

Field Hockey Rules Interpretations - 2018

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field hockey

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OFFICIALS GUIDE CORRECTIONS: Page 73, Suggested Tie-Breaking Procedures E4 NOTE: The one-on-one play could be conducted with follow-up shots not permitted.

SITUATION 1: Team A is awarded a free hit within the 25-yard area. A1 dribbles the ball 1 yard, then passes it to A2 4 yards away outside the circle. The ball deflects off B1 halfway to A2 and enters the circle where A1 picks the ball up and shoots on goal. The official blows the play dead and states the ball must travel 5 yards prior to entering the circle. **RULING:** Incorrect procedure. **COMMENT:** Although the ball did not travel 5 yards prior to the deflection, 9-2-1f states it must travel 5 yards or have been touched by a player of either team other than the player taking the free hit. The deflection off of B1 into the circle allows the ball to be played by A1. (9-2-1f)

SITUATION 2: After a goal is scored by Team B, Team A sends four subs to the scorer's table who enter the field after checking in and before the substitutes have left the field. **RULING:** Correct procedure. **COMMENT:** During a dead ball, such as a team time-out, injury time-out, halftime or after a goal is scored, players must report to the scorer's table before entering through the substitution area, but do not need to wait for teammates to exit prior to entering the field of play. (4-4-5)

SITUATION 3: Player A1 approaches an opponent who is receiving a falling raised ball that has not been received, controlled and played to the ground. The umpire blows the whistle and signals 5-yard distance. **RULING:** Correct procedure. **COMMENT:** Players approaching within 5 yards of an opponent receiving a falling raised ball (aerial ball) must give the receiver a right to control and play the ball. This call should be made as soon as there is an indication the player will not be given the opportunity to receive, control and play the ball properly. (8-1-1g)

SITUATION 4: Player A1 plays the ball and it deflects off of Player B1's stick outside the circle. The ball raises high into the air and is on course to fall into a large group of players. The umpire blows the whistle while the ball is in the air and stops play. The official then signals dangerous play and awards a free hit to Team A. **RULING:** Correct procedure. **COMMENT:** Player B1 deflected the ball into the air, and this deflection created a dangerous situation. Hence, Team B is responsible and should be penalized. The judgment of danger or

leading to danger must be made on the upward and downward trajectory based on the proximity of the players to play the ball safely. (3-2-11, 8-1-1-f)

SITUATION 5: A1 is aerial dribbling the ball directly at and in close proximity to B1 outside the 25-yard line. The umpire whistles the ball dead and signals dangerous play awarding Team B a free hit. **RULING:** Correct procedure. **COMMENT:** Dribble is a means for a player to maintain possession of the ball while moving the ball with the stick either on the ground or in the air. (3-3- 9) Aerial dribbling is legal, but aerial dribbling directly into another player or into a group of players is dangerous and could lead to more dangerous play. The player who has the ball in the air has the responsibility to bring the ball to the ground when opponents are in close proximity to play the ball. (8-1-1f)

SITUATION 6: A free hit is awarded to Team A inside the 25-yard area; A1 uses a self-pass to quickly restart play. B1 was not 5 yards away but was backing away and not influencing play. The official permits play to continue. **RULING:** Correct procedure. **COMMENT:** When a free hit is awarded to the attack within 25-yard area, all players other than the player taking the free hit must be at least 5 yards from the ball. The defender must be making the attempt to get away when the ball is put into play. If any player is within 5 yards of the ball, she must not interfere with the taking of the free hit or must not play or attempt to play the ball. If the player is not influencing play, the free hit need not be delayed. (9-1-3, 9-2-1c)