

NCAA

Field hockey

2017 Rules Modifications



Effective: August 1, 2017

2017 NCAA Field Hockey Rules Modifications

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Rules Overview

The NCAA competes using the International Hockey Federation (FIH) as the standard playing rules for the sport of NCAA field hockey. All rules are applicable to Divisions I, II and III competition unless modified by this document. All NCAA field hockey competition is to be conducted under the rules of the FIH with any modifications approved by the NCAA championship committees. Any rules specific to the NCAA championship can be found in the divisional Pre-Championships Manual.

The following modifications have been recommended by the NCAA Divisions I, II and III Field Hockey Committees and approved by the Playing Rules Oversight Panel (PROP).

Any questions concerning rules and interpretations should be directed to:

Steve Horgan
NCAA Field Hockey Rules Interpreter
shorgan@usafieldhockey.com
Phone: 302-668-7409

Ashlee Follis
Assistant Director
NCAA Championships and Alliances
afollis@ncaa.org
Phone: 317-917-6145

NCAA Field Hockey Committees Information

The charts below list the members of the committees who voted on and approved the modifications included in this edition of the modifications document. For a complete and current listing of the NCAA Divisions I, II and III Field Hockey Committees, please go to www.ncaa.org.

Division I Field Hockey Committee

Chad Dwyer America East Conference Northeast Region	Jamie Mullin Syracuse University Midwest Region
Carla Tagliente Princeton University Mid-Atlantic Region	Helen Knull Michigan State University West Region
Jason Simms, chair College of William and Mary South Region	Carli Figlio Monmouth University Mid-Atlantic Region
Liz Turner Suscha NCAA Championships and Alliances	

Division II Field Hockey Committee

Shelly Behrens Millersville University Atlantic Region	Kayte Kinsley Pace University East Region
Meggan Dulude, chair Saint Michael's College East Region	Michael McFarland Bloomsburg University of Pennsylvania Atlantic Region
Roberta Page NCAA Championships and Alliances	

Division III Field Hockey Committee

Rebecca Begley, chair Hendrix College Great Lakes Region	Andrea Theborge Thomas College New England East Region
Marybeth Lamb Bridgewater State University New England West Region	Kelly Kingsbury State University of New York at Oneonta North Atlantic Region
Jennifer Noon Fairleigh Dickinson University, Fordham South Atlantic Region	Ashley Smeltzer-Kraft Shenandoah University South Region
Kelly Whitaker NCAA Championships and Alliances	

NCAA Field Hockey Rules Modifications

Major Rules Modifications for 2017	
Rule	Modification
None.	

Major Editorial Changes for 2017	
Rule	Editorial Change
3.1h	Clarifies, in the event of a conflict, the umpires will make the final decision on uniform colors, including uniform top, kilt, socks/shinguards and goalkeeper jerseys.

PLAYING THE GAME

MODIFICATION 1 – FIELD OF PLAY

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---

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.

MODIFICATION 2 – COMPOSITION OF TEAMS

2.1 Goalkeeper/Designated GK.

- a. In the event of a defensive penalty corner or penalty stroke, a player with goalkeeping privileges (kicking back) must wear helmet incorporating fixed full-face protection, throat protector and distinguishing jersey.
- b. A designated goalkeeper may wear a chest protector underneath the distinguished colored jersey. It is permissible for the designated goalkeeper to remove the helmet and roam the field with the chest protector under the jersey. No chest protector is allowed to be worn over the jersey.

2.2 Substitution.

- a. The designated area for substitution is 3-meters on either side of the centerline. It is recommended that this area be marked with cones.
- b. When a timeout is called (by the team in possession) after a penalty corner has been awarded, 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.
- c. 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.

MODIFICATION 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 that itself is clearly in distinct contrast with the color of the jersey, irrespective of any border around the numbers.

Note: This will apply to ALL newly purchased uniforms beginning as soon as possible.

- c. Goalkeepers shall have their own uniform number. The color of the jersey must be in clear contrast from field players of both teams; goalkeepers of opposing teams may wear the same colored jersey (i.e., a goalkeeper may wear black but not if either team is playing in navy blue; these colors are not in clear contrast).

Note: It is no longer required for the goalkeeper jersey to be of a solid color.

- d. Game shirts worn by the designated home team must be predominately DARK, and game shirts worn by the designated away team must be of a CONTRASTING color from the home team.
- e. Exposed gear worn under the game uniform by the designated home team must be dark (e.g., black gear with navy game shirts). Any exposed gear worn under the game uniform by the designated away team must be of a CONTRASTING color from the home team.
- f. Exposed gear and/or tights worn by team members must all be the same 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. Multi-colored socks are acceptable. ALL colors must be in contract to the opposing team’s sock colors. 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. Example: If the home team is wearing socks that are blue and white striped (50/50 colors) and the visitors are wearing white socks, the home team must change to comply with the rule.
- h. When possible, teams should consult with eachother on uniform colors before arriving at the field (e.g., by phone/email, at the meeting the night before a tournament, an agreeable time at the NCAA championships). In the event of a conflict, the final decision of uniform colors, including uniform top, kilt, socks/shinguards and goalkeeper jerseys, will be at the discretion of the umpires.

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 team's medical needs). This will be considered an injury time out.
- 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.
- d. 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.
- e. In this situation, a number change may occur. The new number must be different from that worn by teammates on the field.
- f. If saturation has not occurred, the player may continue to wear the uniform or equipment. This is not considered an injury timeout.

MODIFICATION 4 – MATCH AND RESULTS

4.1 After Goal Scored.

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

4.2 Halftime.

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

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 umpires.
- c. A timeout can be called after a goal or during any dead-ball situation, including after the award of a penalty corner by the team with possession of the ball. Any coach or player may call a timeout.

Point of Emphasis: It is not permissible for anyone from the bench area to enter the field of play to call a timeout.

- d. The timeout can be used at any time during regulation and the seven versus seven overtime periods.
- e. 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.
- f. A second signal will be made at the 2:00 minute mark and play must be resumed immediately.
- g. 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 shoot-out. (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 Pre-Championship Manuals (visit the NCAA website at www.ncaa.org).

MODIFICATION 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 seven team players (of which one may be 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 teams shall switch attacking ends and the team who did not have possession at the beginning of the overtime will begin the second overtime with the center pass. The visiting team will call all coin tosses.

- d. Each team will begin the first overtime with seven players, one of which may be a goalkeeper, unless players were disqualified or have not completed a suspension during any previous playing period.
- e. Any player who has been disqualified (red carded) during regulation play is not eligible for the overtime period and the team plays short for the entire overtime. A player suspended (yellow/green carded) during regulation play would be eligible at the completion of the suspension timeframe. The team plays short until the suspension is completed.
- f. On Penalty Corners. The defending team is permitted to have only four team members (of which one may be a goalkeeper) behind its goal line.
- 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 shoot-out will take place.
 - (1) A coin toss will give a team the choice to attack or defend.
 - (2) Five players from each team shall go one-on-one alternately against the same goalkeeper from the opposing team. NOTE: Numbers and order of shootouts do not have to be given immediately. Players can be sent to take a shootout at the discretion of the team.
 - (3) There is no substitution of any player during the shootout except for injury to a player or suspension of defending GK.
 - (4) The shootout will begin within two minutes after the end of the match. No lineup is required to be submitted to the umpires.
 - (5) The team awarded the highest number of goals shall be the winner.
 - (6) Once the shoot-out procedure is decisive, the game shall be complete and no more one-on-one attempts need to be taken.
 - (7) Taking the shootout:
 - (a) The goalkeeper/defender starts on or behind the goal line between the posts.
 - (b) The ball is placed on the nearest 23m line opposite the center of the goal.
 - (c) The attacker stands outside the 23m line near the ball.
 - (d) The umpire blows the whistle to signal the start of the shootout. The attacker and the goalkeeper may then move in any direction.

- (8) The shoot-out is completed under the following conditions:
- (a) Eight seconds has elapsed.
 - (b) The attacker scores a goal.
 - (c) The attacker commits an offense.
 - (d) The goalkeeper commits an unintentional offense. (The shoot-out is re-taken.)
 - (e) The goalkeeper commits an intentional offence. (A penalty stroke is awarded.)
 - (f) The ball goes out of play over the back-line or side-line. [This includes the goalkeeper intentionally playing the ball over the back-line (not a foul). The ball simply going outside the circle a second time does not constitute the end of a shoot-out.]
 - (g) If a penalty stroke is awarded, any eligible player on the official roster may take the penalty stroke. This penalty stroke will take place before the next available shoot-out takes place.
- (9) A player may be suspended by a yellow or red card, but not a green card, during the shoot-out competition.
- (a) If a goalkeeper is suspended during the shoot-out, they may not take further part in that competition but can be replaced by any eligible player from the team. The replacement goalkeeper is allowed reasonable time to put on protective equipment.
 - (b) If an attacker is suspended during the shoot-out competition, there is no replacement allowed. Any further shoot-out the player was entitled to take counts as no goal.
- (10) During a shoot-out competition, team members and the coaching staff for that match are permitted to enter the field of play, but only in the area outside the 23m area used for the shoot-out. Only a player who is authorized to take or defend a shoot-out may enter the 23m area. The goalkeeper or defending player of the team taking the shoot-out may be on the backline outside the circle.
- i. If no decision is reached after the first series of shoot-outs.
- (1) A “Sudden Victory” procedure will be used to break the tie.
 - (2) There will be a second series of one-on-ones taken by the same group of players.

- (3) The order may be changed but not the players.
 - (4) The team who defended first in the first set will attack first in this set.
 - (5) The first team awarded more goals than its opponent after an equal number of shoot-out attempts shall be the winner.
 - (6) Every player of the five selected must attempt a shoot-out before a player is eligible to go again.
 - (7) The same players take part in any subsequent series of shoot-outs except that an incapacitated player can be replaced from eligible players.
 - (8) Teams will alternate attacking first in each subsequent series of shoot-outs.
- j. If an overtime game goes into a shootout, 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.

MODIFICATION 6 – CONDUCT OF PLAY: PLAYERS, GOALKEEPERS, AND COACHES
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6.1 Green Card.

The temporary suspension commences when the umpire restarts the play after the award of the card.

A green card may be issued to the head coach as a warning prior to assessing a red card. No players are removed from the field when a green card is issued to a coach or bench personnel.

Point of Emphasis: The head coach is responsible for actions of their team bench area and shall receive any card assessed related to bench decorum.

6.2 Yellow Card.

The temporary suspension commences when the umpire restarts the play after the award of the card.

No yellow cards are to be issued to coaches; only green or red cards.

6.3 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).
- b. The head coach shall receive any red card assessed to their team bench area and will be required to leave the field of play.
- c. A team whose “Head Coach” receives a red card, must designate who the “new” head coach will be. Any further cards to that team’s bench area will be assessed to the “Head Coach” at the time.

Point of Emphasis: It is expected and understood by the NCAA Committee that umpires have the responsibility to deal with misconduct from the bench area in a professional but firm manner. The issuance of any card to the bench area is at the discretion of the umpires alone and cannot be reversed.

There is no procedure for appealing or rescinding any red card issued to a coach or player.

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.

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.**

A red card may be assessed to any player/ coach or team personnel for any of the above improper conduct for the entire time an official is onsite at an institution. Institutions are responsible for reporting all red cards to their respective conferences. Umpires are responsible for reporting all red cards to their respective assignor.

6.4 The following shall be regarded as conduct that is improper, unfair, and unacceptable and may result in a warning or ejection:

- a. Verbal/physical abuse or hostility towards any other participant, person or any other member of the public.
- b. Disputing, appealing, protesting and/or reacting in a provocative or disapproving manner in an inappropriate way toward any decision made by an umpire or official.

- c. Feigning injury and/or overreacting to an alleged breach or decision.
 - d. Charging or advancing towards an umpire or technical official in an aggressive manner.
 - e. Using rude or abusive language or hand signals.
 - f. Abuse of hockey equipment or clothing, venue equipment or fixtures and fittings.
 - g. Entering the field of play for any reason without the permission of the umpires.
 - h. Not respecting the 5-meter area off the sideline of the field outside of the designated team bench area and remaining behind a clearly marked restraining line.
- 6.5 Misconduct by spectators should be brought to the attention of the field administrator. It should be noted that use of profane and/or vulgar language, and/or harsh treatment towards any participant of the game by spectators shall not be tolerated.
- 6.6 Regulation game player suspensions (yellow card) and player/coach disqualifications (red card) will carry over into overtime play.
- 6.7 Suspended players (GREEN / YELLOW) shall be placed at the scorer's table on the same side of the table as her bench.
- 6.8 Coaching of players who are suspended from play is permitted.
- 6.9 The coaching of players who are participating in the game at the time when an injury timeout is called is permitted.
- 6.10 Designated Bench Area. The bench area is defined as the area from the center line (50 yard line) to the 23 meter line (25 yards).
- a. The official party on the field must remain within the designated bench area during play.
 - b. Coaches and players in the bench area must remain behind a clearly marked restraining line (defined as some type of distinguishable and visible marking for all participants, i.e. painted lines, cones or temporary tape) a minimum of five yards from the sideline, if five yards is not available, as close to five yards as possible and no less than 3 meters from the sideline). This is not an option.

Point of Emphasis: The area from the restraining line to the sideline must be kept clear for the umpires to see and position themselves as they see fit. Interference to the sight line or movement of an umpire will result in a green card warning or possible red card for persistent violations of the designated bench area rule.

- c. Spectators are not permitted behind the goal area and must be at least 10 yards behind the end line, and a minimum of five yards from the sideline.

6.11 Electronic Communication. Electronic communication between team personnel in any location other than the bench area as defined in 6.9 (i.e., video platform) and the team bench area is permissible. There shall be no direct communication, neither verbal nor signal, between team personnel located in any location other than the bench area and players on the field.

FIELD AND EQUIPMENT SPECIFICATIONS

MODIFICATION 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 and reserve umpire shall keep a back-up clock. The time kept by the on-field umpires or reserve umpire will become the official time in the event of a clock malfunction.
- c. Players shall play to the whistle not the horn. If the penalty corner is not finished, then play continues until the umpire stops play.

MODIFICATION 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 in the field of play.)
- c. All field players and the kicking back 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.
- f. Players are permitted to wear a smooth preferably transparent or white but otherwise single colored face mask or metal grill face mask, which follows the contours of the face, when defending a penalty corner or penalty stroke for the duration of that penalty corner or penalty stroke and when they are inside the circle they are defending; the primary objective of wearing a face mask to defend a penalty corner is safety; wearing of face masks which are consistent with the underlying spirit of this guidance should be allowed.
- g. Players are not permitted, when wearing face masks, to conduct themselves in a manner which is dangerous to other players by taking advantage of the protective equipment they wear.

Note: For b, f and g above: In the essence of “safety” there are many types of masks that can be worn while defending a PC. The FIH is now allowing a mask with a “grill” for defending a PC but not for general play. Anything that is not flat to the face will not be acceptable for field play.

GUIDANCE

MODIFICATION 9 – ADDITIONAL INFORMATION

- a. The use of a designated bench area shall be enforced during all games. No one other than the players on the field are permitted to enter the field of play without permission of the umpires.
- b. A coach or team representative is only permitted to interact with the 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 scorecard is signed, the game is official. The officials remain in charge of the site until they leave the institution. An umpire may issue a card to any member of the team until the time they leave the institution. All red cards shall be reported immediately to the assignor and the conference.
- 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.
- g. If a violation of 6.10 occurs, then it shall be communicated to the appropriate conference office for discussion and/or review.

Appendix A

NCAA Rules Modification Process

The Playing Rules and Officiating staff will provide technical expertise and leadership for NCAA conferences, coaches, and game officials by developing and interpreting rules for intercollegiate sports to enhance the student-athlete experience and ensure fair competition. To achieve our mission we will:

- Preserve sport traditions and integrity;
- Emphasize student-athlete safety;
- Construct playing rules that are enforceable; and
- Manage the playing rules process from development to application.

In sports that the NCAA does not write the specific playing rules, a modification document is created by the NCAA sport rules interpreter and/or Playing Rules and Officiating liaison, with consultation and suggestion from the championship committee(s) to enhance and champion the unique differences between collegiate athletics and international or domestic sports programs.

The rules modification document is reviewed on an annual basis by the sport committee(s) with the rules interpreter and playing rules liaison. The rules interpreter and liaison will develop the proposed rules modifications and distribute the proposed changes for a two-week comment period. Following the comment period, the proposed modifications will be reviewed for approval by the Playing Rules Oversight Panel (PROP).

Upon approval by PROP, the playing rules liaison will update the rules modification document. The document will be updated on the sport playing rules page on www.ncaa.org/championships/playing-rules.