

## WISC Field Hockey 2014

- The square in front of the goal will be used as the “shooting circle.” (This does not include the half-circle at the top of the square).
- The goalie is not limited to playing just inside the square. They may use their feet inside of the circle AND to the sides of the shooting circle, extending out to the inserter’s dot.
- All free passes in the attacking half of the field must travel 3 meters before entering the circle.
- No free pass may be taken within 3 meters of the circle.
- Drives/Slap hits will not be permitted; sweeps and reverse sweeps will be permitted.
- Physical play will not be tolerated. Forcing an opponent into the wall or obstructing their movement near the wall is a foul. Deliberate pushing or fouling may result in a card.
- An 8 goal differential is the maximum that will be recorded.
- Teams can play with a minimum of 4 players and maximum of 6 players. If both teams agree, then more players may be used. Goalies are not required, and may be substituted for field players at any time.
- If a team has to forfeit their game, they may still choose to scrimmage with borrowed players for a shortened period of time.
- Penalty Corners -
  - During a penalty corner the defense may have up to 3 defenders and the goalie behind the goal line.
  - All defenders will be in the goal behind the goal line, with the goalie being the closest to the inserter.
  - The inserter will begin play, with the ball positioned on one of the white circles on either side of the goal.
  - Attackers will be lined up outside of the shooting circle with no attacker being closer to the inserter than the shooting circle line nearest to the inserter.
  - The ball must travel completely outside of the circle and then back inside before a goal can be scored.