


2008 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 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: 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 or with 10 field players and a goalkeeper or a kicking back	<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>	NEW FOR 2008: <i>Not Modified</i>
Match: Review of Umpire's Decision	Not Permitted	<i>Not Modified</i>	Misapplication of rule only (see rule 4-3)
Stick Check (diameter) <i>USA Field Hockey recommends checking all sticks at every game during first two-weeks of fall hockey season</i>	Umpire discretion unless otherwise specified at tournament	Umpire discretion unless otherwise specified by conference; required in NCAA tournament	Umpire discretion
Stick Check (bow)	<i>As with diameter check</i>	<i>As with diameter check</i>	Bow is not checked

CLOTHING AND EQUIPMENT			
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)

CLOTHING AND EQUIPMENT (continued)			
Face Protection, Field Players	Must be allowed defending PCs; must be flat and conforming to the face, medical need is no longer required in USA Field Hockey events for use when not defending PC, wire frame/cage goggles may NOT be worn in USA Field Hockey events	<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
Goalkeeper	The GK is not required; MUST WEAR a shirt/garment that is different in color from that of both teams; protective equipment comprised of at least headgear and MAY WEAR body, upper arm, elbow, forearm, hand and thigh protectors, throat protector; leg guards and kickers; gloves and blockers for hand protection	The GK is not required; MUST WEAR a shirt/garment that is of a color in clear contrast from the field players of both teams; protective equipment comprised of at least headgear, throat protector, chest protector, leg guards and kickers and MAY WEAR body, upper arm, elbow, forearm, hand, and thigh protectors; gloves and blockers for hand protection	The goalkeeper IS required; 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
Kicking Back	Kicking Back is not required; must wear a shirt/garment that is a different color from that of both teams	Kicking Back is not required; if a field player is acting as a goalkeeper (kicking back) the player must wear: a throat protector, helmet incorporating fixed full-face protection and a distinguishing jersey	Not applicable, goalkeeper required
Kicking Back on PC and PS	If a field player is acting as a goalkeeper (kicking back) on a PC or PS, the player must wear helmet	On a PC or PS, a player with goalkeeper privileges, if any, must wear a chest protector in addition to the clothing and equipment specified for a Kicking Back	Not applicable, goalkeeper required
Stick Bow	Maximum 25 millimeter	<i>Not Modified</i>	Not restricted in 2008
Wireless Umpire-to-Umpire Communication Devices	Permitted	Not permitted	Not permitted

CONDUCT OF PLAY			
Deliberately Raised Hits	Players must not intentionally raise the ball from a hit except for a shot at goal; a raised hit must not be dangerous	<i>Not Modified</i>	<i>Not Modified</i>
Distance from Restarts	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 on PCs TEAMMATES: 7 yards when attacking within 5 yards of circle (7 yards = 6.4 meters)
Hitting :: Forehand Edge	Illegal when used for hard hits	<i>Not Modified</i>	Legal, subject to danger
Playing the Ball Above Shoulders	All defenders 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

CONDUCT OF PLAY (continued)			
Kicking Back	May take part in the match any where on the field except when wearing a helmet (play is limited to within their 23-meter line/25-yard line when helmet is worn)	<i>Not Modified</i>	Not applicable, fully equipped goalkeeper required
Goalkeeper	MAY, when saving a goal or preventing a goal scoring opportunity, use hands to propel the ball, in a “close control” manner , away from an attacker; MAY NOT play outside of their 23-meter line (25-yard line)	<i>Not Modified</i>	MAY, when saving/preventing a goal, use hands to propel the ball away from an attacker; MAY NOT play outside the half of the field that they are defending
Substitution	Substitution cards; rolling sub allowed any time; time out for goalkeeper; captain is accountable for illegal substitutions	<i>Not Modified</i>	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>	Allowed 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)	Allowed as soon as ball is inserted	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
NEW NFHS MODIFICATION: Restart Following a Foul by the Defense within Five Yards of the Circle	Ball is placed at the point of the foul	<i>Not Modified</i>	Ball is placed at the end of an imaginary line drawn from the center of the goal, crossing the point of the foul, and ending 5 yards away from the circle

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

PERSONAL PENALTIES – COACHES

Coach: Green Card	<i>N/A (card captain)</i>	Given for any green card related to bench decorum and as a warning prior to the coach receiving a red card	Recorded and possession to opponents
Coach: Yellow Card	<i>N/A (card captain)</i>	<i>Not Modified</i>	Recorded, coach removes a player from game and team plays short for 5 minutes, and possession to opponents
Coach: Red Card	<i>N/A (card captain)</i>	Red cards for bench decorum issues are only assessed to the head coach; coach must leave the premises of the field of play (allowed with spectators) and cease all contact with team for duration of competition; shall sit out the next regularly scheduled game, including post season; 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)
Coach: Red Card (flagrant foul)	<i>N/A (card captain)</i>	<i>As Above</i>	A number of State Associations have additional sanctions

PERSONAL PENALTIES – 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	<i>Not Modified</i> However, 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)
Player: Red Card	Recorded, player disqualified; team plays down one player for each player disqualified	As in the 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 game, even if the <i>next</i> game is post season	<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)	<i>As Above</i>	<i>As Above</i>	As above plus opponents take a penalty stroke; a number of State Associations have additional sanctions