a teammate or opponent before entering circle</i>); all players from both teams must be 5 meters away; on violation by attack, free hit defense based on location of the attack’s restart NOT where ball entered circle	<i>Not Modified</i>	<i>No longer modified (as of 2010)</i> <i>(‘Away distance’ equals 6.4 meters)</i>
Edge Hitting :: Forehand side	Illegal when used for hard hits	<i>Not Modified</i>	<i>No longer modified (as of 2009)</i>
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	Rolling sub allowed any time; time out for any and all goalkeeper substitutions; captain is accountable for illegal substitutions	Not modified except substitution cards are required; coach is accountable for substitutes while they are in the team area; captain is accountable for illegal substitutions	No substitution cards; no time out for goalkeeper (unless injured or sick); coach is accountable for substitutes in the team area and illegal substitutions
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 except substitutions are allowed as soon as ball is inserted</i>	Substitutions allowed for any injured or sick player at any time; 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
Simultaneous Fouls	Umpire must rule which foul happened first, simultaneous fouls are not a possibility	<i>Not Modified</i>	Bully

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>	MAY NOT play outside their defending half unless attacking on a penalty stroke
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</i> <i>(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

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PERSONAL PENALTIES – ALL PLAYERS

Player: Green Card	Recorded, possession is NOT required to change	<i>Not Modified</i>	<i>Not Modified</i>
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 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 is substituted for 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	Recorded, player 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> 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	Same as above plus opponents take a penalty stroke; a number of state associations have additional sanctions

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.	Change possession only if applicable
Coach: Yellow Card	Managed by technical staff	Not Applicable	Coach removes a player from game and team plays short for 5 or 10 minutes (removed player may return via standard substitution procedures but team continues to play short)
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)	Head coach and any other red carded coaches must leave the site and, if misconduct was a considered to be flagrant in nature, a penalty stroke is taken by the opponents; if no other authorized school personnel is available to take over head coach's responsibilities, the offending team forfeits (red card to coach does NOT cause the team to play short)

Have a question? USAFieldHockey.com/AskTheUmpire