



Rules of Hockey
including explanations

Effective from 1 January 2019

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Responsibility and Liability

Participants in hockey must be aware of the Rules of Hockey and of other information in this publication. They are expected to perform according to the Rules.

Emphasis is placed on safety. Everyone involved in the game must act with consideration for the safety of others.

Relevant national legislation must be observed.

Players must ensure that their equipment does not constitute a danger to themselves or to others by virtue of its quality, materials or design.

The International Hockey Federation (FIH) does not accept responsibility for any defects or non-compliance of facilities and is not liable for any consequences resulting from their use. Any verification of facilities or equipment conducted before a match is limited to ensuring an overall appearance of compliance and sporting requirements.

Umpires exercise an important role controlling the game and ensuring fair play.

Implementation and Authority

The Rules of Hockey apply to all hockey players and officials. National Associations have discretion to decide the date of implementation at national level. The date of implementation for international competition is 1 January 2019.

The Rules are issued by the FIH Rules Committee under the authority of the International Hockey Federation. Copyright is held by the International Hockey Federation.

Availability of the Rules

A copy of the Rules is available on the FIH website www.fih.ch and is also available free to download as an app 'FIH Rules of Hockey'.

CONTENTS

Introduction.....	4
Terminology.....	9

PLAYING THE GAME

1	Field of play	12
2	Composition of teams	13
3	Captains	16
4	Players' clothing and equipment.....	16
5	Match and result	19
6	Start and re-start the match	20
7	Ball outside the field	21
8	Method of scoring	22
9	Conduct of play: players	23
10	Conduct of play: goalkeepers.....	26
11	Conduct of play: umpires.....	26
12	Penalties.....	28
13	Procedures for taking penalties	29
14	Personal penalties	38

UMPIRING

1	Objectives	40
2	Applying the rules	41
3	Umpiring skills	43
4	Umpiring signals	46

FIELD AND EQUIPMENT SPECIFICATIONS

1	Field and field equipment	49
2	Stick.....	57
3	Ball.....	62
4	Goalkeeper's equipment	63
Additional Information Available		64

INTRODUCTION

THE RULES CYCLE

The Rules in this new publication are effective from 1 January 2019 at international level. National Associations have discretion to decide the date of implementation at national level.

A starting date is specified but not an end date. The International Hockey Federation (FIH) will avoid implementing any major changes to these Rules until after the next Olympic Games. However, in exceptional circumstances FIH retains the right to make changes which will be notified to National Associations and published on the FIH website: www.fih.ch.

RULES REVIEW

The FIH Rules Committee regularly reviews all the Rules of Hockey. It takes account of information and observations from a wide variety of sources including National Hockey Associations, players, coaches, officials, media and spectators together with match and competition reports, video analysis, Rules trials and Tournament Regulations which vary the Rules. Ideas which have already been trialled with the FIH Rules Committee's approval in local or limited circumstances are especially valuable. Rules changes can then be based on practical experience.

PLAYING RULES IN INTERNATIONAL MATCHES

It is the intention of the Rules and Competitions Committees to try and reduce as far as possible the number of variations to the Rules which occur through Tournament Regulations. These differences have led in the past to some confusion on the part of players, officials, spectators and television audiences.

The Rules of Hockey and FIH Tournament Regulations apply to all International Hockey. The FIH Executive Board has agreed that the same Rules and FIH Tournament Regulations which vary the Rules of Hockey also apply to the top domestic League level of National Association Hockey. This is mandatory at top domestic League

level, unless a National Association wishes to opt out of particular Rules or Regulations which vary the Rules of Hockey by applying to FIH to do so.

The Rules of Hockey apply to all levels of the game, and are effective from 1 January 2019 at International level. It is important to note that National Associations have discretion to decide the date of their implementation at National level. Additionally, National Associations may apply to FIH to opt out of particular Rules at levels below their top domestic Leagues and/or for particular age groups, should they so wish.

This approach helps bring the Rules and Regulations closer together, as well as negating the need for either Mandatory or Non-Mandatory Experimental Rules or Rule trials.

A limited number of variations in the playing conditions through Regulation will continue to exist in top level International matches played at FIH Tournaments. These include the countdown clock for penalty corners, which require additional technical table equipment and resources. Similarly Video Umpire will only be used at FIH Events where the contracted full television coverage and facilities enable a viable system. All other matches must be played in accordance with the Rules of Hockey unless otherwise agreed by FIH after submission by a National Association.

The procedure for National Associations, and Continental Federations, to apply to FIH to opt out of particular Rules or Regulations which vary the Rules of Hockey continues to be available in the respective Workrooms on the FIH website.

RULES CHANGES

FIH has chosen to introduce the match format of four quarters as its standard. In international matches teams have been playing four quarters for some years and it is felt that more uniformity in match formats can be achieved when all match formats are based on a four quarter principle. Like in international matches time is stopped between the awarding of a penalty corner and the taking of that penalty corner. Other than in International matches where this is arranged in the FIH Tournament Regulations, time

is not stopped to celebrate goals as this was introduced primarily for television coverage.

A mandatory experiment is introduced with effect from 1 January 2019 taking out the option for teams to play with a Field Player with Goalkeeping Privileges. Teams have now two options : they either play with a Goalkeeper who wears protective equipment comprising at least headgear, leg guards and kickers and who is also permitted to wear goalkeeping hand protectors and other protective equipment, or they play with Field Players only. Any change between these options should be treated as a substitution.

This mandatory experiment leads to changes in many other Rules as the option to play with a Field Player with Goalkeeping privileges is taken out.

The explanation how to treat free hits for the attacker close to the circle has been changed in Rules 13.2.f. It has now been made clear that players other than the attacker taking the free hit, must be at five metres distance, including when they are in their circle. If the attacker however chooses to take the free hit immediately, then defenders who are inside the circle and within five metres from the ball, may shadow around the inside of the circle as per the explanation of the Rule before 2019.

As in Indoor Hockey a defender may now take a free hit awarded in the circle anywhere inside the circle or up to 15 metres from the back-line in line with the location of the offence, parallel to the side-line.

Rule 13.6 that described the completion of a penalty corner for substitution purposes and for a penalty corner at the end of a period, was deleted. The option that a penalty corner is completed when the ball travels outside the circle for the second time, no longer exists.

The other Rules changes are essentially cosmetic.

Otherwise, all other changes in this edition of the Rules are clarifications of existing Rules. To draw attention to all changes, even these minor points of clarification, a line appears in the margin of any text which has been changed.

APPLYING THE RULES

The FIH Rules Committee continues to be concerned that some Rules are not applied consistently.

Rule 7.4.c: ball intentionally played over the back-line by a defender and no goal is scored. If it is clear that the action is intentional, umpires should not hesitate to award a penalty corner.

Rule 9.10 : players must not approach within 5 metres of an opponent receiving a falling raised ball until it has been received, controlled and is on the ground : where the initial receiver is unclear the side which places the ball in the air must allow the opponent to play the ball.

Rule 9.12: obstruction. Umpires should penalise shielding the ball with the stick more strictly. They should also look out for a tackling player who by pushing or leaning on an opponent causes them to lose possession of the ball.

Rule 13.2.a: ball stationary at a free hit. Umpires are sometimes not strict enough on requiring the ball to be stationary, albeit very briefly, for a free hit especially if it is taken using a self-pass.

RULES DEVELOPMENT

FIH believes our sport is enjoyable to play, officiate in and watch. Nevertheless, FIH will continue to seek ways of making our sport even more enjoyable for all its participants while retaining its unique and attractive characteristics. This enables our sport to develop which is necessary in a world which makes large demands on personal time and in which recreation and sport can contribute to personal wellbeing.

The FIH Rules Committee will therefore continue to welcome suggestions for Rules developments or for clarification of current Rules especially from National Hockey Associations. National Associations are an important primary source of advice and guidance but, if appropriate, Rules suggestions or questions can be sent by email to info@fih.ch or to the FIH postal address.

MEMBERSHIP OF THE FIH RULES COMMITTEE, 2018 :

Chair: David Collier

Secretary: Paula Jenkins

Members:

Shabaz Ahmed Peter Elders

Margaret Hunnaball Katrina Powell

Steve Horgan Ahmed Essmat Youssef

Beth Smith

TERMINOLOGY

Player

One of the participants in a team.

Team

A team consists of a maximum of sixteen persons composed of a maximum of eleven players on the field and up to five substitutes. *This may be amended by Regulation to a maximum of eighteen players.*

Field Player

One of the participants on the field other than the goalkeeper.

Goalkeeper

One of the participants of each team on the field who wears full protective equipment comprising at least headgear, leg guards and kickers and who is also permitted to wear goalkeeping hand protectors and other protective equipment.

Field Player with Goalkeeping Privileges

One of the participants on the field who does not wear full protective equipment but who has goalkeeping privileges. **Mandatory Experiment** : it is not allowed to play with a Field Player with Goalkeeping Privileges.

Attack (Attacker)

The team (player) which (who) is trying to score a goal.

Defence (Defender)

The team (player) which (who) is trying to prevent a goal being scored.

Back-line

The shorter (55 metres) perimeter line.

Goal-line

The back-line between the goal-posts.

Side-line

The longer (91.40 metres) perimeter line.

Circle

The area enclosed by and including the two quarter circles and the lines joining them at each end of the field opposite the centre of the back-lines.

23 metres area

The area enclosed by and including the line across the field 22.90 metres from each back-line, the relevant part of the side-lines, and the back-line.

Playing the ball: field player

Stopping, deflecting or moving the ball with the stick.

Shot at goal

The action of an attacker attempting to score by playing the ball towards the goal from within the circle.

The ball may miss the goal but the action is still a “shot at goal” if the player’s intention is to score with a shot directed towards the goal.

Hit

Striking or ‘slapping’ the ball using a swinging movement of the stick towards the ball.

“Slap” hitting the ball, which involves a long pushing or sweeping movement with the stick before making contact with the ball, is regarded as a hit.

Push

Moving the ball along the ground using a pushing movement of the stick after the stick has been placed in contact or close to the ball. When a push is made, both the ball and the head of the stick are in contact with the ground.

Flick

Pushing the ball so that it is raised off the ground.

Scoop

Raising the ball off the ground by placing the head of the stick under the ball and using a lifting movement.

Forehand

Playing a ball which is to the right of the player in a forwards direction.

Playing distance

The distance within which a player is capable of reaching the ball to play it.

Tackle

An action to stop an opponent retaining possession of the ball.

Offence

An action against an opponent contrary to the Rules which may be penalised by an umpire.

PLAYING THE GAME

1 Field of play

The information below provides a simplified description of the field of play. Detailed specifications of the field and equipment are provided in a separate section at the end of these Rules.

- 1.1 The field of play is rectangular, 91.40 metres long and 55.00 metres wide.
- 1.2 Side-lines mark the longer perimeters of the field ; back-lines mark the shorter perimeters of the field.
- 1.3 The goal-lines are the parts of the back-lines between the goal-posts.
- 1.4 A centre-line is marked across the middle of the field.
- 1.5 Lines known as 23 metres lines are marked across the field 22.90 metres from each back-line.
- 1.6 Areas referred to as the circles are marked inside the field around the goals and opposite the centres of the back-lines.
- 1.7 Penalty spots 150 mm in diameter are marked in front of the centre of each goal with the centre of each spot 6.40 metres from the inner edge of the goal-line.
- 1.8 All lines are 75 mm wide and are part of the field of play.
- 1.9 Flag-posts between 1.20 and 1.50 metres in height are placed at each corner of the field.
- 1.10 Goals are positioned outside the field of play at the centre of and touching each back-line. No equipment or items, such as helmets, face masks, hand protectors, towels, water bottles etc. may be placed inside the goals.

2 Composition of teams

- 2.1 A maximum of eleven players from each team take part in play at any particular time during the match.

If a team has more than the permitted number of players on the field, time should be stopped to correct the situation. A personal penalty may be awarded against the captain of the team involved, if inadvertently having too many players on the pitch occurs for a very short period of time and does not materially affect the match. In cases where this occurs and materially affects the match, a personal penalty must be awarded against the captain of the team involved. Decisions taken prior to correcting the situation cannot be changed, if time and/or play has already been re-started.

Play and time is restarted with a free hit to the opposing team unless another penalty had been awarded against the offending team immediately before time was stopped in which case that penalty is taken.

- 2.2 Each team has either a goalkeeper on the field or plays only with field players.

Mandatory Experiment from 1 January 2019 : the team no longer has the option to play with a player with goalkeeping privileges.

Each team may play with:

- a goalkeeper wearing a different colour shirt and protective equipment comprising at least headgear, leg guards and kickers; this player is referred to in these Rules as a goalkeeper; or*

- *only field players; no player has goalkeeping privileges or wears a different colour shirt; no player may wear protective headgear except a face mask when defending a penalty corner or a penalty stroke; all team players wear the same colour shirt.*

Any change between these options, must take place as a substitution.

2.3 Each team is permitted to substitute from its players not on the field of play:

- a substitution is permitted at any time except within the period from the award of a penalty corner until after it has been completed; during this period substitution is only permitted for injury to or suspension of the defending goalkeeper

If another penalty corner is awarded before completion of the previous penalty corner, substitution other than for an injured or suspended defending goalkeeper must not take place until that subsequent penalty corner has been completed.

At a penalty corner, a defending goalkeeper who is injured or suspended may be substituted by another goalkeeper or by a player.

If a team has only field players, no substitution is permitted at a penalty corner until it has been completed.

If the goalkeeper is suspended, the offending team plays with one fewer player.

- b there is no limit to the number of players who are permitted to be substituted at the same time or to the number of times any player is permitted to substitute or be substituted

- c substitution of a player is permitted only after that player has left the field
- d substitutions are not permitted for suspended players during their suspension
- e after completing a suspension, a player is permitted to be substituted without first returning to the field
- f field players must leave or enter the field for substitution purposes within 3 metres of the centre-line on a side of the field agreed with the umpires
- g time is stopped for substitution of goalkeepers but not for other substitutions.

Time is stopped briefly to permit a goalkeeper to take part in a substitution. The time stoppage is not extended for a player to put on or take off protective equipment as part of a substitution including following a goalkeeper injury or suspension.

- 2.4 Field players who leave the field for injury treatment, refreshment, to change equipment or for some reason other than substitution are only permitted to re-enter between the 23 metres areas on the side of the field used for substitutions.

Leaving and re-entering the field as part of play (eg when a defender puts on a face mask at a penalty corner) takes place at any appropriate part of the field.

- 2.5 No persons other than field players, goalkeepers and umpires are permitted on the field during the match without the permission of an umpire.
- 2.6 Players on or off the field are under the jurisdiction of the umpires throughout the match including the half-time interval.

- 2.7 A player who is injured or bleeding must leave the field unless medical reasons prevent this and must not return until wounds have been covered ; players must not wear blood stained clothing.

3 Captains

- 3.1 One player of each team must be appointed as captain.
- 3.2 A replacement captain must be appointed when a captain is suspended.
- 3.3 Captains must wear a distinctive arm-band or similar distinguishing article on an upper arm or shoulder or over the upper part of a sock.
- 3.4 Captains are responsible for the behaviour of all players on their team and for ensuring that substitutions of players on their team are carried out correctly.

A personal penalty is awarded if a captain does not exercise these responsibilities.

4 Players' clothing and equipment

Competition Regulations available from the FIH provide additional information and requirements about players' clothing, personal equipment and advertising. Refer also to regulations established by Continental Federations and National Associations.

- 4.1 Field players of the same team must wear uniform clothing.
- 4.2 Players must not wear anything which is dangerous to other players.

Field players:

- *are permitted to wear hand protection which does not increase the natural size of the hands significantly; any hand protection used, both for normal play and to defend penalty corners, must fit comfortably (without the need for compressing it) into an open-ended box of internal dimensions 290mm long x 180mm wide x 110mm high;*
- *are recommended to wear shin, ankle and mouth protection;*
- *are permitted to wear any form of body protection (including leg protection, or kneepads, when defending a penalty corner) underneath normal playing clothing; knee pads, used for this purpose, may be worn outside the socks provided that their colour is exactly the same as the colour of the socks;*
- *are permitted to wear throughout a match for medical reasons only a smooth preferably transparent or single coloured face mask which closely fits the face, soft protective head-covering or eye protection in the form of plastic goggles (ie goggles with a soft-covered frame and plastic lenses); the medical reasons must be assessed by an appropriate authority and the player concerned must understand the possible implications of playing with the medical condition;*
- *are permitted to wear a smooth preferably transparent or single coloured 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 including the immediate taking of a free hit awarded after a penalty corner when passing the ball to another player; 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;

- *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;*
- *are not permitted to wear protective headgear (face mask or other protective head covering) in any other circumstances.*

4.3 Goalkeepers must wear a coloured shirt or garment which is different in colour from that of both teams.

Goalkeepers must wear this shirt or garment over any upper body protection. Elbow protection does not need to be covered by the shirt or garment.

4.4 Goalkeepers must wear protective equipment comprising at least headgear, leg guards and kickers except that the headgear and any hand protectors may be removed when taking a penalty stroke.

The following are permitted for use only by goalkeepers: body, upper arm, elbow, forearm, hand, thigh and knee protectors, leg guards and kickers.

4.5 Clothing or protective equipment which significantly increases the natural size of a goalkeeper's body or area of protection is not permitted.

4.6 The stick has a traditional shape with a handle and a curved head which is flat on its left side:

- a the stick must be smooth and must not have any rough or sharp parts
- b inclusive of any additional coverings used, the stick must be able to pass through a ring with an interior diameter of 51 mm

- c any curvature along the length of the stick (the rake or bow) must have a continuous smooth profile along the whole length, must occur along the face side or the back of the stick but not both and is limited to a depth of 25 mm
- d the stick must conform with the specification agreed by the FIH Rules Committee.

4.7 The ball is spherical, hard and white (or an agreed colour which contrasts with the playing surface).

Detailed specifications of the stick, ball and goalkeeper's equipment are provided in a separate section at the end of these Rules.

5 Match and result

5.1 A match consists of four quarters of 15 minutes, an interval of 2 minutes between quarter 1 and 2 and between quarter 3 and 4 and a half- time interval of 5 minutes between quarter 2 and 3.

Other periods and interval may be agreed by both teams except as specified in Regulations for particular competitions.

If time expires just before an umpire would otherwise have made a decision, umpires are permitted to make that decision immediately after the end of the quarter.

If an incident arises immediately before the end of a quarter which requires review by the umpires, the review may be conducted even though time has subsequently been completed and signalled. The review should take place immediately and action taken to revert to and correct the situation as appropriate.

5.2 The team scoring the most goals is the winner; if no goals

are scored, or if the teams score an equal number of goals, the match is drawn.

Information about a Shoot-out competition as a way of reaching a result in a drawn match can be found in the FIH tournament regulations.

6 Start and re-start the match

6.1 A coin is tossed:

- a the team which wins the toss has the choice of which goal to attack in the first two quarters of the match or to start the match with a centre pass
- b if the team winning the toss chooses which goal to attack in the first two quarters of the match, the opposing team starts the match
- c if the team winning the toss chooses to start the match, the opposing team has the choice of which goal to attack in the first two quarters of the match.

6.2 Direction of play is reversed in the third quarter of the match.

6.3 A centre pass is taken:

- a to start the match and to start the second quarter by a player from the team winning the toss if they chose this option; otherwise by a player from the opposing team
- b to re-start the match after half-time and to start the fourth quarter by a player of the team which did not take the centre pass to start the match
- c after a goal by a player of the team against which the goal was scored.

6.4 Taking a centre pass:

- a taken at the centre of the field

- b it is permitted to play the ball in any direction
- c all players other than the player taking the centre pass must be in the half of the field which includes the goal they are defending
- d the procedures for taking a free hit apply.

6.5 A bully takes place to re-start a match when time or play has been stopped for an injury or for any other reason and no penalty has been awarded:

- a a bully is taken close to the location of the ball when play was stopped but not within 15 metres of the back-line and not within 5 metres of the circle
- b the ball is placed between one player from each team who face each other with the goal they are defending to their right
- c the two players start with their sticks on the ground to the right of the ball and then tap the flat faces of their sticks together once just over the ball after which either player is permitted to play the ball
- d all other players must be at least 5 metres from the ball.

6.6 A free hit is taken by a defender 15 metres in front of the centre of the goal-line to re-start a match when a penalty stroke has been completed and no goal has been scored.

7 Ball outside the field

7.1 The ball is out of play when it passes completely over the side-line or back-line.

7.2 Play is restarted by a player of the team which was not the last team to touch or play the ball before it went out of play.

7.3 When the ball travels over the side-line, play is re-started where the ball crossed the line and the procedures for taking a free hit apply.

7.4 When the ball is played over the back-line and no goal is scored:

a if played by an attacker, play is re-started with the ball up to 15 metres from and in line with where it crossed the back-line and the procedures for taking a free hit apply

b if played unintentionally by a defender or deflected by a goalkeeper, play is re-started with the ball on the 23 metres line and in line with where it crossed the back-line and the procedures for taking a free hit apply

With the ball being placed on the line, the re-start is effectively within the 23 metres area and the provisions for taking a free hit are applicable

c if played intentionally by a defender, unless deflected by a goalkeeper, play is re-started with a penalty corner.

8 Method of scoring

8.1 A goal is scored when the ball is played within the circle by an attacker and does not travel outside the circle before passing completely over the goal-line and under the cross-bar.

The ball may be played by a defender or touch their body before or after being played in the circle by an attacker.

9 Conduct of play : players

Players are expected to act responsibly at all times.

9.1 A match is played between two teams with not more than eleven players of each team on the field at the same time.

9.2 Players on the field must hold their stick and not use it in a dangerous way.

Players must not lift their stick over the heads of other players.

9.3 Players must not touch, handle or interfere with other players or their sticks or clothing.

9.4 Players must not intimidate or impede another player.

9.5 Players must not play the ball with the back of the stick.

9.6 Players must not hit the ball hard on the forehand with the edge of the stick.

9.7 Players may stop, receive and deflect or play the ball in a controlled manner in any part of the field when the ball is at any height including above the shoulder unless this is dangerous or leads to danger.

9.8 Players must not play the ball dangerously or in a way which leads to dangerous play.

A ball is also considered dangerous when it causes legitimate evasive action by opponents.

The penalty is awarded where the action causing the danger took place.

9.9 Players must not intentionally raise the ball from a hit except for a shot at goal.

A raised hit must be judged explicitly on whether

or not it is raised intentionally. It is not an offence to raise the ball unintentionally from a hit, including a free hit, anywhere on the field unless it is dangerous. If the ball is raised over an opponent's stick or body on the ground, even within the circle, it is permitted unless judged to be dangerous.

Players are permitted to raise the ball with a flick or scoop provided it is not dangerous. A flick or scoop towards an opponent within 5 metres is considered dangerous. If an opponent is clearly running into the shot or into the attacker without attempting to play the ball with their stick, they should be penalised for dangerous play.

- 9.10 Players must not approach within 5 metres of an opponent receiving a falling raised ball until it has been received, controlled and is on the ground.

The initial receiver has a right to the ball. If it is not clear which player is the initial receiver, the player of the team which raised the ball must allow the opponent to receive it.

- 9.11 Field players must not stop, kick, propel, pick up, throw or carry the ball with any part of their body.

It is not always an offence if the ball hits the foot, hand or body of a field player. The player only commits an offence if they gain an advantage or if they position themselves with the intention of stopping the ball in this way.

It is not an offence if the ball hits the hand holding the stick but would otherwise have hit the stick.

- 9.12 Players must not obstruct an opponent who is attempting to play the ball.

Players obstruct if they:

- *back into an opponent*

- *physically interfere with the stick or body of an opponent*
- *shield the ball from a legitimate tackle with their stick or any part of their body.*

A stationary player receiving the ball is permitted to face in any direction.

A player with the ball is permitted to move off with it in any direction except bodily into an opponent or into a position between the ball and an opponent who is within playing distance of the ball and attempting to play it.

A player who runs in front of or blocks an opponent to stop them legitimately playing or attempting to play the ball is obstructing (this is third party or shadow obstruction). This also applies if an attacker runs across or blocks defenders (including the goalkeeper) when a penalty corner is being taken.

- 9.13 Players must not tackle unless in a position to play the ball without body contact.

Reckless play, such as sliding tackles and other overly physical challenges by field players, which take an opponent to ground and which have the potential to cause injury should attract appropriate match and personal penalties.

- 9.14 Players must not intentionally enter the goal their opponents are defending or run behind either goal.

- 9.15 Players must not change their stick between the award and completion of a penalty corner or penalty stroke unless it no longer meets the stick specification.

- 9.16 Players must not throw any object or piece of equipment onto the field, at the ball, or at another player, umpire or person.

Following a penalty corner, if the ball hits any discarded equipment, such as a hand protector, knee pads or a face mask, a free hit should be awarded if this occurs outside the circle, and a penalty corner awarded if this occurs inside the circle.

- 9.17 Players must not delay play to gain benefit by time-wasting.

10 Conduct of play : goalkeepers

- 10.1 A goalkeeper must not take part in the match outside the 23 metres area they are defending, except when taking a penalty stroke.

Protective headgear must be worn by a goalkeeper at all times, except when taking a penalty stroke.

- 10.2 When the ball is inside the circle they are defending and they have their stick in their hand:

- a Goalkeepers are permitted to use their stick, feet, kickers, legs or leg guards or any other part of their body to deflect the ball over the back-line or to play the ball in any other direction.

Goalkeepers are not permitted to conduct themselves in a manner which is dangerous to other players by taking advantage of the protective equipment they wear.

- 10.3 Goalkeepers must not lie on the ball.

- 10.4 When the ball is outside the circle they are defending, goalkeepers are only permitted to play the ball with their stick.

11 Conduct of play : umpires

- 11.1 Two umpires control the match, apply the Rules and are the judges of fair play.

- 11.2 Each umpire has primary responsibility for decisions in one half of the field for the duration of the match.
- 11.3 Each umpire is responsible for decisions on free hits in the circle, penalty corners, penalty strokes and goals in one half of the field.
- 11.4 Umpires are responsible for keeping a written record of goals scored and of warning or suspension cards used.
- 11.5 Umpires are responsible for ensuring that the full time is played and for indicating the end of time for each quarter and for the completion of a penalty corner if a quarter is prolonged.
- 11.6 Umpires blow the whistle to:
- a start and end each quarter of the match
 - b start a bully
 - c enforce a penalty
 - d stop the time after the awarding of a penalty corner
 - e re-start the time before the taking of a penalty corner
 - f start and end a penalty stroke
 - g indicate a goal
 - h re-start the match after a goal has been scored
 - i re-start the match after a penalty stroke when a goal was not scored
 - j stop the match for the substitution onto or off the field of a fully equipped goalkeeper and to restart the match on completion of the substitution
 - k stop the match for any other reason and to re-start it
 - l indicate, when necessary, that the ball has passed wholly outside the field.

- 11.7 Umpires must not coach during a match.
- 11.8 If the ball strikes an umpire, unauthorised person or any loose object on the field, play continues (except as specified in the guidance to Rule 9.16).

12 Penalties

- 12.1 Advantage : a penalty is awarded only when a player or team has been disadvantaged by an opponent breaking the Rules.
- 12.2 A free hit is awarded to the opposing team :
- a for an offence by any player between the 23 metres areas
 - b for an offence by an attacker within the 23 metres area their opponents are defending
 - c for an unintentional offence by a defender outside the circle but within the 23 metres area they are defending.
- 12.3 A penalty corner is awarded :
- a for an offence by a defender in the circle which does not prevent the probable scoring of a goal
 - b for an intentional offence in the circle by a defender against an opponent who does not have possession of the ball or an opportunity to play the ball
 - c for an intentional offence by a defender outside the circle but within the 23 metres area they are defending
 - d for intentionally playing the ball over the back-line by a defender

Goalkeepers are permitted to deflect the ball with their stick, protective equipment or any part of their body in any direction including over the

back-line.

- e when the ball becomes lodged in a player's clothing or equipment while in the circle they are defending.

12.4 A penalty stroke is awarded:

- a for an offence by a defender in the circle which prevents the probable scoring of a goal
If the ball hits a piece of equipment lying in the circle and a probable goal is prevented, a penalty stroke may be awarded.
- b for an intentional offence in the circle by a defender against an opponent who has possession of the ball or an opportunity to play the ball

12.5 If there is another offence or misconduct before the awarded penalty has been taken:

- a a more severe penalty may be awarded
- b a personal penalty may be awarded
- c the penalty may be reversed if the subsequent offence was committed by the team first awarded the penalty.

13 Procedures for taking penalties

13.1 Location of a free hit:

- a a free hit is taken close to where the offence occurred

'Close to' means within playing distance of where the offence occurred and with no significant advantage gained.

The location from which a free hit is taken must be more precise inside the 23 metres area.

- b a free hit awarded to the defence within 15 metres of the back-line is taken up to 15 metres from the back-line in line with the location of the offence, parallel to the side-line

A free hit to the defence awarded in the circle may be taken anywhere in the circle.

- 13.2 Procedures for taking a free hit, centre pass and putting the ball back into play after it has been outside the field:

All parts of this Rule apply as appropriate to a free hit, centre pass and putting the ball back into play after it has been outside the field.

- a the ball must be stationary
- b opponents must be at least 5 metres from the ball

If an opponent is within 5 metres of the ball, they must not interfere with the taking of the free hit or must not play or attempt to play the ball. If this player is not playing the ball, attempting to play the ball or influencing play, the free hit need not be delayed.

- c when a free hit is awarded to the attack within the 23 metres area, all players other than the player taking the free hit must be at least 5 metres from the ball, except as specifically indicated below for attacking free hits awarded within 5 metres of the circle
- d the ball is moved using a hit, push, flick or scoop
- e the ball may be raised immediately using a push, flick or scoop but must not be raised intentionally using a hit
- f from a free hit awarded to the attack within the 23 metres area, the ball must not be played into the circle until it has travelled at least 5 metres, not necessarily in a single direction, or has been touched by a player of the defending team

If the player taking the free hit continues to play the ball (ie no defending player has yet touched it):

- that player may play the ball any number of times, but*
- the ball must travel at least 5 metres, before*
- that player plays the ball into the circle by hitting or pushing the ball again.*

Alternatively :

- after a defending player has touched the ball, it can be played into the circle by any other player including the player who took the free hit.*

At an attacking free hit awarded within 5 metres of the circle, the ball cannot be played into the circle until it has travelled at least 5 metres or it has been touched by a defending player. If the free hit is taken immediately the defenders who are inside the circle within 5 metres of the free hit may shadow around the inside of the circle a player who takes a self-pass, provided that they do not play or attempt to play the ball or influence play until it has either travelled at least 5 metres or alternatively been touched by a defending player who can legitimately play the ball. If the attacker chooses not to take the free hit immediately, all other players must be at least 5 metres from the ball before the free hit is taken.

Other than as indicated above, any playing of the ball, attempting to play the ball or interference by a defender or an attacker who was not 5 metres from the ball, should be penalised accordingly.

It is permitted to play the ball high above the attacking circle so that it lands outside the circle subject to Rules related to dangerous play and

that the ball is not legitimately playable inside or above the circle by another player during its flight.

13.3 Taking a penalty corner:

- a time and play is stopped after a penalty corner is awarded and re-started when the teams are ready

teams should take as little time as possible to take their positions for the taking of a penalty corner.

- b the ball is placed on the back-line inside the circle at least 10 metres from the goal-post on whichever side of the goal the attacking team prefers
- c an attacker pushes or hits the ball without intentionally raising it
- d the attacker taking the push or hit from the back-line must have at least one foot outside the field
- e the other attackers must be on the field, outside the circle with sticks, hands and feet not touching the ground inside the circle
- f no defender or attacker other than the attacker taking the push or hit from the back-line is permitted to be within 5 metres of the ball when the push or hit is taken
- g not more than five defenders, including the goalkeeper, must be positioned behind the back-line with their sticks, hands and feet not touching the ground inside the field

If the team defending a penalty corner has chosen to play only with field players, none of the defenders referred to above has goalkeeping privileges.

- h the other defenders must be beyond the centre-line
- i until the ball has been played, no attacker other than the one taking the push or hit from the back-line is

permitted to enter the circle and no defender is permitted to cross the centre-line or back-line

- j after playing the ball, the attacker taking the push or hit from the back-line must not play the ball again or approach within playing distance of it until it has been played by another player
- k a goal cannot be scored until the ball has travelled outside the circle
- l if the first shot at goal is a hit (as opposed to a push, flick or scoop), the ball must cross the goal-line, or be on a path which would have resulted in it crossing the goal-line, at a height of not more than 460 mm (the height of the backboard) before any deflection, for a goal to be scored

The requirements of this Rule apply even if the ball touches the stick or body of a defender before the first shot at goal.

If the first shot at goal is a hit and the ball is, or will be, too high crossing the goal-line it must be penalised even if the ball is subsequently deflected off the stick or body of another player.

The ball may be higher than 460 mm during its flight before it crosses the goal-line provided there is no danger and provided it would drop of its own accord below 460 mm before crossing the line.

- m for second and subsequent hits at the goal and for flicks, deflections and scoops, it is permitted to raise the ball to any height but this must not be dangerous

A defender who is clearly running into the shot or into the taker without attempting to play the ball with their stick must be penalised for dangerous play.

Otherwise, if a defender is within five metres of the first shot at goal during the taking of a penalty

corner and is struck by the ball below the knee, another penalty corner must be awarded or is struck on or above the knee in a normal stance, the shot is judged to be dangerous and a free hit must be awarded to the defending team.

- n the penalty corner Rules no longer apply if the ball travels more than 5 metres from the circle.

| 13.4 The match is prolonged at the end of each quarter to allow completion of a penalty corner or any subsequent penalty corner or penalty stroke.

13.5 The penalty corner is completed when:

- a a goal is scored
- b a free hit is awarded to the defending team
- c the ball travels more than 5 metres outside the circle
- d the ball is played over the back-line and a penalty corner is not awarded
- e a defender commits an offence which does not result in another penalty corner
- f a penalty stroke is awarded
- g a bully is awarded.

| *If play is stopped because of an injury or for any other reason during the taking of a penalty corner at the end of a quarter and a bully would otherwise be awarded, the penalty corner must be taken again.*

| 13.6 For an offence during the taking of a penalty corner:

- a the player taking the push or hit from the back-line does

not have at least one foot outside the field: the penalty corner is taken again

- b the player taking the push or hit from the back-line feints at playing the ball, the offending player is required to go beyond the centre-line but is replaced by another attacker : the penalty corner is taken again

If this feinting leads to what otherwise would be a breach of this rule by a defender, only the attacker is required to go beyond the centre-line.

- c a defender, other than the goalkeeper, crosses the back-line or goal-line before permitted, the offending player is required to go beyond the centre-line and cannot be replaced by another defender : the penalty corner is taken again

If a defender at this or any subsequently re-taken penalty corner crosses the back-line or goal-line before permitted, the offending player is also required to go beyond the centre-line and cannot be replaced

If a defender crosses the centre-line before permitted, the penalty corner is taken again

- d a goalkeeper crosses the goal-line before permitted, the defending team defends the penalty corner with one fewer player: the penalty corner is taken again

The defending team nominates which player is required to go beyond the centre-line, and they cannot be replaced by another defender

If the action of breaking the line too early is repeated during the same penalty corner, the defending team is required to nominate a further player to go beyond the centre-line, and they cannot be replaced

A penalty corner is considered as re-taken until

any of the conditions of Rules 13.5 for its completion are met

A subsequently awarded penalty corner, as opposed to a re-taken penalty corner, may be defended by up to five players

- e an attacker enters the circle before permitted, the player taking the push or hit from the backline is required to go beyond the centre-line : the penalty corner is taken again

Attackers who are sent beyond the centre-line may not return for re-taken penalty corners, but may do so for a subsequently awarded penalty corner

- f for any other offence by attackers : a free hit is awarded to the defence.

Except as specified above, a free hit, penalty corner or penalty stroke is awarded as specified elsewhere in the Rules.

13.7 Taking a penalty stroke :

- a time and play is stopped when a penalty stroke is awarded
- b all players on the field other than the player taking the stroke and the player defending it must stand outside the 23 metres area and must not influence the taking of the stroke
- c the ball is placed on the penalty spot
- d the player taking the stroke must stand behind and within playing distance of the ball before beginning the stroke
- e the player defending the stroke must stand with both feet on the goal-line and, once the whistle has been

blown to start the penalty stroke, must not leave the goal-line or move either foot until the ball has been played

if the player defending the stroke is otherwise taking part in the game as a field player, they may wear only a face mask as protective equipment

If the team defending a penalty stroke has chosen to play only with field players and not to use a substitute goalkeeper to defend the penalty stroke, the defender may only use their stick to make a save.

- f the whistle is blown when the player taking the stroke and the player defending it are in position
- g the player taking the stroke must not take it until the whistle has been blown

The player taking the stroke or the player defending it must not delay the taking of the stroke.

- h the player taking the stroke must not feint at playing the ball
- j the player taking the stroke must push, flick or scoop the ball and is permitted to raise it to any height

Using a 'dragging' action to play the ball at a penalty stroke is not permitted.

- k the player taking the stroke must play the ball only once and must not subsequently approach either the ball or the player defending the stroke.

13.8 The penalty stroke is completed when:

- a a goal is scored
- b the ball comes to rest inside the circle, lodges in the goalkeeper's equipment, is caught by the goalkeeper,

or goes outside the circle.

- 13.9 For an offence during the taking of a penalty stroke:
- a the stroke is taken before the whistle is blown and a goal is scored: the penalty stroke is taken again
 - b the stroke is taken before the whistle is blown and a goal is not scored: a free hit is awarded to the defence
 - c for any other offence by the player taking the stroke: a free hit is awarded to the defence
 - d for any offence by the player defending the stroke including moving either foot before the ball has been played: the penalty stroke is taken again

If the player defending the stroke prevents a goal being scored but moves either foot before the ball has been played, this player may be cautioned and for any subsequent offence must be suspended (green card, and for further offences with a yellow card).

If a goal is scored even though there has been an offence by the player defending the stroke, the goal is awarded.

- e for an offence by a player of the defending team and a goal is not scored: the penalty stroke is taken again
- f for an offence by a player of the attacking team other than the player taking the stroke and a goal is scored: the penalty stroke is taken again.

14 Personal penalties

- 14.1 For any offence, the offending player may be:
- a cautioned (indicated by spoken words)

- b warned and temporarily suspended for 2 minutes of playing time (indicated by a green card)
- c temporarily suspended for a minimum of 5 minutes of playing time (indicated by a yellow card)

For the duration of each temporary green and yellow card suspension of a player on or off the field, the offending team plays with one fewer player.

- d permanently suspended from the current match (indicated by a red card).

For each permanent suspension, the offending team plays for the remainder of the match with one fewer player.

A personal penalty may be awarded in addition to the appropriate penalty.

- 14.2 Temporarily suspended players must remain in a designated place until permitted by the umpire who suspended them to resume play.
- 14.3 Temporarily suspended players are permitted to rejoin their team at a quarter break and at half time interval after which they must return to a designated place to complete their suspension.
- 14.4 The intended duration of a temporary suspension may be extended for misconduct by a player while suspended.
- 14.5 Permanently suspended players must leave the field and its surrounding area.

1 Objectives

- 1.1 Umpiring hockey is a challenging but rewarding way to participate in the game.
- 1.2 Umpires contribute to the game by:
 - a helping to raise the standard of the game at all levels by ensuring that players observe the Rules
 - b ensuring that every game is played in the right spirit
 - c helping to increase the enjoyment of the game for players, spectators, and others.
- 1.3 These objectives can be achieved by umpires being:
 - a consistent: umpires maintain the respect of players by being consistent
 - b fair : decisions must be made with a sense of justice and integrity
 - c prepared : no matter how long an umpire has been officiating, it is important to prepare thoroughly for every match
 - d focused : concentration must be maintained at all times; nothing must be allowed to distract an umpire
 - e approachable: a good understanding of the Rules must be combined with a good rapport with the players
 - f better: umpires must aim to become even better with each and every match
 - g natural: an umpire must be themselves, and not imitate another person, at all times.

1.4 Umpires must:

- a have a thorough knowledge of the Rules of Hockey but remember that the spirit of the Rule and common sense must govern interpretation
- b support and encourage skilful play, deal promptly and firmly with offences and apply the appropriate penalties
- c establish control and maintain it throughout the match
- d use all the available tools for control
- e apply the advantage Rule as much as possible to assist a flowing and open match but without losing control.

2 Applying the rules

2.1 Protecting skilful play and penalising offences:

- a the relative seriousness of an offence must be identified and serious offences such as dangerous or rough play dealt with early and firmly in a match
- b intentional offences must be penalised firmly
- c umpires must demonstrate that if players co-operate, skilful play will be protected and the match will be interrupted only when essential for its proper conduct.

2.2 Advantage:

- a it is not necessary for every offence to be penalised when no benefit is gained by the offender; unnecessary interruptions to the flow of the match cause undue delay and irritation

- b when the Rules have been broken, an umpire must apply advantage if this is the most severe penalty
- c possession of the ball does not automatically mean there is an advantage; for advantage to apply, the player/team with the ball must be able to develop their play
- d having decided to play advantage, a second opportunity must not be given by reverting to the original penalty
- e it is important to anticipate the flow of the match, to look beyond the action of the moment and to be aware of potential developments in the match.

2.3 Control:

- a decisions must be made promptly, positively, clearly and consistently
- b strict action early in a match will usually discourage repetition of an offence
- c it is not acceptable for players to abuse opponents, umpires or other technical officials verbally or through body language and attitude. Umpires must deal firmly with abuse of this sort and in appropriate circumstances issue a caution, warning (green card), or a temporary (yellow card) or permanent (red card) suspension. Cautions, warnings and suspensions can be given in isolation or in combination with another penalty
- d cautions can be given to players in close proximity without stopping the match
- e it is possible, although umpires are not encouraged to do so, for a player to receive two green or two yellow cards for different minor offences during the same match. However, when an offence for which a card has already been awarded is repeated, the same card must not be used again and a more severe penalty must be awarded

- f when a second yellow card is awarded, the period of suspension must be significantly longer than the first suspension
- g there must be a clear difference between the duration of a yellow card suspension for a minor offence and the duration for a more serious and/or physical offence
- h when a player intentionally misbehaves in a serious manner towards another player, umpire or other match official the red card must be shown immediately.

2.4 Penalties:

- a a wide range of penalties is available
- b two penalties can be used together to deal with bad or persistent offences.

3 Umpiring skills

3.1 The main umpiring skill areas are:

- a match preparation
- b co-operation
- c mobility and positioning
- d whistling
- e signalling.

3.2 Match preparation:

- a umpires must prepare thoroughly for each match by arriving at the field in good time

- b before the match commences, both umpires must check the field markings, the goals and the nets and check for any dangerous playing equipment or field equipment
- c the two umpires must wear similar colours to one another, but different from those of both teams
- d clothing appropriate to the conditions must be worn
- e footwear must suit field conditions and assist mobility
- f umpiring equipment includes a copy of the current Rules book, a loud and distinctive whistle, a stop watch, coloured cards to indicate personal penalties and materials to record match details.

3.3 Co-operation :

- a good team-work and co-operation between umpires is essential
- b prior to a match, umpires must discuss and agree how they are going to work together to assist each other. Eye contact between umpires must be practised and maintained
- c umpires must take responsibility and be prepared to assist when their colleague is unsighted or has difficulty seeing certain parts of the field. If necessary and if mobility is good, umpires must be prepared to cross the centre-line and go as far as appropriate into a colleague's half of the field to assist. This helps to reassure players that decisions are correct
- d a written record of goals scored and cards issued must be kept by both umpires and confirmed at the end of the match.

3.4 Mobility and positioning:

- a umpires must be mobile so they can move to appropriate positions throughout the match.
- b static umpires cannot view play clearly enough to make correct decisions at all times
- c fit, mobile and well positioned umpires are better able to concentrate on the flow of the match and on the decisions which need to be made
- d each umpire operates mainly in half of the field with the centre line to their left
- e in general, the most suitable position for umpires is ahead of and on the right of the attacking team
- f for play between the centre-line and 23 metres area, umpires must be positioned near their side-line
- g when play is in the 23 metres area or circle, umpires must move further into the field away from the side-lines and, when necessary, into the circle itself to see important offences and to judge whether shots at goal are legitimate
- h for penalty corners and after the ball has gone outside the field, umpires must take up a position which gives a clear view of all potential action
- i for penalty strokes, umpires must take up a position behind and to the right of the player taking the stroke
- j umpires must not allow their positioning to interfere with the flow of play
- k umpires must face the players all the time.

3.5 Whistling :

- a the whistle is the main way in which umpires communicate with players, each other and other persons involved in the match
- b the whistle must be blown decisively and loudly enough for all involved in the match to be able to hear it. This does not mean long loud whistling at all times
- c the tone and duration of the whistle must be varied to communicate the seriousness of offences to players.

3.6 Signalling :

- a signals must be clear and held up long enough to ensure that all players and the other umpire are aware of decisions
- b only the official signals must be used
- c it is preferable to be stationary when giving a signal
- d directional signals must not be made across the body
- e it is bad practice to look away from the players when a signal or decision is made; further offences might be missed, concentration can be lost, or this can indicate a lack of confidence.

4 Umpiring signals

4.1 Timing :

- a start time : turn towards the other umpire with one arm straight up in the air
- b stop time : turn towards the other umpire and cross fully-extended arms at the wrists above the head

- c two minutes of play remaining : raise both hands straight up in the air with pointing index fingers
- d one minute of play remaining: raise one hand straight up in the air with pointing index finger.

Once a timing signal has been acknowledged no further time signal is needed.

4.2 Bully: move hands alternately up and down in front of the body with palms facing each other.

4.3 Ball out of play:

- a ball out of play over the side-line: indicate the direction with one arm raised horizontally
- b ball out of play over the back-line by an attacker: face the centre of the field and extend both arms horizontally sideways
- c ball out of play over the back-line unintentionally by a defender : using right or left arm as appropriate, with the arm well below shoulder level, draw an imaginary line from the point where the ball crossed the back-line to the point on the 23 metres line from which the re-start should be taken

4.4 Goal scored : point both arms horizontally towards the centre of the field.

4.5 Conduct of play:

Signals for conduct of play offences must be shown if there is doubt about the reason for the decision.

- a dangerous play: place one forearm diagonally across the chest

- b misconduct and/or bad temper : stop play and make a calming movement by moving both hands slowly up and down, palms downward, in front of the body
- c kick : slightly raise a leg and touch it near the foot or ankle with the hand
- d raised ball: hold palms facing each other horizontally in front of the body, with one palm approximately 150 mm above the other
- e obstruction : hold crossed forearms in front of the chest
- f third party or shadow obstruction: alternately open and close crossed forearms in front of the chest
- g stick obstruction : hold one arm out and downwards in front of the body half-way between vertical and horizontal ; touch the forearm with the other hand
- h 5 metres distance: extend one arm straight up in the air showing an open hand with all fingers extended.

4.6 Penalties:

- a advantage: extend one arm high from the shoulder in the direction in which the benefiting team is playing
- b free hit : indicate the direction with one arm raised horizontally
- c penalty corner : point both arms horizontally towards the goal
- d penalty stroke : point one arm at the penalty stroke mark and the other straight up in the air ; this signal also indicates time stopped.

FIELD AND EQUIPMENT SPECIFICATIONS

Diagrams are provided to assist interpretation of these specifications but they are not necessarily drawn to scale. The text is the definitive specification.

1 Field and field equipment

- 1.1 The field of play is rectangular, 91.40 metres long bounded by side-lines and 55 metres wide bounded by back-lines.

The playing surface must continue (to create “run-off” areas) for a minimum of 2 metres at the back-lines and 1 metre at the side-lines with an additional unobstructed 1 metre in each case (that is, a total of 3 metres at the ends and 2 metres at the sides of the field). These are minimum requirements with the respective recommended areas being 3 plus 2 metres and 2 plus 1 metres (that is, a total of 5 metres at the ends and 3 metres at the sides of the field).

- 1.2 Markings:

- a no marks other than those described in this Rule are to be made on the playing surface

This is only mandatory for pitches on which Senior international hockey matches will be played. For pitches for other matches, the relevant National Association or Continental Federation should be contacted for further guidance.

- b lines are 75 mm wide and must be clearly marked along their entire length

- c the side-lines and back-lines and all markings enclosed between them are part of the field
- d all marks must be made in white.

White lines and markings are mandatory for pitches on which Senior international hockey will be played, and recommended for pitches for other matches, however it is recognised that multi-sport pitches may have both different colour lines and markings, as well as lines and markings for other sports. Where hockey is not the priority sport, lines are often yellow. Additionally, on sand filled pitches, when the sand is white, yellow marks give greater visibility.

1.3 Lines and other marks:

- a side-lines: 91.40 metres long perimeter lines
- b back-lines : 55.00 metres long perimeter lines
- c goal-lines : the parts of the back-lines between the goal-posts
- d centre-line: across the middle of the field
- e 22.90 metres lines across the field 22.90 metres from each back-line as measured between the furthest edges of each line

The areas enclosed by and including the 22.90 metres lines, the relevant part of the side-lines, and the back-line are known as the 23 metres areas.

- f lines 300 mm long marked outside the field on each side-line with the further edge of the lines 14.63 metres from and parallel to the outer edge of the back-lines

- g lines 300 mm long marked outside the field on each back-line on both sides of the goal at 5 metres and 10 metres from the outer edge of the nearer goal-post, as measured between the furthest edges of each line

These markings apply to all new and re-marked fields. However, existing fields with the previously specified markings may continue to be used.

- h lines 150 mm long marked outside the field on each back-line 1.83 metres from the centre of the back-line, as measured between the nearest edges of these lines
- i penalty spots 150 mm in diameter marked in front of the centre of each goal with the centre of each spot 6.475 metres from the outer edge of the goal-line.

1.4 Circles:

- a lines 3.66 metres long and parallel to the back-lines are marked inside the field with their centres in line with the centres of the back-lines; the distance from the outside edges of these 3.66 metres lines to the outside edges of the back-lines is 14.63 metres
- b these lines are continued in uninterrupted arcs in both directions to meet the back-lines in the form of quarter-circles with centres at the inside front corner of the nearer goal-posts
- c the 3.66 metres line and the arcs are called the circle-lines; the spaces enclosed by these lines, including the lines themselves, are called the circles
- d broken lines are marked with their outer edges 5 metres from the outer edge of each circle-line ; each broken line starts with a solid section at the top centre of the circle-line and each solid section is 300 mm long with gaps between the solid sections 3 metres long

These broken lines are mandatory for Senior international matches. Their adoption for other matches is at the discretion of National Associations.

Field Dimensions

Code	Metres	Code	Metres
A	55.00	M	0.15
B	45.70	N	3.66
C	22.90	P	14.63
D	0.30	Q	91.40
E	5.00	1	minimum 2.00
F	3.00	2	1.00
G	0.30	(1 + 2)	minimum 3.00
H*	4.975*	3	minimum 1.00
I*	9.975*	4	1.00
J	14.63	(3 + 4)	minimum 2.00
K	3.66		
L	6.475		

** Dimensions H and I are measured from the goal-post line and not from the goal-post itself; the dimensions from the goal-post are 5.00 metres and 10.00 metres respectively.*

1.5 Goals:

- a two vertical goal-posts joined by a horizontal cross-bar are placed at the centre of each back-line on the external marks
- b the goal-posts and cross-bar are white, rectangular in cross section, 50 mm wide and between 50 mm and 75 mm deep
- c the goal-posts must not extend vertically beyond the cross-bar and the cross-bar must not extend horizontally beyond the goal-posts

- d the distance between the inner edges of the goal-posts is 3.66 metres and the distance from the lower edge of the cross-bar to the ground is 2.14 metres
- e the space outside the field, behind the goal-posts and cross-bar and enclosed by the net, side-boards and backboard is a minimum of 0.90 metres deep at the cross-bar and a minimum of 1.20 metres deep at ground-level.

1.6 Side-boards and back-boards:

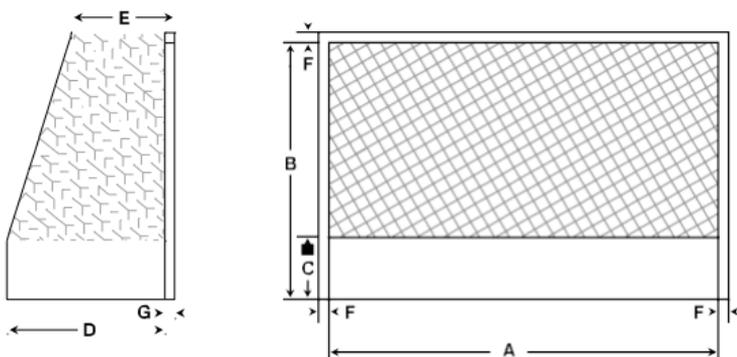
- a side-boards are 460 mm high and a minimum of 1.20 metres long
- b back-boards are 460 mm high and 3.66 metres long
- c side-boards are positioned on the ground at right angles to the back-line and are fixed to the back of the goal-posts without increasing their width
- d back-boards are positioned on the ground at right angles to the side-boards and parallel to the back-line, and are fixed to the end of the side-boards
- e side-boards and back-boards are of a dark colour on the inside.

1.7 Nets:

- a the maximum mesh size is 45 mm
- b attachment to the back of the goal-posts and cross-bar is at intervals of not more than 150 mm
- c the nets hang outside the side-boards and back-board
- d the nets are secured so as to prevent the ball passing between the net and the goal-posts, cross-bar, side-boards and back-boards

- e the nets are fitted loosely to prevent the ball rebounding.

Figure 2 : Goal



Goal Dimensions

Code	Metres	Code	Metres
A	3.66	E	minimum 0.90
B	2.14	F	0.050
C	0.46	G	0.050 to 0.075
D	minimum 1.20		

1.8 Flag-posts:

- flag-posts are between 1.20 and 1.50 metres in height
- flag-posts are placed at each corner of the field
- flag-posts must not be dangerous
- if unbreakable, flag-posts must be attached to a spring base
- flag-posts carry flags, not exceeding 300 mm in width or length.

2 Stick

The following specification applies to all hockey with effect from 1 January 2013. However, National Associations are requested to use discretion when applying this specification at lower hockey playing levels where it is reasonable to permit continued use of sticks meeting the previous specification.

The change to the maximum length of a hockey stick applies with effect from 1 January 2015.

All measurements are made and other specifications assessed with any coverings or additional fixings attached to the stick (that is, with the stick in the form in which it is used on the field).

- 2.1 This section specifies the properties of the stick. Properties outside the specifications are not permitted. Although the properties are described as explicitly as possible, the FIH reserves the right to prohibit any stick which, in the opinion of the FIH Rules Committee, is unsafe or likely to have a detrimental impact on playing the game.
- 2.2 The shape and dimensions of the stick are tested by placing the stick playing side downwards on a flat surface marked with the lines shown in figures 3 and 4. Lines A, A1, B, B1 and Y are parallel and are perpendicular to lines C and X. The dimensions in figures 3 and 4 are:

line A to line A1	51 mm
line A to line B	20 mm
line A1 to line B1	20 mm
line A to line Y	25.5 mm
line C to line X	100 mm

- 2.3 The stick has a traditional shape, consisting of the handle and the head:

- a the stick is positioned in figures 3 and 4 so that the line Y passes through the centre of the top of the handle; the handle of the stick starts at line C and continues in the direction Y+.
 - b the base of the head of the stick is positioned touching line X; the head of the stick starts at line X and terminates at line C.
- 2.4 The stick is assessed with any covering, coating or fixing belonging to the stick.
- 2.5 In any of the specifications below, the following definitions apply:
- a “smooth” means without any rough or sharp parts. The surface must be even and regular, free from perceptible projections or indentations and not rough, wrinkled, pitted, grooved or scored. No edge shall have an angle with radius smaller than 3 mm.
 - b “flat” means without any curved, high or hollow parts having a radius smaller than 2 m, transforming smoothly to an edge with a radius not smaller than 3 mm.
 - c “continuous” means all along the defined subject without interruption.
- 2.6 The playing side of the stick is the entire side shown in figures 3 and 4 and the edges of that side.
- 2.7 The transition from handle to head must be smooth and continuous without any unevenness or other discontinuity.
- 2.8 The head must be a ‘J’ or ‘U’ shape the upturned or open end of which is limited by the line C.
- 2.9 The head is not limited between lines C and X in the direction X- or X+.

- 2.10 The head must be flat on the left hand side only (the side which is to the player's left when the stick is held with the open end of the head pointing directly away from the player's front, ie the side shown in the diagrams).
- 2.11 A single convex or concave deviation with a smooth continuous profile and of maximum 4 mm at any point is permitted across the otherwise flat playing side of the head of the stick and any continuation of it along the handle.

Deviation is tested by placing a straight edge of length 53mm across the stick at any point along the playing side and using a standard pointed depth gauge; the device used to measure bow or rake and shown in figure 6 can also be used for this purpose. The depth of concave curvature below the straight edge must not exceed 4 mm.

Other indentations or grooves are not permitted on the playing side of the stick.

- 2.12 The flat playing side of the head of the stick and any continuation of it along the handle must be smooth.
- 2.13 A twist or twists along the flat playing side of the stick from the head and any continuation of it along the handle are not permitted; ie the intersection of the plane comprising the flat playing side of the stick with any plane comprising all or part of the flat side of the handle must remain parallel to line C-C.
- 2.14 It is permitted for the handle to be bent or curved to protrude beyond the line A once only to the limiting line B at maximum or but not also to be bent or curved to protrude beyond the line A1 once only to the limiting line B1 at maximum.
- 2.15 Any curvature along the length of the stick (the bow or rake) must have a continuous smooth profile along the whole length, must occur along the playing side or the

back of the stick but not both and is limited to a depth of 25 mm. The point of maximum bow must not be closer to the base of the head (line X in figure 3) than 200 mm. Multiple curves are not permitted.

The stick is laid playing side downwards on a flat surface in its natural resting position as shown in figure 5. The device shown in figure 6 is used to measure the bow or rake and is placed with its base on the testing surface. The 25mm high end of the device must not pass freely more than 8mm under the stick at any point; ie this end of the device must not pass freely under the stick to the extent that the edge of the stick touches the remaining part of the device.

Figure 3 : The stick

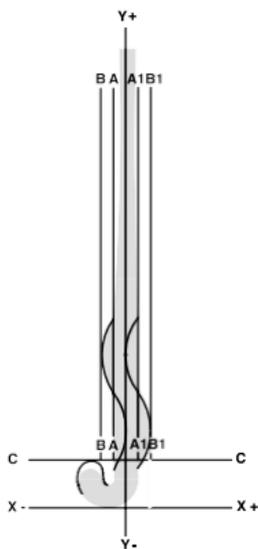


Figure 4 : The Head of the stick

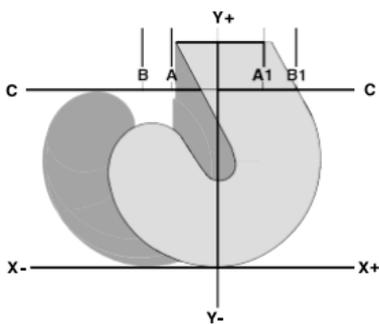


Figure 5 : The stick rake or bow

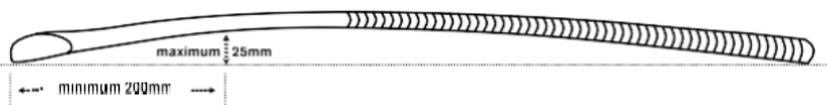
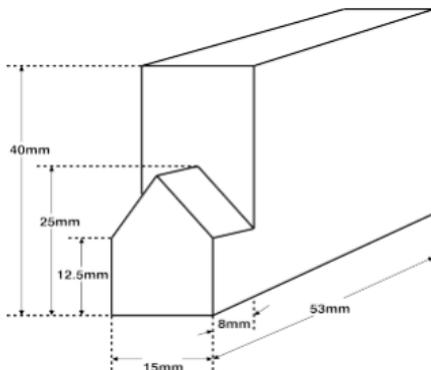


Figure 6 : Device for measuring stick bow or rake



- 2.16 The edges and the non-playing side (back) of the stick must be rounded and must have a continuous smooth profile. Flat sections along the edges or back of the stick are not permitted.

Smooth and shallow undulations or indentations on the back of the handle are permitted to a maximum depth of 4 mm. No undulations or indentations are permitted on the back of the head of the stick.

- 2.17 Inclusive of any additional coverings used, the stick must pass through a ring with an interior diameter of 51 mm.
- 2.18 The total weight of the stick must not exceed 737 grams. The length of the stick as measured from the top of the handle to the bottom of the head of the stick (line X in Figure 3) shall not be more than 105 cm.

- 2.19 Ball speed must not be greater than 98 % of stick head speed under test conditions.

Ball speed is determined over a series of 5 tests at a stick speed of 80 km/hour in the simulator of an FIH approved laboratory. Ball speed is calculated from the time the ball passes two measuring points and is expressed as a ratio to the specified stick speed. FIH approved hockey balls are used. The test is carried out at prevailing laboratory conditions with a temperature of approximately 20°C and relative humidity of approximately 50 %.

- 2.20 The entire stick must be smooth.

Any stick which poses a potential risk for play is prohibited.

- 2.21 The stick and possible additions may be made of or contain any material other than metal or metallic components provided it is fit for the purpose of playing hockey and is not hazardous.

- 2.22 The application of tapes and resins is permitted provided that they are not hazardous and that the stick conforms to the specifications.

3 Ball

- 3.1 The ball:

- a is spherical
- b has a circumference of between 224 mm and 235 mm
- c weighs between 156 grams and 163grams

- d is made of any material and coloured white (or an agreed colour which contrasts with the playing surface)
- e is hard with a smooth surface but indentations are permitted.

4 Goalkeeper's equipment

4.1 Hand protectors:

- a each have a maximum width of 228 mm and length of 355 mm when laid flat, palm upwards
- b must not have any additions to retain the stick when the stick is not held in the hand.

4.2 Leg guards: each have a maximum width of 300 mm when on the leg of the goalkeeper.

The dimensions of goalkeeper's hand protectors and leg guards are measured using gauges with the relevant internal dimensions.

ADDITIONAL INFORMATION AVAILABLE

The International Hockey Federation can provide information on various topics to assist participation in the sport which can be found on the FIH website www.fih.ch

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