



CATHOLIC SCHOOL ATHLETIC ASSOCIATION
1949 GOLDSMITH LANE, SUITE 101, LOUISVILLE, KY 40218
456-2722

Field Hockey Special Rules and Regulations

Rules:

CSAA Field Hockey defaults to current National Federation of State High School Association (NFHS) rules except where CSAA special rules apply. These rules are listed below.

Coaches are responsible for parents and fans behavior: All coaches must be cognizant of the behavior of his/her team's fans and parents. Any abusive language or unsportsmanlike conduct could result in forfeiture of the contest at any time.

Playing time - 8th and 6th grade division games will consist of four 12 minute quarters. 4th grade division games will consist of four 10 minute quarters. The self-start rule is used at all levels.

League play/Tie game - If the game is tied at the end of regulation, the game is declared final. **Mercy Rule** - If a team is ahead by 10 or more at half time, or goes ahead by 10 after the start of the second half, the mercy rule takes effect and the game is final.

Tournament Play/Overtime - Overtime will consist of a five minute overtime period with six field players and one goal keeper. A coin toss will be held to choose which team will be on offense or defense to begin the overtime period and the teams do not change goals at the end of regulation.

Overtime #2 - If the score is still tied at the end of the first 5 minute overtime period then a five minute "sudden victory" period will be played with six field players and one goalkeeper. "Sudden victory" means the game is final when the first goal is scored and the team scoring the goal is declared the winner. A coin toss will determine who will start on offense and defense and the teams do not change goals.

Overtime #3 - If the 5 minute sudden victory period ends without either team scoring a goal then penalty strokes will be used to determine a winner. The goal will be chosen by the official and the each coach shall present a list of five strokers to the official. The players must stroke in the order listed from 1-5. A coin toss will determine who starts on offense and defense (refer to the NFHS rule book for details).

Final overtime - If the score is still tied at the end of the penalty strokes, we will go to sudden victory penalty strokes. The first team awarded more goals than the opponent, after an equal number of strokes, shall be declared the winner.

Suspended game in league and tournament play – If a game is suspended in the first half it will be restarted from the point of suspension. If a game is suspended in the second half and can't be completed on the same day at the same site in a reasonable amount of time, or if a game following the suspended game is scheduled to start, the game will be considered a complete game. Tournament semifinal games and the championship game will be played to completion if possible.

Rosters - Team Rosters must be turned into the CSAA office before the first game. Anyone not listed on an official CSAA Roster is not eligible. Coaches are responsible for the rosters making it to the CSAA office before the first game. Players may be added to the roster during the regular season and this must be done in writing and presented to the CSAA office. Rosters may not be expanded after the last regular season game.

Disqualification - If a coach or player is ejected during a game he or she is automatically suspended for one game. They must be re-instated by the CSAA before they are permitted to play or coach again. The offending coach must call the CSAA Executive Director with an explanation and request re-instatement.

Protest - No protest of any kind are allowed during league and tournament play. All disputes must be resolved on the field between the coaches and officials. Please remember this is a Catholic grade school league.

Forfeit time - CSAA regulations allow a 10 minute window to avoid a forfeit from the regular scheduled start time of the contest. Games must begin if a team has enough players to start an official game.

Players receiving a card for a flagrant rules violation will be removed from the game for the following amount of time:

Green: two minutes

Yellow: five or ten minutes

Red: removed from play for the rest of the game.

Cards are a management tool used by the referees. They are used to control and correct flagrant or recurring fouls in addition to spectator, coach and player conduct.

4th Grade Rules:

Field size for 4th grade will be 50 x 60.

4th grade will play with seven field players, no goalie. A coach for each team may be on the field during play for instructional purposes.

4th grade goal will be 8 feet wide marked by two cones.

General Guidelines:

Uniforms - Matching shirts with four inch numbers on the front and six inch numbers on the back are required. Matching shorts or kilts may be worn. **Two different solid** colors of socks are required, a dark pair and a light pair. The home team will wear the light color and the visitor will wear the dark. No multi colored socks allowed.

No jewelry or barrettes - Refer to the NFHS Rulebook (page 12, rule 1, Section 5, Art.4-6).

Mercy rule - For 6th and 8th grade divisions – If a team is ahead by 10 at the half, or goes ahead by 10 after the start of the second half, the game is over.

Required Equipment:

- Mouth guards (clear or colored)
- Eye goggles (Lacrosse eye goggles are not permitted/page 13, rule 1, Section 6, Art. 5)
- Shin guards