



Tournament Rules

2015 FIH rules will be used at the NFHCA Top Recruit Spring Fling.

All Teams will play the following:

- Two 25 minute halves with a five minute half time. Clock will run at all times.
- Pool play may end in a tie.
- Games will start on the hour and will run on a central horn.
- Awarded penalty corners will be completed if the horn sounds.
- No time outs.
- Time for the card starts after the umpire has re-started the game.
 - Green Card- 2 mins
 - Yellow Card- 5 to 10 mins
 - Red Card- out for the rest of the game
- Teams will play short when a card is given.
- Players must wear mouth guards.
- Home team in light colored shin guards, away team in dark. All shin guards must match in color.
- No wire goggles can be worn.
- May wear face mask on corners.
- Jewelry is allowed.
- Protests will not be allowed.
- The head coach will be responsible for the behavior of personnel affiliated with their team, including all assistant coaches and fans, and will receive any cards related to lack of bench decorum.
- The NFHCA has requested that all players that have verbally committed to a college and will be participating in any official NFHCA event to wear an armband as part of their uniform. This will make it easier for the college coaches recruiting for the weekend.
- Each student-athlete will only be permitted to play for one team (regardless of whether it is within the same club/organization or two different clubs). Teams found in violation of this policy will forfeit ALL games. This is critical to provide fair and equitable recruiting opportunities for every student-athlete.
- All other violations or rules clarifications will be made by the tournament committee and are final.

PLEASE NOTE: At each field, there is a coach's box that is reserved for college coaches only. This area is intended to give the colleges the best opportunity to watch the games and scout potential players. Please do not enter or take chairs from the box and do not disturb the coaches while they are scouting. Thank you.