

2012 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. The metric standard is used in describing all distances.

WHAT'S NEW

1. In the *Rules of Hockey* a goal can be scored even if the ball only touches the stick or body of a defender within the circle
2. In the *Rules of Hockey* on a free hit, center pass, side-in or corner (a.k.a. "a long corner"), the ball may be played immediately into the air using a push, flick, or scoop as a first action (a hit may not be used to raise the ball into the air except for a shot on goal); the ball need not move 1 meter before a teammate can play the ball; two actions are no longer needed
3. The NCAA no longer allows substitutions during penalty corners, matching the governance in the *Rules of Hockey*
4. The NCAA has changed the designated color of the home team to dark. Visitors will now wear light colored uniforms
5. The NFHS no longer allows coaches to challenge umpire's call for a misapplication of the rules
6. The NFHS no longer restarts play after game interruptions (lightning, broken ball, inadvertent whistle, etc.) with a free hit to the team in possession at time of interruption. Instead, play is restarted with a bully, matching the *Rules of Hockey*
7. The NFHS has reverted its "away distance" from 6.4 meters (7 yards) back to 4.6 meters (5 yards)
8. The NFHS has reversed its position banning wireless communications devices for umpires during games

NOTABLE DIFFERENCES

GENERAL PLAY

- **NEW:** In games governed by the *Rules of Hockey* and NCAA games, an "own goal" can be scored if the ball touches the stick or body of a defender in the circle and crosses the goal-line. NFHS: The attack must play the ball inside the circle in order for a goal to be scored (6.1.1)
- **NEW:** In the *Rules of Hockey* and NCAA games, the ball may be lifted on a free hit, center pass, side-in or corner (a.k.a. "a long corner"), using a push, flick, or scoop as a first action; the ball need not move 1 meter before a teammate can play the ball; two actions are no longer needed at the start of the play. NFHS: The ball may not be lifted as a first action on a free hit, center pass, side-in or corner (a.k.a. "a long hit"); the ball must move 1 yard before played by a teammate; two actions are required at the start of the play
- In the *Rules of Hockey* and NCAA games, non-goalkeeping defenders may stop a shot on goal by using their stick above their shoulders resulting in a 'play on' situation. NFHS: Non-goalkeeping defenders may not stop a shot on goal by using their stick above their shoulders resulting in a penalty stroke (8.1.1 with 11.1.1.a/b)
- In the *Rules of Hockey* and NCAA games, 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. NFHS: The free hit awarded to the defense for a foul by the attack inside the circle may be taken anywhere within the circle or, if taken outside the circle, in line with the foul and up to 15 meters away from the back-line (9.2.3)
- In the *Rules of Hockey* and NCAA games, a raised hit that is not a shot on goal must be judged explicitly on whether or not it is raised intentionally (9.9). NFHS: A raised hit is judge that is not a shot on goal must be judged explicitly on actual or potential danger and whether the ball is off the ground (Officials Guide.VIII.D.Raised Hits)
- In the *Rules of Hockey* and NCAA games, simultaneous fouls are not considered a possibility. NFHS: Simultaneous fouls are considered possible (8.2.Penalties.4). *NOTE: In all circumstances USA Field Hockey umpires are expected to decide which of the supposedly simultaneous fouls happened first*

PENALTY CORNER

- In the *Rules of Hockey* and NCAA games, if the attack enters the circle before the ball is put into play, the penalty corner is reset. NFHS: If attack enters the circle too soon, a free hit is awarded to the defense (10.2.Penalties.3)
- 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 (4.4.3)
- In the *Rules of Hockey* and NCAA games, a flick cannot be used to begin 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 currently allowed to substitute from the back-line without umpire assistance (1.2.4 Situation A)

COMPOSITION OF TEAMS

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

EQUIPMENT

- In the *Rules of Hockey* and NCAA games, players may not wear metal/wire-frame/cage goggles and goggles are not required. NFHS: Metal/wire-frame/cage goggles are allowed and some form of goggles are required (1.6.5)

PERSONAL PENALTIES

- In the *Rules of Hockey* and NCAA games, there are no special penalties beyond ejection for fouls that are considered flagrant in nature. NFHS: A foul that is considered flagrant, by a player or coach, is further penalized by a penalty stroke (8.2.Penalties.3 and 12.1.Penalties.5)

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.

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>Governs all levels of play – youth to the Olympics</i>	NCAA Modifications <i>Governs games between colleges and universities</i>	NFHS Modifications <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 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>	Timer provides audible count down of final ten seconds including zero (even during penalty corners); play continues until umpire blows period ending whistle (there is no NFHS rule or instruction to stop a visible clock prior to zero)
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 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>	NEW IN 2012 <i>Not Modified</i>
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 at the discretion of the umpires
Scoring	NEW: A goal can be scored when the attack has not touched the ball in the circle but the ball touches a defender's stick or body and then crosses the goal-line	<i>Not Modified</i>	A goal can only be scored after the attack has touched the ball with their stick

INSIST ON UMPIRES CERTIFIED BY USA FIELD HOCKEY

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)
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 considered dangerous and may NOT be worn at any time	<i>Not Modified</i>	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). Wire frame/cage goggles are permitted
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

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 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; not allowed outside 23 meter line during general play	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; full mask-helmet; leg pads; chest protector; wrap around throat protector; gloves and blockers for hand protection; mouth guard can be attached to mask; allowed outside 23 meter line during general play
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	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, mouth guard and a helmet incorporating fixed full-face protection	Not applicable, goalkeeper required

PROCEDURES FOR SET PIECES			
Free Hit	NEW: On a free hit, center-pass, side-in, corner (a.k.a. long corner & long hit), the ball may be lifted as a first action with a scoop or flick (not a hit); the ball need not move 1 meter before played by a teammate	<i>Not Modified</i>	On a free hit, et al, the ball may not be lifted as a first action; the ball must move 1 yard before played by teammate

PROCEDURES FOR SET PIECES <i>continued</i>			
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</i> <i>(except use of the flick for insertion is permitted)</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 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)
Penalty Stroke	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	<i>Not Modified</i>	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

CONDUCT OF PLAY (all players)			
Scoring	A goal can be scored when the attack has not touched the ball in the circle but the ball touches a defender's stick or body and then crosses the goal-line	<i>Not Modified</i>	A goal cannot be scored unless the ball is touched inside the circle by an attacker
Playing the Ball Above Shoulders	All defenders , including goalkeepers, may stop or deflect a shot on goal using stick above the shoulder (result = play on)	<i>Not Modified</i>	Only the goalkeeper may stop or deflect a shot on goal using stick above the shoulder (result = penalty stroke)
Substitution	Rolling sub allowed any time from center-line; time out for all goalkeeper substitutions; captain is accountable for illegal substitutions	Substitution cards are required; captain is accountable for illegal substitutions; coach is accountable for substitutes who should be in the team area	No substitution cards; goalkeepers sub from behind back-line, no time out for goalkeeper substitution; 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	NEW IN 2012 <i>Not Modified</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	Not possible	<i>Not Modified</i>	Possible (Result = 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

PERSONAL PENALTIES – ALL PLAYERS

Player: Green Card	Recorded, possession is NOT required to change	Recorded, player suspended for 2 minutes ; during the suspension team plays with one less player for each player suspended	<i>Not Modified</i> <i>POINT OF EMPHASIS: Not modified from the first column</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; umpire notifies table personnel how long the suspension is for and updates table personnel if the suspension is to be 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 at the table on the side opposite his/her bench	<i>Not modified</i>	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 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 a different player must be dressed as a goalkeeper or the team forfeits
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.	Not Applicable	Given as a warning related to bench decorum issues.	Change possession only if applicable
Coach: Yellow Card	Not Applicable	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)

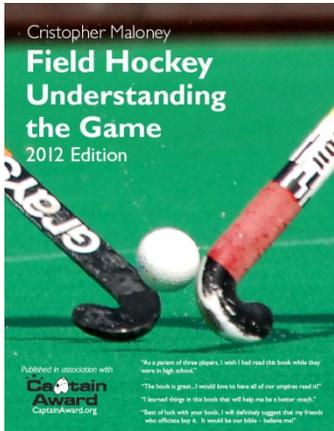
PERSONAL PENALTIES – COACHES

<p>Coach: Red Card Head coach or acting head coach is responsible for all bench decorum issues.</p>	<p>Not Applicable</p>	<p>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 team to play short nor is a penalty stroke awarded)</p>	<p>Head coach and 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 over head coach’s responsibilities, the offending team forfeits (red card to coach DOES cause the team to play short and can include penalty stroke)</p>
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Field Hockey – Understanding the Game. Written by Cristopher Maloney for parents, players, coaches, and umpires. The book provides a personal and conversational approach to understanding the supposed “mysteries” of field hockey. Originally published in 2001 under the title *How to Umpire Field Hockey*, the 2012 edition of the book has been updated and expanded by addressing the needs and interests of the entire field hockey community. Contains most recent (post 2012 Olympics) rules changes, web resources, photographs and illustrations. Approximately 100 pages in 8.5x11 format.

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