

WHAT IS FIELD HOCKEY?



FIELD HOCKEY IS:

- An Olympic Sport for men (since 1908) and women (since 1980).
- One of the most popular sports in the world, played in 137 countries.
- Known as just “hockey” everywhere but in the United States and Canada.
- Played in more than 275 NCAA colleges in the United States, and 150+ with club teams.
- A scholarship sport for women at many NCAA Division I and II universities.
- Played in 1,800+ United States high schools as a girls' fall sport.
- Exciting to play and watch, with outdoor and indoor games and even a “beach” variation.
- A sport for life! Enjoyed by people of all ages.
- Easy to learn and affordable, with minimal equipment needs.
- A safe sport, with a low rate of serious injuries and concussions.
- Fast! The ball speed can exceed 75 miles per hour.
- Great exercise! Players can travel more than five miles in a single game.
- Fun! To get in the game and learn more about the sport, go to usafielddhockey.com.

INTRODUCING

FIH PRO LEAGUE

The International Hockey Federation (FIH) is the international governing body for the sport. Starting January 2019, the top nine men’s and women’s teams from around the world will compete in an exciting new professional hockey league.

FIH Pro League will provide, for the first time ever, a regular calendar of must-see events played in packed stadiums across the world and throughout the year. Global hockey fans will be able to watch their favorite sport on television and online.

The U.S. Women’s National Team is thrilled to be competing in the new FIH Pro League against other top nations: Argentina, Australia, Belgium, China, Germany, Great Britain, The Netherlands and New Zealand.

FIH Pro League will culminate with one nation being crowned Pro League Champions and receiving the single largest financial prize in the sport.

Team USA will host eight home games in 2019!

For a game schedule and more information on ticket sales visit usafielddhockey.com or fih.ch.

ABOUT USA FIELD HOCKEY



**USA Field Hockey works to promote and develop the sport for future generations to enjoy.
Grow the Game. Serve Members. Succeed Internationally.**

USA FIELD HOCKEY:

Is the national governing body (NGB) for the sport in the United States with more than 30,000 individual members and over 300 member clubs. The headquarters is in Colorado Springs, Colo.

Has one of the top-20 ranked U.S. Women's National Teams in the world, training at Spooky Nook Sports in Lancaster, Pa.

Fields a U.S. Men's National Team ranked in the top-30 in the world, training in Moorpark, Calif.

Has Junior and National Development Teams across multiple age divisions for men and women.

Fields U.S. Men's and Women's National Indoor Teams who compete at the highest level internationally.

Supports international competition for Masters (age 35+) men and women.

Hosts and sanctions year-round outdoor and indoor playing and development opportunities throughout the United States including:

- Futures: USA Field Hockey's Olympic Development Pipeline with approximately 5,000 athletes annually.
- Multiple National and Regional outdoor tournaments for players of all ages.
- National Indoor Tournament, spanning three weekends, for ages U-10 through adult.

Offers Coach Education for coaches of all levels, with coaching opportunities across the country.

Provides Umpire Education and training, and umpiring opportunities at tournaments.

Mandates background checks and SafeSport training for all coach and umpire members who work with children.

Has multiple programs and offerings to fuel and support grassroots growth including FUNdamental Field Hockey equipment grants and startup assistance.

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Join USA Field Hockey today!

To learn more, take advantage of member benefits, join the USA Field Hockey family, support the growth of the sport or make a donation, visit www.usafieldhockey.com.

FIELD HOCKEY BASICS

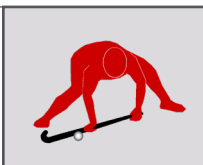


BY THE NUMBERS

11	Players per side (including goalkeeper)
2	Halves (four quarters for international play)
30 or 35	Minutes each half (15-minute quarters for international play)
5 or 10	Minute halftime

STOPPING THE BALL (defensive)

Block Tackle - Player lowers the stick close to the ground and uses the length of the stick to block a ball's advance. Using the entire stick widens the area available to intercept or steal the ball and slows the offensive player's motion.



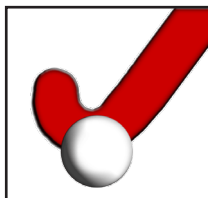
Jab Tackle - Player jabs the stick toward the ball with left hand extended (flat side up), then quickly returns both hands and regains a balanced position. This swift motion can disrupt the advance of the play and possibly cause a loss of possession.



Reverse Tackle - Used when an offensive player is on a defender's weak (left) side, defensive player extends left arm out with stick inverted close to the ground to slow the play, block the ball's path and try to cause a loss of possession.



STICK BASICS



There is no such thing as a left-handed stick.

Only push or hit with the flat side or edge of the stick.

Only goalies can use their body to stop and move the ball.

Good stick skills and passing are key to success.

MOVING THE BALL (offensive)

Push - This skill is executed with player's hands apart. The head of the stick stays in contact with the ball as it is pushed and there is no backswing. This allows for good control, quick movement and is used for accurate passing or shooting.



Hit - A powerful motion where the stick is brought down swiftly from a back swing and strikes the ball with a long follow through. The hit is fast and favored for sending the ball long distances or for making a hard shot on goal.



Lift, Flick, Aerial - A skill in which the ball stays in contact with the head of the stick as it is lifted into the air. There is no back swing. Lifts are used primarily to raise the ball over long distances or as hard shots on goal.



Forehand Sweep - Commonly used on turf or a smooth playing surface, player lowers stick parallel to ground and sweeps the ball in a circular motion. A sweep allows for more power than a push, making it effective for quick yet long hard passes and shots.



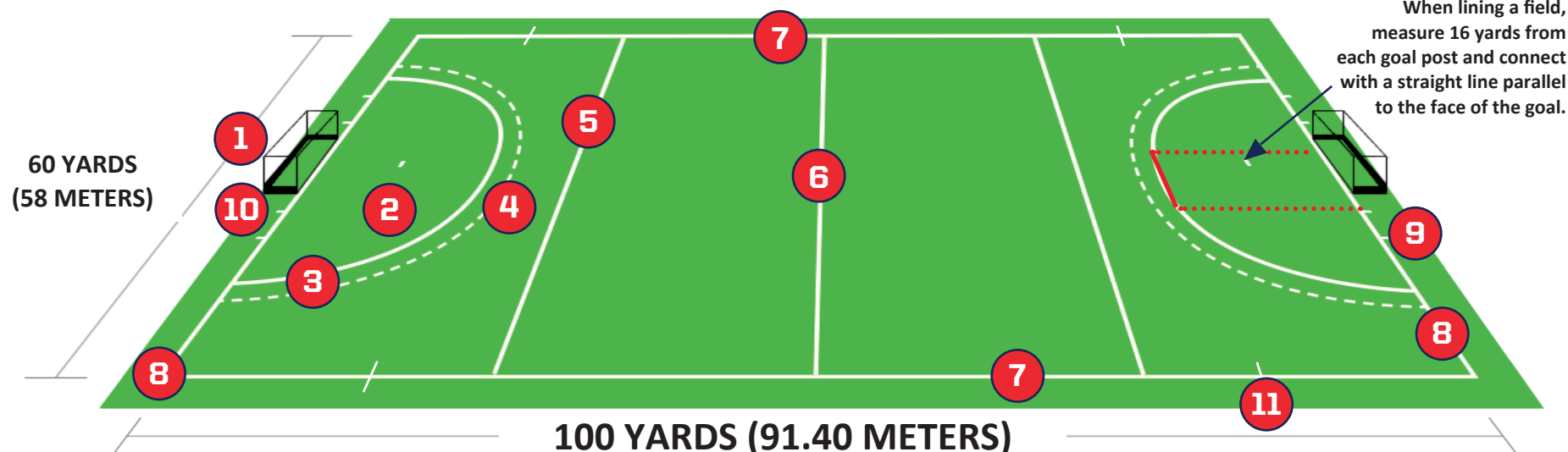
Reverse Sweep - Player uses the same motion as the forehand sweep with the ball starting on players left side. Player uses a different grip and must use the side of the stick with the flat side up. This is an effective motion for passing and shooting.



Drag Flick - Considered a push, this specialty skill is used by advanced players as a variant to the straight shot or hit on a penalty corner. It can be as powerful as a hit yet requires no back swing, making it especially deceptive. It's an important skill to develop for high level competition.



THE FIELD



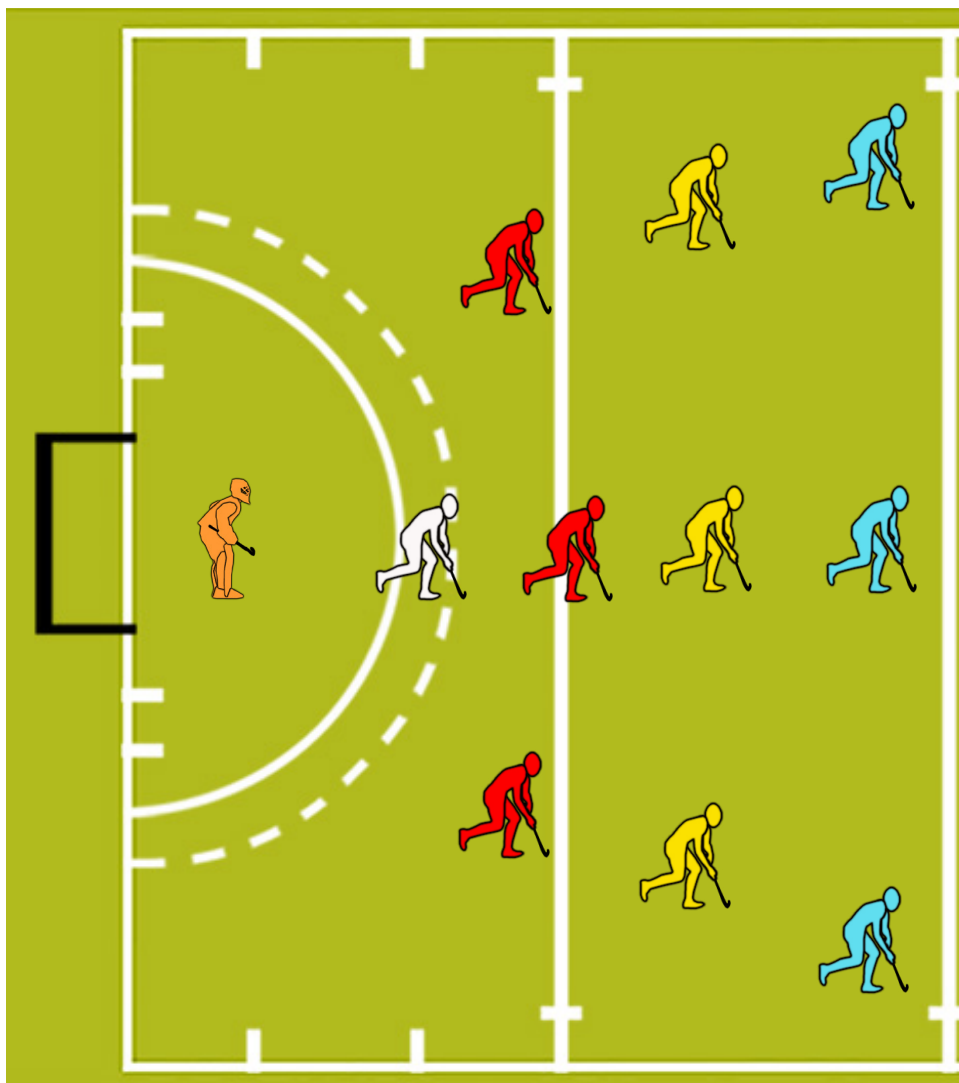
Field hockey is played on a rectangular field, 100 x 60 yards, called a **pitch** or **field**. Although traditionally played on grass or turf, the game has many variations and can be enjoyed on any flat surface, even a beach. Internationally, field hockey is played on a water-based turf field that is watered regularly to speed up the game and prevent the ball from bouncing.

- 1 Goals** - Goals are 7 feet high, 12 feet wide and 4 feet deep. In addition to nets, goals have an 18 inch board lining the bottom inside sides and back. The goal sits just behind the end line, not on it.
- 2 Stroke mark** - Dash centered in front of each goal, 7 yards from the goal line marking the position where a penalty stroke is taken.
- 3 Scoring circle or "D"** - A solid, "near" semi-circle surrounding the goal 16 yards from the goal. Note the top of the circle is flat across the face of the goal. Only balls hit or deflected into the goal within this circle are a score. Defensive fouls within the scoring circle result in a penalty corner.
- 4 5-yard mark** - A dash-lined semi-circle 5 yards outside the scoring circle. Penalty corners end when the ball crosses the 5-yard mark.
- 5 25-yard line** - Intentional or repeated fouls from this line to the near end line result in a penalty corner.
- 6 Center line** - Solid line that divides field in half. The ball is taken from the middle of this line at the beginning of each half and after a goal.
- 7 Sideline** - Boundaries along the length of the field marking the side of the field of play. If a ball is hit out, the opposing team brings it in with a pass or self-start. Players feet can be outside of sideline as long as the ball is inside or on the line.
- 8 End line** - Boundaries along the width of the field. Offensive hits that cross this line result in defense getting the ball at 16 yards. Defensive hits that cross this line result in either a long corner or penalty corner, if deemed intentional.
- 9 Corner mark** - Short dashes 11 yards (10 meters) from the edge of each goal cage that mark the place from which penalty corners may be inserted.
- 10 Defender mark** - Short dash 5.5 yards (5 meters) from the edge of each goal marking the closest position which a defender may stand to the inserter on a penalty corner.
- 11 16-yard line** - These 12 inch marks identify the 16-yard line where 16-yard free hits are taken.

PLAYER POSITIONING



SAMPLE FORMATION (3-3-3-1)



FORMATIONS

Although player positions have defined primary responsibilities, field hockey is a fluid game and players have the flexibility to traverse the field. Defenders can be viable scoring threats, midfielders help defend and score goals and forwards fall back to aid the defense. Teamwork and communication are critical and more important than positions or formations.

A coach often sets formations based on the skill and strength of the players and the opposing team. Any formation is acceptable, and all positions are important. A coach may opt to play four forwards (potentially a 4-3-3 formation with four forwards, three midfielders and three defenders), a 3-4-3 with three forwards, four midfielders, three backs, or even a 3-3-3-1 with a defensive “sweeper.”

POSITIONS



Forwards (Attackers or Strikers)

Offensive position whose primary responsibility is to advance play toward the goal and convert the opportunities created with fellow players into goals.



Midfielders (Middies)

Both an offensive and defensive position who acts as an initial line of defense as well as advances the ball to the forwards and opposing side of the field.



Defenders (Backs)

Defensive position whose primary responsibility is to protect the goalkeeper, prevent opposing forwards from getting into scoring position and advance the ball to the midfielders and forwards.



Sweeper (Cover or Back)

Some formations include one player who traditionally is positioned either behind or in front of the defensive line and whose primary goal is defense.



Goalkeeper (Goalie)

Defensive position whose primary responsibility is to prevent opponents from scoring and to coordinate defenders in the defense of the goal.

INDOOR FACTS



Indoor field hockey and traditional outdoor field hockey are two different but related games utilizing similar skills and tactics. Many people play indoor to supplement their outdoor game, particularly in areas where outdoor play is not available year-round.

Indoor play is increasing significantly around the world at the youth and adult levels. The game is fun and fast, exciting to play and watch.

Main differences in play:

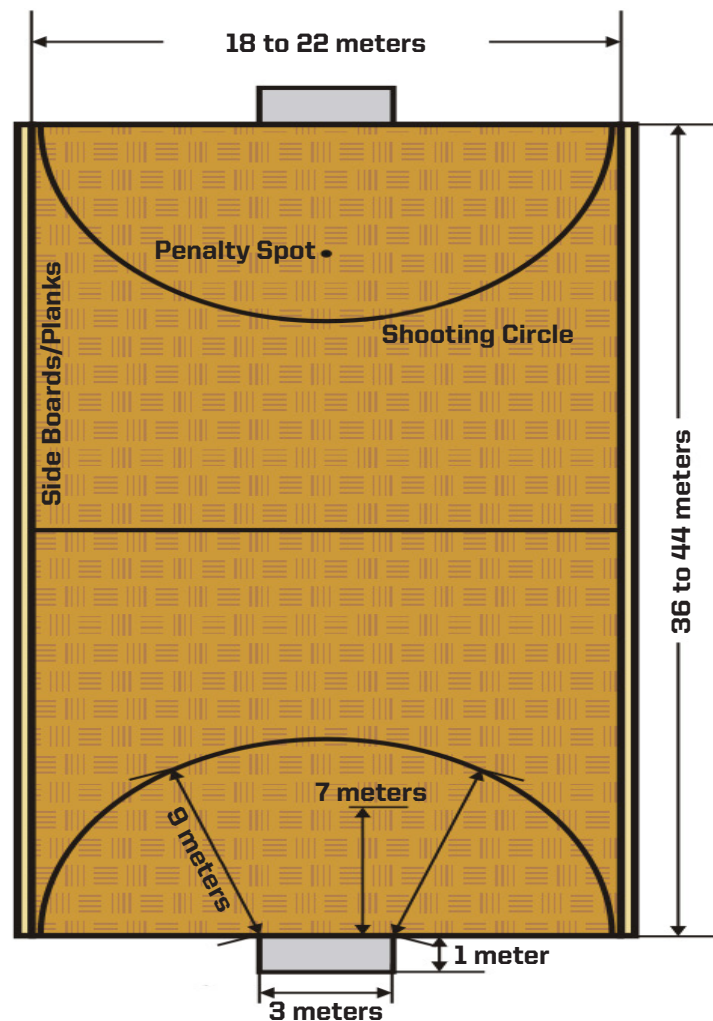
Indoor is played on a hard surface, such as a gym floor, with sideboards. The ball is played off the boards.

The indoor playing surface or “court” is significantly smaller than an outdoor field.

Indoor is typically played 6v6 unlike outdoor which is played 11v11.

Players cannot lift the ball in indoor, except when taking a direct shot on goal.

Indoor players must push the ball, hitting is not permitted.



Main differences in equipment:

Indoor goals are smaller - 3x2x1 meters compared to 4x2x1 meters for outdoor.

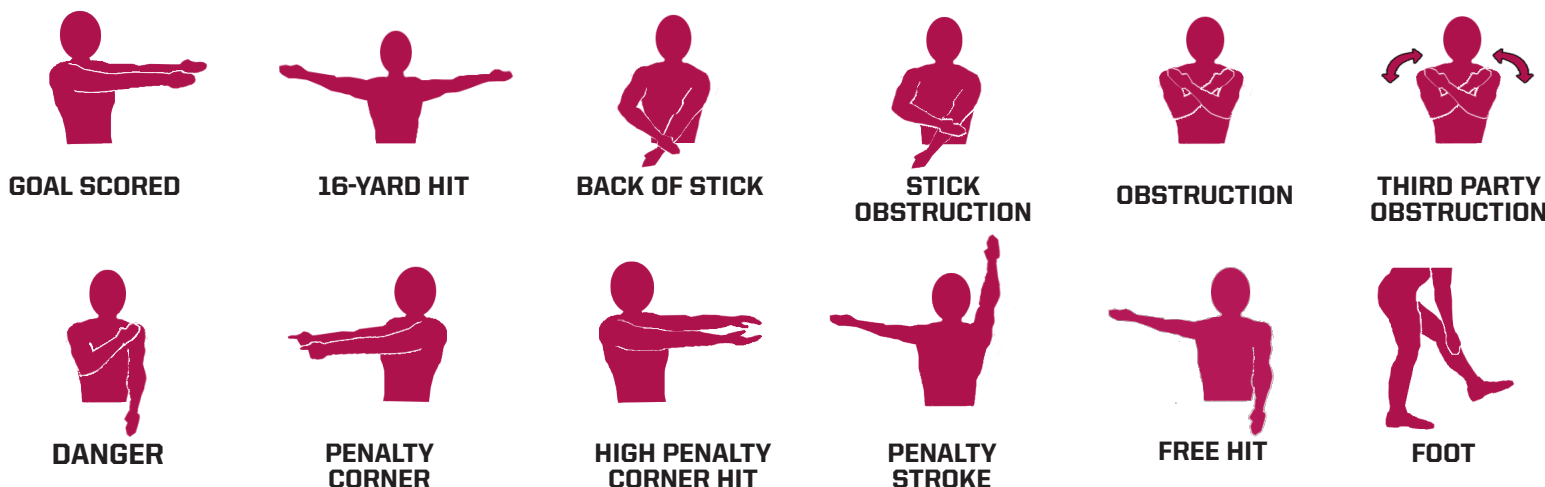
Indoor balls are slightly lighter. A regular stick can be used, but more advanced players prefer a special thinner and lighter stick for indoor play.

Players more frequently wear gloves and shoes appropriate for indoor surfaces.

Note that goalkeeping equipment, face/corner masks, shinguards and mouth guards are the same for both indoor and outdoor.

For more information about indoor hockey, do-it-yourself board construction and a complete list of rules, go to usafielddhockey.com.

FOULS & UMPIRE SIGNALS



PENALTY CARDS

Field hockey uses a three card system for player warnings and suspensions for deliberately dangerous play, unsportsmanlike behavior and repeated violations.

GREEN



Player must leave the field for 2 minutes and the team plays short (no replacement).

YELLOW



Player leaves for at least 5 minutes (at the discretion of the official) and the team plays short.

RED



Player leaves the game and cannot be replaced. They may be suspended for subsequent games.

Goal Scored - Signaled when the ball entirely crosses the goal line as a result of a hit or deflection by an offensive or defensive player within the scoring circle.

16-Yard Hit - A free hit awarded to the defense when ball goes over the end line after last being touched by an offensive player.

Back of Stick - Called any time a player touches the ball with the back (rounded) side of the stick.

Stick Obstruction - Called when a player hits or obstructs an opposing player's stick with their own when making a play on the ball. This can be called on an offensive or defensive player.

Obstruction - Called when a player possessing the ball uses their body to prevent an opposing player from making a play. The player with the ball cannot stop their motion or push back and opposing player must be actively trying to get the ball.

Third Party Obstruction - Signaled when a player intentionally or unintentionally uses their body to block an opposing player from access to the player possessing the ball.

Danger - A broad rule that encompasses any action or situation in which a player puts other players in danger of injury. For example, tripping, wild swings or similar actions. Intentional acts could result in a card and/or a penalty stroke.

Penalty Corner - A scoring opportunity awarded to the offensive team when the defense commits a foul within the scoring circle, or an intentional foul within the 25-yard line.

High Penalty Corner Hit - On the initial hit on a penalty corner, the ball must cross the goal line no higher than 18 inches for a goal to be scored. Drag flicks are not considered "hits" and can be higher.

Penalty Stroke - Awarded when a defensive player commits a penalty preventing a goal or commits an intentional foul in the circle. The ball is placed on the 7-yard mark and one offensive player takes a free shot against the goalkeeper.

Free Hit - Awarded when a foul is committed outside of the scoring circle (unless intentional within the 25-yd line). Opposing players must stay at least 5 yards away until the ball is hit or the player touches the ball once (self-starts).

Foot - The most common penalty, called when the ball hits a player's foot causing an advantage for their team. If there is no advantage, the umpire may choose to hold their whistle and play on.

THE EQUIPMENT

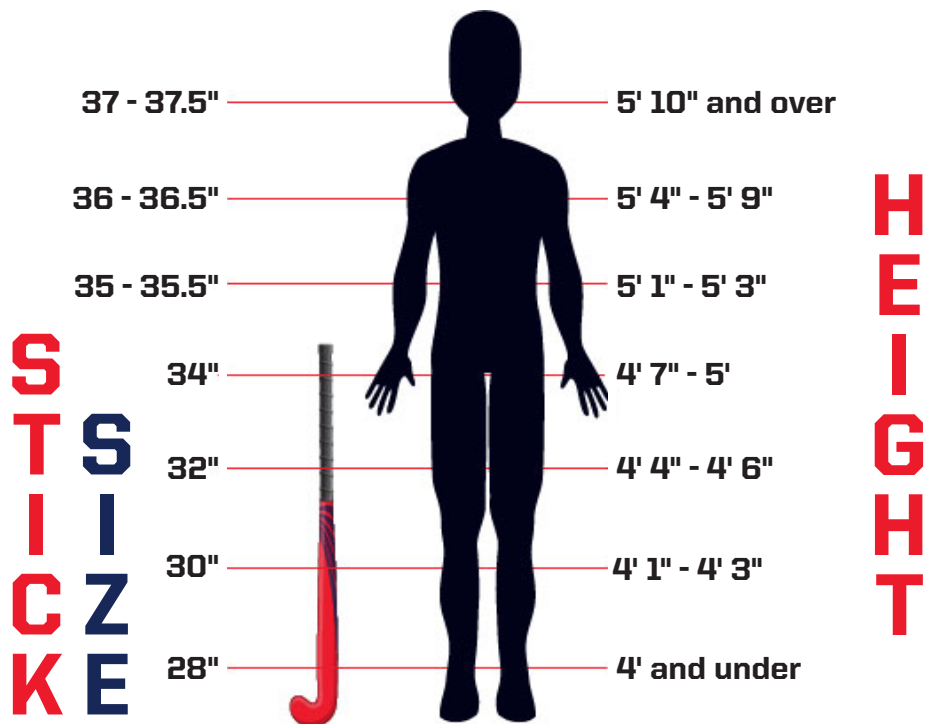


STICKS

Field hockey sticks are rounded on one side and flat on the other. They come in a wide range of lengths to fit any size or age player. It's important for a player to use a stick that is comfortable in length. A stick that is too long will be difficult to maneuver. A stick that is too short may also be awkward and limit power. There is no such thing as a left-hand stick. Beginner sticks are usually constructed of wood and are lightweight, less rigid and more forgiving, making it easier for a beginner to stop and control the ball. As players develop, they will understand what kind of stick works best for them and move on to a more powerful, composite stick. Stick length, style and weight is based on individual preference. This is just a general guide to appropriate stick length.

STICK SIZING AND SELECTION

Stick length, style and weight is based on individual preference, but this is a general guide for beginners, based on player height.



BALLS

Field hockey balls are made of plastic. They are usually white or orange, although they can be any color that contrasts with the playing surface. Some balls are smooth and some are dimpled to reduce aquaplaning on wet surfaces.

MOUTH GUARDS

Mouth guards are required to be worn to prevent dental injury.

SHINGUARDS

Hard plastic shinguards are traditionally worn by all field players to protect against balls and sticks hitting the shins.

GLOVES

Optional, worn to protect hands, improve grip and stay warm.

FACE/CORNER MASKS

Face/Corner masks are often worn by defensive players while defending penalty corners. The masks are removed and thrown out of play when the penalty corner play is over.

GOGGLES

The National Federation of State High School Associations (NFHS) mandates that high school field hockey players in the United States wear goggles to protect their eyes. The International Federation of Hockey (FIH), National Collegiate Athletic Association (NCAA) and USA Field Hockey do not permit wearing the goggles the NFHS requires, but do allow other types of eye protection to be worn.

Many players like to measure appropriate stick length from the ground to their hip bone. Before investing in a stick, consult with your coach, field hockey equipment manufacturer or retailer. Most adults of any height prefer sticks that are between 36-37.5".

GOALKEEPING EQUIPMENT



Goalkeeper equipment must fit well enabling the goalkeeper maximum mobility and protection.

THE GOAL



An official field hockey goal is 2.1 meters (7 feet) high, 3.7 meters (12 feet) wide and 1.2 meters (4 feet) deep. 18-inch high boards line the inside of the goal on both sides and the back, and a tight net lines the remaining space of the goal.

Goals may be constructed of different materials but are commonly made of aluminum or wood. They tend to be heavy, sitting flat on the ground so they cannot tip. As a result, they often have wheels so the goals can be moved by tipping and rolling.

When placing a goal onto a field, make sure the front edge of the goal sits outside the field, abutting the back of the goal line. The goal should not be on the goal line, as a ball needs to completely cross the goal line to be considered a goal.

18-INCH BOARDS

The sound of the ball hitting the boards when a goal is scored is unique to field hockey. But many ask, why do goals have boards?

The 18-inch boards on the inside bottom of the cage play an important role during penalty corners, and the rule is often confusing to beginners. If, during a penalty corner, 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 no more than 18 inches (the height of the backboard) before any deflection, for a goal to be scored.

The requirements of the 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 when crossing the goal line, it must be penalized even if the ball is subsequently deflected off the stick or body of another player.

The ball may be higher than 18 inches during its flight before it crosses the goal line provided there is no danger and provided it would drop of its own accord below 18 inches before crossing the line.

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



Outdoor Goal

INDOOR GOALS

Goals for indoor field hockey are smaller. They are 3 meters (9.8 feet) wide, 2 meters (6.6 feet) high and a minimum of 1-meter (3.3 feet) deep. Goal sideboards and backboards are not mandatory. There are no hits in indoor field hockey.