

**2007 NCAA  
Divisions I, II and III  
Field Hockey**

**Rules Modifications**  
*Effective July 1, 2007*



# 2007 NCAA RULES MODIFICATIONS

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### IMPORTANT

The NCAA Divisions I, II, and III Field Hockey Championships will be conducted according to the FIH (International Hockey Federation) Rules of Hockey and **the following NCAA Modifications.**

All competing NCAA Institutions must have full knowledge of **both** “The Official Rules of Hockey” and the “NCAA Modifications” and must compete according to and within all rules as noted.

**Please Note:** “The Official Rules of Hockey” can be found at [www.fihockey.org](http://www.fihockey.org), purchased from the International Hockey Federation, the USFHA or US Field Hockey vendors.

# 2007 NCAA RULES MODIFICATIONS

**\*\*changes indicated in bold\*\***

## PLAYING THE GAME

### 1. FIELD of PLAY

- 1.1 On multi-lined (use) fields, the 23-meter line (25 yd.) must be clearly distinguishable from all other non-field hockey lines. If the 23-meter line (25 yd) is not clearly distinguishable, six X's must be marked on the 23-meter line (25 yd.), intersecting the line every 10 yards, with the lines of the X's being one yard long.

---X-----X-----X-----X-----X-----X---

- 1.2 It is permissible for a player to add water in the area of the 10-meter mark (injection area) during a penalty corner provided there is no delay of the game.

### 2. COMPOSITION of TEAMS

#### 2.1 Goalkeeper:

- a. A field player acting as a goalkeeper (kicking back) must wear: a throat protector, helmet incorporating fixed full-face protection and a distinguishing jersey.
- b. In the event of a defensive penalty corner or penalty stroke, a player acting as goalkeeper (kicking back) must wear; a throat protector, helmet incorporating fixed full-face protection, a chest protector and distinguishing jersey.
- c. **If a field player is substituting for a kicking back, the substitution is made mid-field. The kicking back is allowed to play the entire field; however, she cannot contest the ball outside the 25-yard line while wearing a helmet.**
- d. **Designated goalkeepers who only wear protective headgear may take part in the game outside their own 25-yard line provided that they have safely removed their headgear. They must continue to wear a shirt or of a different color to both teams, and still have goalkeeping rights when inside their own circle. They must wear the protective headgear during penalty corners and penalty strokes.**
- e. **If substitutions involve only goalkeepers wearing protective headgear or field players, the normal substitution rules apply and time is not stopped. Substitutions of field players who replace goalkeepers, should take place at midfield.**
- f. **The kicking back must only wear the helmet during a penalty corner or penalty stroke. The rest of the time, the helmet can be placed behind the goal line or in the cage when not in use.**

#### 2.2 Substitution:

- a. Each team shall have substitution cards, which must be kept at the scorers table. The home team shall provide a minimum of three substitution cards for each team.

- b. It is recommended that the designated area for substitution, 3-meters on either side of the centerline, be marked with cones.
- c. The exchange of the card between players at the sideline signifies the substitution has been made and the player may enter the game.
- d. On a penalty corner, regular substitution may occur as soon as the ball is played from the back line.
- e. When a timeout is called (by the team in possession) after a penalty corner has been called during a playing period or any extension to complete a penalty corner, substitution may not take place because the penalty corner is still in effect. *Exception:* injury, suspension, or disqualification to the defending goalkeeper.
- f. When play is stopped due to a player being injured and an athletic trainer, medical personnel or coach must come onto the field to attend to the player, the injured player must leave the field and a substitute may take her place. When the injured player is a goalkeeper, she may remain in the game.

### **3. PLAYERS' CLOTHING and EQUIPMENT**

#### **3.1 Uniforms:**

- a. Game shirts must have a minimum of three-inch numbers on the front and six-inch numbers on the back.
- b. The numbers must be of a color clearly contrasting with the uniform top.
- c. Goalkeepers shall have their own uniform number. The color of the jersey must be different in color from field players of both teams; goalkeepers of opposing teams may wear the same colored jersey.
- d. Game shirts worn by the designated home team must be predominately light or white, and game shirts worn by the designated away team must be predominately dark.
- e. Turtlenecks worn by the designated home team must be light (e.g., white turtlenecks with yellow game shirts) and turtlenecks worn by the designated away team must be dark (e.g., black turtlenecks with navy game shirts).
- f. Turtlenecks and/or tights worn by team members must be identical in color.
- g. The color of the socks and/or shin guards must be consistent with team uniform colors and of a contrasting color of the opposing team. It is the responsibility of the home team to wear socks and/or shin guards in clear contrast to those worn by the visiting team. In the event that the colors are not of contrasting colors, the home team will be required to change.
- h. A team whose game shirts do not meet the above requirements will be given the opportunity to change game shirts.
  - A team that is unable to or chooses not to change will be assessed a yellow card.
  - During NCAA championship play, a yellow card will automatically be assessed and the team captain shall serve the penalty.

### 3.2 Blood Rule:

- a. If a player incurs a wound that causes bleeding, the umpire must stop the game at the earliest possible time.
- b. The wound must be evaluated by an athletic trainer or medical personnel (the person or persons in charge of the teams medical needs). This will be considered an injury time out (see rule 2.2 f).
- c. When a player's uniform or equipment, has blood on it (whether it is the player's blood or somebody else's blood).
  - ❑ The umpire must stop the game at the earliest possible time to have the uniform and/or equipment evaluated by medical personnel.
  - ❑ If the team's medical personnel determine that blood has saturated the uniform and/or equipment the player must change the bloodied item and play shall resume after a maximum of two minutes.
  - ❑ In this situation, a number change may occur. The new number must be different from that worn by teammates on the field.
  - ❑ If saturation has not occurred, the player may continue to wear the uniform or equipment.
  - ❑ This is not considered an injury timeout.

## **4. MATCH and RESULTS**

### 4.1 After Goal Scored:

- a. Game clock shall be stopped after a goal has been scored.

### 4.2 Halftime:

- a. The length of halftime will be ten (10) minutes with the halftime clock starting immediately at the conclusion of the first.

### 4.3 Timeouts:

- a. One timeout per team per game shall be permitted.
- b. The timeout will be a two-minute timeout administered by the umpire.
- c. A timeout can be called after a goal or during a dead-ball situation by the team with possession of the ball.
- d. A coach or player on the field can call a timeout.
- e. The timeout can be used at any time during regulation and the seven versus seven overtime periods.
- f. At the 1:45 minute mark of the timeout a warning signal will be made – by the umpires – and an umpire will notify each coach of the signal.
- g. A second signal will be made at the 2:00 minute mark and play must be resumed immediately.
- h. If a team delays in returning to the field, the captain will be carded for delay of game.

#### 4.4 Countable and Championship Games:

- a. For selection and ranking purposes, the respective NCAA field hockey committee will only consider games that include two periods of 35 minute each, with ties played off by using up to two 15 minute sudden victory periods and penalty strokes. (See tied games below for tie breaking procedures).
- b. A suspended game shall be resumed at the point of suspension. See countable games section in the respective NCAA Divisions I, II, or III Field Hockey Championships Handbooks (visit the NCAA Website at [www.ncaa.org](http://www.ncaa.org)).

### 5. TIED GAMES

#### 5.1 Tied Games:

[Note: The following overtime procedure shall be used when a game is tied at the end of regulation play.]

- a. A tied game will be broken to determine the winner by playing up to two 15-minute "Sudden Victory" periods of teams consisting of six field players and a goalkeeper. All game rules apply with the following modifications
- b. There will be a five-minute break between the end of regulation and the first overtime period, and a two-minute timeout between the overtime periods.
- c. Coin Toss: A toss of the coin for the first overtime period will determine ball possession or direction of attack. If a second overtime period is necessary, the team that lost the coin toss in the first overtime period will have the choice of ball possession or direction of attack. The visiting team will call all coin tosses.
- d. Each team will begin the first overtime with six field players and a goalkeeper unless players were disqualified or have not completed a suspension during any previous playing period.
- e. Any player who has been disqualified during regulation play is not eligible for the overtime periods. A player suspended during regulation play would be eligible at the end of the suspension. Any player who has not completed a suspension or was disqualified during the overtime periods shall not be eligible for penalty strokes.
- f. On Penalty Corners: The defending team is permitted to have only four (4) players behind its goal line (goalkeeper and three (3) field players).
- g. The game is completed as soon as a goal is scored.
- h. If the score remains tied at the end of the second overtime period: A series of penalty strokes will be taken.
  - A coin toss will give a team the choice to attack or defend.
  - Five players from each team shall take a penalty stroke alternately against the same goalkeeper from the opposing team.
  - The coach of each team will be given the maximum of two minutes to turn in the lineup for penalty strokes.
  - The team awarded the highest number of goals shall be the winner.

- Once the stroke procedure is decisive, the game shall be complete and no more strokes need to be taken.
  - i. In the event of a remaining tie, after first series of penalty strokes:
    - A second series of penalty strokes will be taken by the same players, which were in the lineup for the first series of strokes.
    - The order may be changed but not the players.
    - The goalkeeper who defended first in the first set will defend second in the second set.
    - The team awarded the highest number of goals shall be the winner.
  - j. If no decision is reached after the second series of Penalty Strokes:
    - A "Sudden Victory" procedure will be used to break the tie.
    - There will be a third series of penalty strokes taken by the same group of players.
    - The order may be changed but not the players.
    - The goalkeeper who defended first in the first set will defend first in this set.
    - The first team awarded more goals than its opponent after an equal number of strokes shall be the winner.
  - k. If an overtime game goes into penalty strokes, a total of one goal (team goal) is awarded for the winner of the set rather than the number of goals scored in the set.

## 6. CONDUCT OF PLAY: PLAYERS, GOALKEEPERS, and COACHES

### 6.1 Red Card:

- a. A player, bench personnel or coach receiving a red card shall be ejected from the game, shall leave the premises of the field of play and shall sit out the next regularly scheduled game, including postseason games. Should a player, bench personnel or coach receive a red card in the last game of the season (including post season games) the suspension would carry-over to the first game of the following season (exhibitions and/or scrimmages do not satisfy the suspension).

A coach serving a game suspension shall be restricted to the designated spectator area and is prohibited from any communication or contact, direct or indirect, with his or her team, assistant coaches and/or bench personnel from the start of the contest to its completion.

- b. If a coach is red carded and refuses to leave the site of the contest within a reasonable amount of time (three minutes), the game shall be declared ended, and the opposing team shall be awarded the win (score becomes 1 – 0). THE GAME SHALL COUNT AS A COUNTABLE GAME.

- 6.2 Misconduct by personnel, players on the bench and/or spectators should be brought to the attention of the head coach. If continued misconduct occurs the head coach will ultimately be held responsible. It should be noted that use of profane and/or vulgar language, and/or harsh treatment towards opponents or umpires by personnel, players on the bench or spectators shall not be tolerated.

- 6.3 Regulation game player/coach suspensions (Yellow Card) and disqualifications (Red Card) will carry over into overtime play.

- 6.4 Suspended players should be placed at the scorer's table on the side opposite from her bench.
- 6.5 Coaching of players who are suspended from play is prohibited
- 6.6 The coaching of players who are participating in the game at the time when an injury timeout is called is prohibited.
- 6.7 Designated Bench Area: Failure to comply with the following will be considered misconduct and possible suspension.
  - a. The official party must remain within the designated bench area during play.
  - b. Coaches are permitted to move on the sideline only in front of their respective benches and from the centerline (50 yard line) to the 23 meter line (25 yards) on their bench side or in the bleachers directly behind their designated bench area.
  - c. Coaches and players in the bench area must remain behind a clearly marked restraining line (a minimum of five yards from the sideline; if 5 yards is not available, as close to 5 yards as possible).
  - d. Spectators are not permitted behind the goal area and must be at least 10 yards behind the endline, and a minimum of five yards from the sideline.

## FIELD and EQUIPMENT SPECIFICATIONS

### 7. VISIBLE CLOCKS

#### 7.1 Visible Clocks:

- a. Visible clocks are required.
- b. The visible clock will be the official game clock. The on-field umpires or alternate umpire shall keep a back-up clock. The time kept by the on-field umpires or alternate umpire will become the official time in the event of a clock malfunction.
- c. Horn shall be disabled on the clock if system allows.
- d. On a clock with which the horn can be disabled the time shall count down to zero. **The public address (PA) announcer also may count down the last ten (10) seconds on the field or over the PA system.**
- e. If the horn on the clock cannot be disabled the clock shall run down to the one-minute mark, with a verbal count down being used to count down the remaining time with the umpire. **The count down should occur on the field; however the PA announcer may count down the last ten (10) seconds over the PA system.** The half or period ends on the umpire's whistle.

### 8. EQUIPMENT

#### 8.1 Equipment:

- a. All field players have the option to wear soft headgear.
- b. **Field players are permitted to wear throughout a game only a smooth preferably transparent or white but otherwise dark plain colored face mask which fits flush with the face, soft protective head covering or eye protection in the form of plastic goggles (i.e., goggles with a soft-covered frame and plastic lenses. A caged frame cannot be worn).**

- c. All field players are required to wear a mouthguard at all times. [NOTE: Failure to comply with this rule will be considered misconduct]. Mouthguards for goalkeepers are strongly recommended.
- d. Goalkeepers must wear a throat protector and chest protector at all times.
- e. Goalkeepers are required to wear appropriate protective headgear; a helmet incorporating fixed full-face protection and cover for the head including the back of the head.

## GUIDANCE

### 9. ADDITIONAL INFORMATION

- a. The use of the coaching box shall be enforced during all games.
- b. A coach or team representative is only permitted to interact with umpires pre and post game with the opposing coach or team representative present.
- c. Prior to leaving the field of play, the official scorecard shall be signed by both umpires assigned to the game.
- d. Once the score card is signed, the game is official and any penalties assessed to a player, coach or bench personnel (yellow or red card) may not be overturned.
- e. It is recommended that stick checks occur not later than 45-minutes prior to the start of the game.
- f. When a game is played at a neutral site, a team must be designated as the home team and the home team is responsible for ensuring that all game management responsibilities are confirmed.

Questions regarding interpretations of **NCAA Rules Modifications** shall be addressed to:

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Arrillaga Family Sports Center  
Stanford, California 94305-6150  
Phone: 650/725-2578  
Fax: 650/725-8642  
Email: [lirvine@stanford.edu](mailto:lirvine@stanford.edu)

Questions regarding interpretations of **International Rules of Hockey** shall be addressed to:

**Gus Soteriades**  
Rules Interpreter for USA Hockey  
3361 Fishinger Mill Drive  
Hilliard, Ohio 43026  
  
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