

PRECHAMPIONSHIP 2025-26 MANUAL

NCAA General Administrative Guidelines

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THE NATIONAL COLLEGIATE ATHLETIC ASSOCIATION

P.O. Box 6222 Indianapolis, Indiana 46206-6222 317-917-6222 ncaa.org September 2025

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Section 1 • Introduction

During the 2025-26 academic year, the Association will sponsor 92 national championships – 43 for men, 47 for women and two for both men and women. Of the men's championships, four are National Collegiate Championships, 13 are Division I championships, 12 are Division II championships. Of the women's championships, eight are National Collegiate Championships, 12 are Division I championships, 13 are Division II championships and 14 are Division III championships. The combined men's and women's championships are National Collegiate Championships.

The Prechampionship Manual will serve as a resource for institutions to prepare for the championship. This manual is divided into three sections: General Administrative Guidelines, Sport-Specific Information and Appendixes.

Sections one through nine apply to policies applicable to all 92 championships, while the remaining sections are sport specific.

Section 1.1 Definitions

Prechampionship Manual. Resource for institutions to prepare for the championship.

Administrative Meeting. Prechampionship meeting for coaches and/or administrators.

Appendixes. Any supplemental documents to be provided and distributed through the various resources.

Championship Manager. The NCAA staff member(s) responsible for the operational oversight of the championship.

Games Committee. The committee assigned to supervise the conduct of each championship session at a specific site. For finals sites, the games committee is typically the NCAA national committee.

NCAA National Committee. The sport committee with direct oversight responsibilities for the championship.

Non-predetermined Sites. Those sites that are selected to host at the time of the participant/team selections announcement.

Playing Rules. The rules under which the competition will be conducted.

Predetermined Sites. Those sites that are selected to host before the participant/team selections announcement.

Preliminary Rounds. The rounds of the championship before the final or championship round.

Regional Alignment. The geographic location of institutions or regional advisory committees.

Schedule of Events. Official event schedule - includes all required activities (e.g., practices, banquets).

Selection Criteria. Policies and procedures in place to guide the team selection process.

Site Selection Criteria. Policies and procedures in place to guide the site selection process.

Squad Size. In any championship in which a squad limit has been established by the governing sport committee or by the bylaws, the number of eligible student-athletes in competitive uniform eligible to participate at the start of competition.

Tournament Physician. The physician designated by the host institution/conference to serve as the chief medical advisor for the championship event(s) to be hosted at the host venue.

Section 2 · Championship Core Statement

The championships and alliances staff strives to administer competition in a fair, safe, equitable and sportsmanlike manner so that the experience of the student-athlete is paramount.

This is attained by:

Ensuring student-athletes' optimal experience.

Executing championship events reflecting appropriate quality and values to/for stakeholders – student-athletes, coaches, administrators, member institutions, sport committees, fans, broadcast partners and corporate champions/partners.

Coordinating all aspects of the championship in an efficient, effective manner through common operating policies and practices, using internal and external resources.

Integrating championships with broadcast and corporate relationships in a manner that maintains the integrity of the championship.

Assuring effective management of the business aspects of the operation.

Enhancing the assets of the NCAA and their value by collaborating with internal and external expertise to achieve heightened exposure (e.g., community programs, fan events, banquets, anniversaries).

Section 3 · Conduct

Section 3.1 Certification of Eligibility/Availability

[Reference: Certification of Eligibility/Availability in Bylaws 12, 13, 14, 15, 16, 20.2.4, 31.2.1.7.1, 31.2.1.7.1.2 and 31.2.2 in the NCAA Division I Manual, Bylaws 7.3.1.5 and 18.2.1 in the NCAA Division II Manual and Division II Championships Committee Policy and Bylaws 31.2.1.5, 31.2.1.5.2, and 31.2.2 in the NCAA Division III Manual.]

Only student-athletes eligible under Bylaws 12, 13, 14, 15 and 16 may compete in NCAA championships. Member institutions are required to certify the eligibility of their student-athletes before the beginning of each academic year and to withhold ineligible student-athletes from all intercollegiate competition.

Member institutions are reminded to notify the NCAA national office before the selection date for each championship of any student-athlete who may have participated in regular-season competition but subsequently is determined to be ineligible or unavailable for NCAA championship competition.

DISCOVERY OF INELIGIBILITY OF A STUDENT-ATHLETE AFTER SELECTION

If an institution fails to report an ineligible student-athlete and the omission is not discovered until after the institution is selected to participate in the championship, necessitating the institution's withdrawal from the championship, that withdrawal shall be considered as one of the years of ineligibility, provided another institution participates in the championship in place of the disqualified institution. If the discovery of the ineligible student-athlete occurs so near the beginning of the championship that the governing sport committee does not have a reasonable period of time to replace the disqualified institution in the bracket, that fact shall be taken into consideration in determining the number of years the disqualified institution shall be ineligible to participate.

Section 3.2 Drug Testing

As part of preparation and planning to participate in championship events, member institutions are reminded and encouraged to review all applicable policy and legislative requirements pertaining to banned substances, drug testing and related eligibility requirements with their student-athletes. Student-athletes who compete in NCAA championships may be subjected to drug tests in accordance with legislation and may be determined to be ineligible as a result thereof. Only student-athletes who have consented in writing to such testing are initially eligible for these championships; and thereafter, student-athletes who are tested shall remain eligible only if they test negative.

Section 3.3 Honesty and Sportsmanship

Individuals employed by (or associated with) a member institution to administer, conduct or coach intercollegiate athletics and all participating student-athletes shall act with honesty and sportsmanship at all times so that intercollegiate athletics as a whole, their institutions and they, as individuals, shall represent the honor and dignity of fair play and the generally recognized high standards associated with wholesome competitive sports.

Section 3.4 Misconduct/Failure to Adhere to Policies

MISCONDUCT

Misconduct in an NCAA championship is any act of dishonesty, unsportsmanlike conduct, unprofessional behavior or breach of law, occurring from the time the championship field is announced through the end of the championship, that discredits the event or intercollegiate athletics. Each games committee shall hold an administrative meeting with the representatives of participating institutions to review and explain the policies related to misconduct.

FAILURE TO ADHERE TO POLICIES AND PROCEDURES

A governing sport committee may assess a financial penalty against an institution for failure of any of its representatives to adhere to the policies and procedures governing the administration of the competition. This includes, but is not limited to, failure to comply with the procedures and deadlines for submitting scores, score sheets, schedules, rosters and entry/march-in forms for qualification and other materials necessary for the efficient administration of the competition. Click here to see the full misconduct/failure to adhere to policies and procedures online.

Section 3.5 Sports Wagering Policy

Sports wagering includes placing, accepting or soliciting a wager (on a staff member's or student-athlete's own behalf or on the behalf of others) of any type with any individual or organization on any intercollegiate, amateur or professional team or contest. Examples of sports wagering include, but are not limited to, the use of a bookmaker or parlay card; internet sports wagering; mobile betting; auctions in which bids are placed on teams, individuals or contests; and pools or fantasy leagues in which an entry fee is required and there is an opportunity to win a prize.

The current NCAA legislation against sports wagering prohibits NCAA student-athletes, member institutions' athletics staff and non-athletics staff with athletics responsibilities, and conference office staff from participating in sports wagering activities or providing information to individuals involved in or associated with any type of sports wagering activities concerning intercollegiate, amateur or professional athletics practice or competition in a sport in which the NCAA conducts championship competition, in bowl subdivision football and in emerging sports for women.

A wager is any agreement in which an individual or entity agrees to give up an item of value (e.g., cash, shirt, dinner) in exchange for the possibility of gaining another item of value.

STUDENT-ATHLETES

A student-athlete found in violation of the prohibition against knowingly participating in any sports wagering activities or providing information to individuals involved in or associated with any type of sports wagering activity that involves intercollegiate, amateur or professional athletics competition shall be ineligible for further intercollegiate competition, subject to appeal to the Committee on Student-Athlete Reinstatement for restoration of eligibility.

POSTSEASON

In championships in which a bracket format is used, student-athletes, coaches and administrators may not participate in bracket competitions where there is both a required entry fee and an opportunity to win a prize. Student-athletes and administrators may participate under current NCAA rules in bracket contests where there is no entry fee but a possibility of winning a prize. Some NCAA member schools, however, have chosen to ban student-athletes from participating in these types of bracket contests.

HOSTING OPPORTUNITIES

It is permissible for NCAA championships to be conducted at locations in states that permit sports wagering.

Section 3.6 Student-Athlete Experience Survey

During the NCAA championships, the student-athlete experience is paramount. NCAA staff and hosts dedicate themselves to planning the best experiences for all involved. As part of our commitment to getting better, following the championship, participants will receive a survey to provide feedback on their experience and input on how championships can be improved for future NCAA student-athletes. Institutional administrators and coaches will receive

an email containing a link to the survey and will be asked to forward the survey to student-athletes. Additionally, this survey will be accessible via QR code found on the back of NCAA-issued championship credentials.

We also understand that sometimes certain circumstances or conditions occurring during the events may require real-time consideration. When this is the case, student-athletes may reach out to their site representative or NCAA national office staff on-site.

Section 4 • Elite Scholar-Athlete™ Award

The Elite Scholar-Athlete award was created to recognize the true essence of student-athletes by honoring individuals who have reached the pinnacle of competition at the national championship level in their sport, while also achieving the highest academic standard among their peers. The award is presented in every sport, every division, and goes to the student-athlete who has the highest cumulative grade-point average of all student-athletes competing at the finals site. One student-athlete per championship will receive the award, and the announcement of the winner will be made at the finals site.

Institutions that wish to nominate a student-athlete must do so through an online nomination process. For more information or to access the online form and submit a nomination, click here.

Section 5 • Fan Travel

Through support from Marriott International as the Official Hotel Partner of the NCAA, NCAA championships are pleased to provide easy and affordable accommodations for family and fans to follow their favorite student-athlete(s) and team(s) as they participate in NCAA championships competition. Travel arrangements completed through Marriott and NCAA Travel help support NCAA student-athletes. Please direct your fans to ncaa.com/travel to search and book online hotel reservations.

Section 6 • Health and Safety

As part of preparation and planning to host and/or participate in championship events, member institutions are reminded and encouraged to review all applicable health and safety policy and legislative requirements and guidance including, among others, those relating to concussion management, catastrophic injury prevention, inclement weather and independent medical care. These requirements and related information can be found in applicable division manuals, sports playing rules and the materials located on the **Health, Safety & Performance website**. In addition, a summary of some of the key health and safety considerations related to traveling to championship events can be found in the **NCAA's Guidance for Medical Care and Coverage for Student-Athletes at Away Events**.

Section 7 • Logo Policy

[Reference: Bylaws 12.5.4, 31.1.7 and 31.1.8 in the NCAA Division I Manual, Bylaw 17.1.10 in the NCAA Division II Manual and Bylaw 12.5.3 in the NCAA Division III Manual.]

A student-athlete may use athletics equipment or wear athletics apparel that bears the trademark or logo of an athletics equipment or apparel manufacturer or distributor in athletics competition and pre- and postgame activities (e.g., celebrations on the court, pre- or postgame press conferences), provided the following criteria are met:

1. Athletics equipment (e.g., shoes, helmets, baseball bats and gloves, batting or golf gloves, hockey and lacrosse sticks, goggles and skis) shall bear only the manufacturer's normal label or trademark, as it is used on all such items for sale to the general public; and

2. The student-athlete's institution's official uniform (including numbered racing bibs and warmups) and all other items of apparel (e.g., socks, head bands, T-shirts, wrist bands, visors or hats, swim caps and towels) shall bear only a single manufacturer's or distributor's normal label or trademark (regardless of the visibility of the label or trademark), not to exceed 2-1/4 square inches in area (rectangle, square, parallelogram) including any additional material (e.g., patch) surrounding the normal trademark or logo. The student-athlete's institution's official uniform and all other items of apparel shall not bear a design element similar to the manufacturer's trademark/logo that is in addition to another trademark/logo that is contrary to the size restriction.

Section 8 • Research

In order to avoid inappropriate and unnecessary participant distraction and disruption of championship events, it is expected any data collection or other research efforts conducted at or during championship events will be coordinated through the national office, with notice and a description of any research proposal to be submitted to the NCAA research staff at least six weeks before the championships event begins.

Section 9 • Travel Party

Please refer to the NCAA travel policies for all information regarding transportation and per diem expenses. NCAA Travel policies are updated annually and can be found online **here**. Please reference Appendix A of the travel policies for reimbursable travel party numbers. The travel policies supersede all other documents.

Section 10 • Division III

Section 10.1 Division III Philosophy

The Division III championships philosophy is to field the most competitive teams within a regular-season philosophy that emphasizes regional competition and minimizes missed class time; and to provide representation in NCAA championship competition by allocating berths to eligible conferences and at-large teams.

Section 10.2 Commencement Conflicts

[Reference: Bylaw 31.1.4.5 in the NCAA Division III Manual.]

If an institution's commencement conflicts with participation in the championship, it shall inform the NCAA championship manager in writing one week before the selection date for the governing sport committee to consider an accommodation and a change to the championship schedule.

The following guidelines apply to commencement requests:

- · Applies to team sports only.
- The governing sport committee, in consultation with participating institutions, may reschedule the game on the nearest possible date.
- Does not apply to predetermined finals sites.
- The governing sport committee shall make a good-faith effort to accommodate participating institutions in non-predetermined preliminary-round contests with multiple teams participating at the same site.

Section 10.3 Gameday the DIII Way

Division III promotes an atmosphere that is a respectful and engaging educational environment through athletics, for everyone through Gameday the DIII Way. Gameday the DIII Way establishes an expectation for championship hosts, coaches, student-athletes and spectators to focus on the common standards of safety, responsiveness, dignity and experience while participating or attending a championship event. We ask that each participant and attendee be personally accountable for their actions and do their part to ensure this event is a positive reflection of Gameday the DIII Way.

Section 10.4 Religious Conflicts

[Reference: Bylaws 31.1.4.1 and 31.1.4.2 in the NCAA Division III Manual.]

Institutional Policy. If a participating institution has a written policy against competition on a particular day for religious reasons, it shall inform the NCAA national office before May 1 of the preceding academic year to be excused from competing on that day. The notification shall be valid for a period of two years. The championship schedule shall be adjusted to accommodate that institution, and such adjustment shall not require its team or an individual competitor to compete before the time originally scheduled.

Individual Championships. In individual championships, a student-athlete must compete according to the institution's policy regarding Sunday competition (i.e., if the institution has no policy against Sunday competition, the student-athlete shall compete Sunday if required by the schedule).

Division III Field Hockey

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Section 1 • General Administration

Section 1-1 NCAA Tournament Operations Staff Contact Information

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Section 1.2 National Committee

Current members of the committee are:

REGION I

Laura-Ann Lane Head Field Hockey Coach Clark University (MA)

REGION III

Wendy Andreatta, chair Head Field Hockey Coach University of Rochester

REGION V

Megan Corrigan Associate Athletic Director Alvernia University

REGION II

Krystyanna Ramsdell Sports Information Director Worcester State University

REGION IV

Therese Doyle Associate Athletic Director Kean University

REGION VI

Carrie AustinAssociate Director of Athletics/SWA University of the South

For additional information about the Division III Field Hockey Championship, contact:

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Assistant Director, Championships and Alliances 317-917-6222 / ckolby@ncaa.org

Wendy Andreatta, chair

Head Field Hockey Coach
University of Rochester
585-275-4274 / wandreatta@sports.rochester.edu

Section 1.3 Important Dates

Monday, Oct. 6	First ranking.
Monday, Oct. 13	Second ranking.
Monday, Oct. 20	Third ranking.
Monday, Oct. 27	Daily rankings through selections.
Friday, Oct. 31	Deadline for institutions to submit proposed budgets to host preliminary rounds of the championship.
Sunday, Nov. 9	Selection and notification of teams that will be participating in the championship. Final published ranking.
Monday, Nov. 10	Conference call with first- and second-/third-round participants, committee representatives and host institution personnel.
Wednesday, Nov. 12	First-round games.
Saturday & Sunday, Nov. 15 & 16	Second and Third-round games.
Monday, Nov. 17	Conference call with semifinalists, NCAA championship manager, committee chair and host institution personnel.
Friday & Sunday, Nov. 21 & 23	Semifinals and finals.
CHAMPIONSHIP DATES	
First rounds (12 sites)	Wednesday, Nov. 12, on the campus of one of the competing institutions.
Second and third rounds (four sites)	Saturday and Sunday, Nov. 15 and 16, on the campus of one of the competing institutions.
Semifinals and Championship	Friday and Sunday, Nov. 21 and 23, hosted by Trinity College at Robin L. Sheppard Field in Hartford, Connecticut.

DATE FORMULA

The championship semifinals and final are scheduled for the Friday-Sunday before Thanksgiving. Second- and thirdround games are held the weekend before the finals; and first-round games are held the Wednesday before the secondand third-round games.

NOTE: A Friday-Saturday format will be followed for second- and third-round games when a participating institution has a policy, documented with the NCAA, against competition on Sunday for religious reasons.

FUTURE DATES

2026

First rounds (12 sites)	Wednesday, Nov. 11, on the campus of a competing institution.	
Second and third rounds (four sites)	Saturday and Sunday, Nov. 14 and 15, on the campus of a competing institution.	
Semifinals and finals	Friday and Sunday, Nov. 20 and 22, hosted by William Smith College at McCooey Field in Geneva, New York.	
2027		
First rounds (12 sites)	Wednesday, Nov. 10, on the campus of a competing institution.	
Second and third rounds (four sites)	Saturday and Sunday, Nov. 13 and 14, on the campus of a competing institution.	
Semifinals and finals	Friday and Sunday, Nov. 19 and 21, hosted by Middlebury College at Kohn Field in Middlebury, Vermont.	

Section 1.4 Equipment

Penn Monto is the official provider for game balls during the championship. The Penn Monto smooth ball or the Kookaburra dimple ball will be provided for all games, depending on the surface. The color of the game ball will be white, unless both competing coaches and the games committee agree to use a different color game ball with approval of the NCAA Field Hockey Committee.

In 2025, preliminary-round hosts can use the Kookaburra dimple ball during postseason if they meet these requirements:

- Have an infill surface (such as astro/carpet surface) The infill surface is not required to be watered to use
 the dimple ball. (Artificial turf will not have the ability to use the dimple ball).
- Notify the NCAA of their preferred ball in the bid portal by the bid deadline (one week prior to selection Sunday).
- For 2025, provide 80 total dimple practice balls of the same type, (minimum 40 per team warmup, preferred 75 per team).
- The opposing team(s) should be provided with the same amount of practice balls as the home team. Teams can bring their own practice balls. There is no limit on the amount of practice or warmup balls that can be used.
- The NCAA will provide a dozen game balls per game at all sites (smooth or dimple).
 - If a host does not meet these requirements or elects to not use the dimple ball this year, they have that ability, but it will be decided before selections and before the bracket is complete.

In 2025 and moving forward, the championship final site will use the Kookaburra dimple ball if the semifinals and finals are being played on an infill (astro/carpet) surface.

- The NCAA will continue to provide all game balls and practice balls (75 per team) for the final site.
- The announced final sites for 2025-2027 are all astro surfaces.

Starting in 2026, preliminary-round hosts will be required to use the Kookaburra dimple ball during postseason if they have an infill surface (astro/carpet) must meet the minimum practice ball requirement, or they will not be allowed to host.

Section 1.5 Rules

[Reference: Bylaw 31.1.6 in the NCAA Manual.]

Per NCAA Bylaw 17.30, member institutions shall conduct all of their intercollegiate competition in accordance with the playing rules of the Association in all sports for which the NCAA develops playing rules. For those sports in which the Association follows rules that are developed by other governing bodies and modified by the governing sports committee, the adopted playing rules shall be used. The governing sports committee will not consider any results for selection purposes that are not played in accordance with the NCAA rules, or those rules adopted by an outside organization.

The NCAA Divisions I, II and III Field Hockey Championships will be conducted according to international field hockey rules and the NCAA rules modifications. See Appendix C for the 2025 NCAA rules modifications.

Section 1.6 Uniforms

[Reference: Bylaw 12.5.3 in the NCAA Manual.]

Participants in the championship shall wear exclusively the official uniform of their institution in competition and during related ceremonies. The uniform worn by the designated home team must be predominantly dark in contrast to the away team. The uniform worn by the designated away team must be predominantly light. Uniform colors should be shared on the participating team call or the administrative meeting depending on the round. Those uniform colors must be approved by the umpire crew the day before the game, with final approval by the National Coordinator of Officials. In the event that the colors are not contrasting colors, the home team will be required to change and confirm their new colors the day before the game. The color of the socks and/or shin guards must be

DIVISION III FIELD HOCKEY

consistent with team uniform colors and of a contrasting color of the opposing team. All colors must be in contrast to the opposing team's sock colors. It is the responsibility of the designated home team to wear socks and/or shin guards in clear contrast to those worn by the visiting team. In the event that the colors are not of contrasting colors, the home team will be required to change. Example: If the home team is wearing socks that are blue and white striped (50/50 colors) and the visitors are wearing white socks, the home team must change to comply with the rule.

The designated home team will be the higher ranked team (1 is higher than 2) via the NPI on selection Sunday for the entirety of the championship.

LOGOS

Refer to General Administrative Guidelines, Section 7.

Section 2 • Determination of **Championship Participation**

Section 2.1 Championship Format

START TIMES

Starting times will be established by the NCAA Division III Field Hockey Committee after consultation with the host institution. Whenever possible, teams should be given 24 hours of recovery time between games.

Games shall be played as:

First round - Start time between 1 and 2 p.m. on fields without lights and between 1 and 6 p.m. on fields with lights. If the visiting team is traveling 250 miles or more, the start time must be between 1 and 4 p.m. Potential hosts must submit their preferred times when submitting a bid. The time submitted for each scenario will be the time placed on the bracket. Game time changes after that point must be approved the Division III Field Hockey committee.

Second round - 11 a.m. and 2 p.m. local time. The host will play in the first game of the day in the second round. A host may request to play in the second game, but the request should be submitted by the bid deadline to be considered.

Third round - 1 p.m. local time.

Any request to deviate from these start times (not including weather related request) must be submitted by the bid deadline and the NCAA Division III Field Hockey committee will approve the change prior to Selection Sunday.

The national committee shall determine starting times and match-up order for the semifinals and final games. For this year's championship, those times are:

- Friday, Nov. 21 Semifinal games, 12 p.m. and 3:30 p.m. Eastern time.
- Sunday, Nov. 23 Championship game, 12 p.m. Eastern time.

The National Committee reserves the right to alter proposed game times if host presents alternative game times with reasoning in their bid proposal.

INCLEMENT WEATHER

Every effort will be made to complete championship play, including holding competition on a subsequent day. Teams should be prepared to remain at a site an additional night if necessary. The games committee, in conjunction with the umpires, with approval from the field hockey committee, will determine if a game will be postponed or canceled. The procedure to be followed in the event that a game is delayed because of weather should be outlined before the start of the game. If a game cannot be completed on the initial field, the games committee, with approval of the field hockey committee, has the authority to authorize completion of the game at the approved alternate site. Teams should be prepared with footwear for any playing surface (i.e., natural grass, artificial surface). If it becomes impossible to play a tournament game, the Field Hockey Committee is authorized to determine which team or teams shall advance based off the inclement weather policy outlined below:

All games shall be completed to the end of regulation, overtime or shootout, if needed. If play is stopped before a game is completed, the game shall resume from the point of interruption.

Every attempt should be made to complete competition by the scheduled competition date.

Competition may be scheduled one additional day if:

- Weather or unforeseen circumstances prevent the completion of competition on the originally scheduled final day of competition:
- In order to complete competition, it would be necessary to begin a game after 9 p.m.; or
- Completing competition would require a team to play two full games in one day.

NOTE: A team may be required to complete a suspended game and play up to one additional game in the same day. On the rain date, a team may be required to play two games in one day.

If competition has to be extended to the additional day, it must be completed without starting a game after 9 p.m. that day.

If play is suspended before a game can be completed and competition at that round ceases, see the inclement weather advancement formula outlined below.

First Round

If inclement weather limits play, every effort has been made to complete competition by Thursday and competition cannot be completed by Thursday, the team that will advance to the second round will be based on the following:

- If the game has been played past 75% completion, the team winning the game will advance.
- If the game has been played past 75% completion, and the game is tied, the higher seeded team via the NPI ranking will advance.
- If the game has not been played to 75% completion, the higher seeded NPI team will advance no matter the score.

Second Round

If inclement weather limits play, every effort has been made to complete competition and competition cannot be completed by Sunday, the team that will advance to the third round will be based on the following:

- If the game has been played past 75% completion, the team winning the game will advance.
- If the game has been played past 75% completion, and the game is tied, the higher seeded team via the NPI ranking will advance.
- If the game has not been played to 75% completion, the higher seeded NPI team will advance no matter the score.

Third Round

If inclement weather limits play, every effort has been made to complete competition by and competition cannot be completed by Monday, the team that will advance to the semifinal will be based on the following:

- If the game has been played past 75% completion, the team winning the game will advance.
- If the game has been played past 75% completion, and the game is tied, the higher seeded team via the NPI ranking will advance.
- If the game has not been played to 75% completion, the higher seeded NPI team will advance no matter the score.

Semifinal Round

If inclement weather limits play, every effort has been made to complete competition by and competition cannot be completed by Saturday, the team that will advance to the final will be based on the following:

- If the game has been played past 75% completion, the team winning the game will advance.
- If the game has been played past 75% completion, and the game is tied, the higher seeded team via the NPI ranking will advance.
- If the game has not been played to 75% completion, the higher seeded NPI team will advance no matter the score.

TRAVEL PARTY

[Reference: Per Diem and Transportation in the Division III General Section.]

Please refer to the NCAA Travel Policies for all information regarding transportation and per diem expenses. Travel policies can be found online at ncaa.org. For the Division III Field Hockey Championship, the official travel party is 29 people and the official squad size is 24.

Section 2.2 Results

All host sites should use Stat Crew programs to submit statistics for the contests. At the end of each game or day of competition, a packed file from each regional/championship contest must be sent to ncaastats@ncaa.org and Jeff Williams (jwilliams@ncaa.org) at the national office. These files should be sent immediately following each contest or day of competition.

SCORE REPORTING

The score-reporting and stats-reporting processes are combined for Division III field hockey. Schools will submit all schedule and results information to the NCAA statistics site, and this information then will be imported into the NCAA Power Index for use by the sports committees. Specific instructions and reporting deadlines will be communicated to SIDs in a memo from the media coordination and statistics staff. For questions regarding the reporting process, please contact Jeff Williams (jwilliams@ncaa.org).

Section 2.3 Selections Information

CERTIFICATION OF ELIGIBILITY/AVAILABILITY

[Reference: Certification of Eligibility/Availability in the Division III General Section and Bylaw 31 in the NCAA Manual.]

Only student-athletes eligible under Bylaws 12, 13, 14, 15 and 16 may compete in NCAA championships. In accordance with Bylaw 3.2.4.3, member institutions are required to certify the eligibility of their student-athletes before the beginning of each academic year and to withhold ineligible student-athletes from all intercollegiate competition. Member institutions are reminded to notify the national office before the selection date for each championship of any student-athlete who may have participated in regular-season competition but subsequently is determined to be ineligible or unavailable for NCAA championships competition [see Bylaw 31.2.1.5]. For the field hockey championship, the championship manager must be notified by Friday, Nov. 8.

ETHICAL BEHAVIOR BY COACHES

Members of the coaching profession have certain inherent obligations and responsibilities to the profession, to the student-athletes and to all those with whom they come into contact in the field. Coaches are expected to be role models who conduct themselves with integrity and high ethical standards at all times.

The words and actions of a coach carry tremendous influence, particularly on the young people under his or her direction. It is thus imperative that he or she demonstrates and demands high principles of sportsmanship and ethical behavior.

Therefore, coaches must:

- Always place the safety and welfare of student-athletes above the value of a win and above any personal prestige
- Ensure that the coaching staff and all others associated with the program treat the student-athletes under their control with fairness and respect.
- Remember that they are on public display and that their conduct reflects on the image of their respective institutions.
- Teach their student-athletes strict adherence to the rules and regulations of the sport, the institution and other governing bodies to which they are responsible.

- 5. Firmly establish with their student-athletes the standards of acceptable conduct.
- 6. Treat opponents and assigned officials with respect and demand that student-athletes do the same, instilling in their student-athletes the importance of respect and sportsmanship over winning.
- 7. Ensure that student-athletes understand that taunting, intimidating and baiting opponents is unacceptable behavior and will not be tolerated.
- 8. Monitor their coaching staff and student-athletes to ensure that they do not use profane and vulgar language while representing the institution.
- 9. Ensure, along with institutional administration, that fans are reminded of the expectations of sportsmanship and respect for officials and opponents and their supporters.

ALLOCATION OF BERTHS

The field hockey championship provides for a 28-team tournament. The 28-team field will consist of two selection pools: AQs and at-large berths. AQ berths will be allocated to automatic qualifying conferences. The criteria for receiving automatic qualification are outlined in Bylaw 31.3.4 of the 2025-26 NCAA Division III Manual. At-large berths will be reserved for all remaining institutions not receiving an AQ.

The following berths have been allocated for the 2025 championship: Automatic Qualifiers - 18; At-Large - 10. This will remain subject to change until the selection of teams.

After the determination of the automatic berths, the committee will determine the at-large via the highest 10 remaining teams in the NCAA Power Index on Sunday, Nov. 9 after all games are complete.

REGIONAL BREAKDOWN

A listing of the regions appears in Appendix B.

AUTOMATIC QUALIFICATION

[Reference: Bylaws 31.3.4 and 31.3.5 in the NCAA Manual.]

The following 18 conferences have been awarded automatic qualification berths in the 2025 championship:

Atlantic East	Middle Atlantic Conference Commonwealth
Centennial Conference	Middle Atlantic Conference Freedom
Conference of New England	New England Small College Athletic Conference
Empire 8	New England Women's and Men's Athletic Conference
Great Northeast Athletic Conference	New Jersey Athletic Conference
Landmark Conference	North Coast Athletic Conference
Liberty League	Old Dominion Athletic Conference
Little East Conference	State University of New York Athletic Conference
Massachusetts State College Athletic Conference	United East

IN-REGION COMPETITION

- 1. All competition within an institution's defined region.
- 2. All competition within a 500-mile radius from one institution to another.
- 3. All competition within an institution's membership geographical region (Bylaw 4.13.1.1).
- 4. All conference games.

The TES mileage calculator will be used to confirm distances from campus to campus.

This program is available on the travel page of ncaa.org.

PARTICIPATION PROCEDURES

Conference Call Schedule

Mandatory telephone conferences will be held Monday, Nov. 10 for teams participating in first- and second-/third-round games; and Monday, Nov. 17, for the teams advancing to the semifinals. Competing teams' directors of athletics (or their designated representatives) and coaches must participate on the call.

A representative of the host institution, the games committee chair and the NCAA championship manager or NCAA game representative also will participate on the calls.

The calls have been scheduled for:

- Monday, Nov. 10, 11 a.m. Eastern time First-round participants.
- Monday, Nov. 10, 1 p.m. Eastern time Second-/third-round participants.
- Monday, Nov. 17, 11 a.m. Eastern time Semifinals participants.

Conference call-in information will be provided to participating institutions before the scheduled conference calls by the host tournament director or the NCAA site representative.

Drug Testing

[Reference: Drug Testing in the Division III General Section and Bylaws 18.4.1.5 and 31.2.3 in the NCAA Manual.]

Student-athletes who compete in these championships may be subjected to drug tests in accordance with Bylaws 18.4.1.5 and 31.2.3, and may be determined to be ineligible as a result thereof. Only student-athletes who have consented in writing to such testing are initially eligible for these championships; and thereafter, student-athletes who are tested shall remain eligible only if they test negative.

A lineup for each team must be submitted to the NCAA representative 30 minutes before the start of each game. After the lineup is submitted, no replacements will be permitted for any reason. An institution that is advised it is in violation of this regulation and does not promptly conform to it shall automatically forfeit the competition. There shall be no inordinate delay of the competition to allow the institution to conform to the rule. Rosters may change between games.

Meetings

[Reference: Misconduct in the Division III General Section and Bylaw 31.1.8 in the NCAA Manual.]

A participating teams call, an officials meeting and an administrative meeting will be held before each round of the competition to review any administrative matters that may be necessary. The games committee for preliminary-round games consists of the NCAA site representative, tournament director, other necessary host institution personnel and administrator from each participating institution. If the traveling team is not traveling with an administrator, a member of the coaching staff can participate in the games committee. It is recommended that the individuals from the host institution who are in charge of facilities and media attend the games committee meeting. The administrative meeting will include the lead umpire, the NCAA site representative, the games committee and a member of the coaching staff of each participating team and will acquaint the coaches of the competing teams with the provisions of Bylaw 31.1.8, which prescribes conditions under which a studentathlete or representative of an institution may be disqualified from further participation in the competition for reasons of misconduct.

Preliminary-Round Practice

For all preliminary rounds, if any team is practicing the day before the games, practices will be limited to 75 minutes on the game field, weather permitting. If no visiting team is practicing at the game site, the home team may use the field for its regularly scheduled practice time. All practices should be completed not later than 4 p.m. on fields without lights and not later than 6:30 p.m. on fields with lights, unless mutually agreed upon by the host institution and visiting team(s). If this is not possible for all teams, a practice field will be available to all teams. Practice times must be approved by the NCAA representative at each site. For the first round, the host should select their practice time, and work with the traveling team to provide a practice time that works for their schedule. If the practice time opportunity provided does not work for the traveling team in the first round, the site representative will get approval of practice times from the Division III Field Hockey committee. For second- and third-round sites, practice times should be selected on the Monday participating team calls, the host team should select first, and then present three practice opportunities for the remaining six teams. The farthest away team in mileage should select out of the three options first, followed by the next furthest, and so on. Teams should provide their priority rank order based off who could potentially advance. After first round games are complete, the NCAA site rep and tournament director should reconfirm practice slots based off advancement and email that out to the group no later than Thursday morning. Practice time/schedule can be altered if agreed upon by the participating teams, the NCAA site representative and the tournament director with approval of the Division III Field Hockey Committee. Teams are limited to the times to which they are scheduled. No practices on the game field are allowed on the day of competition at second-/third-round and semifinal/final sites. If a team requests a walkthrough on the day of the first-round game, the team should be permitted on the game field for 30 minutes. The home team is also permitted for the same allotment of time, if requested. All first-round game day practices must be completed at least 90 minutes before the scheduled start time of warmup.

Teams will not be allowed to practice on the competition field earlier than the day before the first day of competition. Teams may make arrangements to practice at an alternate facility two days before the competition, but the host institution is not obligated to assist with these arrangements.

Final site practice guidelines will be shared in the participant manual and on the participating team call.

Pregame Warmup

All teams are guaranteed a minimum of 45 minutes of warmup on the game field with the preference for 60 minutes when time allows. Interaction with the umpires before the game can only occur at the scorer's table with an NCAA representative and both coaches present. Once the countdown clock or the warmup has started, teams must stay on their designated side of the field. Full-field run-arounds during the warmup period are not permitted.

Scouting (Live)

Live scouting of potential opponents is not permissible during any round of the championship (by any institutional staff member or person with athletics department interests), other than at the four-team site at which a team is competing.

Squad Size and Team Benches

[Reference: Bylaw 31.1.5 in the NCAA Manual.]

Teams participating in the championship are limited to a maximum of 24 players on the squad size that are eligible to compete. After the lineup is submitted (not later than 30 minutes before game time), no replacements will be permitted for any reason. An institution that is advised it is in violation of this regulation and does not promptly conform to it shall automatically forfeit the competition. There shall be no inordinate delay of the competition to allow the institution to conform to the rule.

Bench areas will be set for 40 persons per team and may include student-athletes, team personnel and institutional staff only. The persons shall be comprised of the following:

- 24 (squad size) student-athletes in uniform;
- 16 additional team personnel and uniformed student-athletes;
- Only the designated 24 student-athletes are eligible to compete in the competition.
- Two of the 40 must be medical personnel.
- The designated 24 student-athletes may be switched in-between games.

The games committee will issue all credentials during or before the administrative meeting. The designated host sports information contact(s) and athletic trainer(s), as well as one sports information representative from visiting institutions, shall be allowed bench/field access in a working capacity without counting toward the allowable bench party count. If an institution has additional personnel traveling (i.e., AD, SWA, Chancellor/President) that would need a credential, please reach out to the championship manager for approval for additional credentials that do not provide bench access and only admittance into the facility. The event manager may provide additional chairs for the tournament doctor and a security representative.

For all rounds of the competition, the home team shall be designated via the higher seed and shall wear the predominantly dark uniform and utilize the designated home team's bench that is utilized during the regular season. The away team shall wear a predominately light uniform and utilize the opposite bench. Please reference the uniform section for more specifics on uniform policies during the championship.

TRAVEL INFORMATION

Please refer to the NCAA Travel Policies for all information regarding transportation and per diem expenses. Travel policies are located on the NCAA website at ncaa.org.

Lodging

The host institution will make local reservations for the competing teams and advise them of the arrangements. Failure of an institution to make arrangements could damage the institution's chance to host in future years. Each competing institution is obligated to confirm or cancel the accommodations. Additional hotel accommodations may be reserved upon the request of the participating teams. If an institution does not wish to stay at the designated hotel, it must obtain a written release of the reserved rooms from the hotel management or use the rooms for persons accompanying the official party. Failure to make satisfactory arrangements may result in the institution paying for a night of hotel fees at two separate places on the same night.

At least 20 nonsmoking, double/double or queen/queen rooms should be reserved for each participating team. King rooms with soft pullouts do not suffice as double/double rooms. The host institution will make local reservations for the competing teams upon submitting its bid and when selected will advise teams of the arrangements. Umpires may be housed in the same hotel as the competing teams; however, the preference is to house the umpires in a separate hotel.

Section 2.4 Selection Criteria

[Reference: Selection of Participants in the Division III General Section and Bylaws 31.01.2, 31.01.3 and 31.3 in the NCAA Manual.]

SELECTION REQUIREMENTS

To be considered for selection, an institution must play at least 70% of its competition against Division III in-region opponents, unless a waiver has been approved by the Division III Championships Committee.

Bylaw 31.3.4.1.1 - Countable Competition.

For NCAA team-championship selection purposes, competition is countable only when the teams played are varsity intercollegiate teams of four-year, degree-granting institutions that conduct a majority of their competition in that team sport against varsity intercollegiate teams (see Constitution 3.2.4.4) of United States four-year, degree-granting institutions. Competition against service teams, professional teams, semiprofessional teams, amateur teams, two-year colleges and club teams shall be excluded.

PRIMARY CRITERIA

At-large teams will be selected using the NCAA Power Index (NPI), the system that houses the division's statistical data and objectively applies the selection criteria to the data based on the sport committee's established weighted criteria. NPI is a combination of the following: winning percentage; strength of schedule; home-away multiplier; quality win bonus; and overtime results (when applicable). Teams will be selected not later than Sunday, Nov. 9.

NPI will determining the at-large teams selected to the championship after the Automatic Qualifiers (AQ) have been designated.

Field Hockey's NPI dials are as follows:

Win%/SOS: 20(Win%)/80 (SOS)

Home/Away Win/Loss: 1.1/.9

QWB: 52.5

QWB Multiplier: .5 Overtime: 100/0 Minium mins: 6.5

COUNTABLE GAMES

For selection and/or ranking purposes, the field hockey committee only will consider games that include four periods of 15 minutes each, with ties played off by using up the entire championships tiebreaker procedure, including shootouts. Games terminated because of rules modification 6.3 also are countable games (see rules modifications in Appendix C). Refer to the rules section (Appendix C) for the tiebreaker procedure. Games played against mixed teams and club teams will not be counted for rankings and selections. If a game is suspended, it is not countable until finished (from point of suspension) before the selection call in order to be counted for selection purposes.

Section 2.5 Site Selection

[Reference: Bylaw 31.1.3 in the NCAA Manual.]

The Division III Championships Committee has prioritized the site-selection criteria in the following order for Division III championships:

- Protection of top-four ranked teams via the NPI;
- Geographical location (including such factors as rotation of sites, weather, accessibility and transportation costs);
- Quality and availability of the facility and other necessary accommodations; and
- Attendance history and revenue potential, which shall be considered necessary to assure fiscal responsibility.

Additionally, the Division III Championships Committee approved a recommendation by the Division III Field Hockey Committee to designate artificial surfaces as the preferred playing surfaces for second-/third-round and semifinal/final sites based on the findings of a field surface survey conducted in 2008. Based on all of the criteria above, the committee will consider many factors when determining preliminary-round sites.

Once selected, the top four teams will be seeded and slotted to host the second and third rounds. If a top-four seed does not put in a bid to host, they must submit their reasoning by the bid deadline. Top four teams that do not host the second and third round risk losing the bye and competing in first-round competition. Please reach out to the championship manager (ckolby@ncaa.org, 317-917-6180) as soon as possible if your institution is unable to host as a top four seed. After assigning the top four teams, the remaining 24 teams will be grouped in clusters according to natural geographic proximity. Teams then will be paired according to geographic proximity. A team may be moved to numerically balance the bracket if geographic proximity is maintained. Teams should be paired and eligible sites should be selected according to geographic proximity (within 500 miles).

Teams from the same conference will not play one another in the first round.

FIELD SPECIFICATIONS

The committee has developed the following guidelines regarding field surfaces for the NCAA Division III Field Hockey Championship (note that artificial surfaces are the preferred playing surfaces for second-/third-round and semifinal/final sites):

- Natural Grass Surface. The field must be a single-use field and the length of the grass should be maintained at 1/2 to 3/4 of an inch. The field size must be 100 x 60 yards and an alternate field (meeting the field surface and size requirements) must be available in the event of field condition issues.
- 2. Filled Surfaces. The field size must be 100 x 60 yards. It may be a multi-use field with various line colors that are easily distinguishable. "Blade" height should not exceed 3/4 of an inch.
- 3. Artificial Nonfilled Surfaces. Field size must be 100 x 60 yards. Lines on multi-use fields must be easily distinguishable. Surface must be cleared of debris before all practices and games, and as needed during the course of competition.

CONTACT INFORMATION

If you have any questions regarding the bid process, please contact the NCAA administrator, Caleb Kolby, at 317-917-6180 or ckolby@ncaa.org.

PROSPECTIVE HOSTS

Any institution or conference interested in hosting a preliminary round of the NCAA Division III Field Hockey Championship must submit a proposed budget, respond to sport-specific questions, and ensure the institution's key contact and facility information are up to date via the Championships Bid and Host Profile portal. To submit a bid, first search for the desired championship under "championships available for bid" and select "add bid." Please reach out to ckolby@ncaa.org for assistance at any time during the bid process.

Please note the change in process that allows all member institutions to regularly and easily access their profiles by visiting championships.ncaa.org.

FINAL FINANCIAL REPORT

[Reference: Bylaw 31.4 in the NCAA Manual.]

A final financial report from each championship site must be submitted via the Championships Bid and Host Profile portal under the "budget" tab not later than 60 days after the event.

CHAMPIONSHIPS BID AND HOST PROFILE SYSTEM

The Championships Bid and Host Profile portal can be accessed at championships.ncaa.org. The deadline to submit all bid materials for this championship is Oct. 1, 2025.

As a reminder, prospective hosts' budgets should include committee/site representative's lodging expense, game officials' lodging expense, state and city taxes/fees if applicable, and any ticket fees. Committee/site representative's per diem, mileage and luggage fees will be paid by the NCAA instead of the host institution. Game officials will be reimbursed via the RQ+ system for their game fees, per diem, mileage and luggage fees.

FACILITY PROFILE

Institutions interested in hosting preliminary-round competition of the Division III Field Hockey Championship must add (or ensure accuracy of) facility information for the applicable competition venue. This information is located at championships.ncaa.org within the Championships Bid and Profile portal. Any supporting information - e.g., facility diagram, pictures - may be uploaded and attached to that facility's profile. This information will be made available to the sport committee to aid in their deliberations of prospective host sites.

KEY CONTACTS FORM

Each institution should list and then maintain its key contacts associated with each sport and the institution. Individuals can be added via the Championships Bid and Host Profile portal at championships.ncaa.org. Please complete a key contacts form for each round of competition you wish to host.

SAFETY AND SECURITY PLAN

Each facility profile should include the safety and security plan for the facility. This information can be uploaded and attached to the profile by visiting championships.ncaa.org.

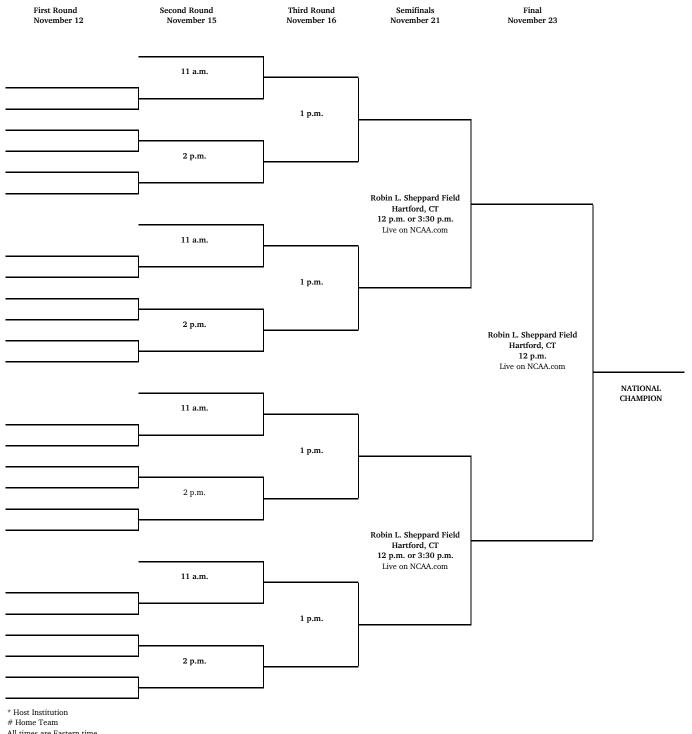
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Appendix A • Bracket





All times are Eastern time.

Information subject to change.

Appendix B • Sport Sponsorship

2025-26 NCAA Division III Field Hockey Regional Alignment Summary by Conference

REGION I

Conference of New England (8)

Endicott College Gordon College Johns & Wales University (Providence) Nichols College Roger Williams University University of Hartford University of New England Western New England University

Great Northeast Athletic Conference (11)

Albertus Magnus College Colby-Sawyer College Dean College Elms College Lasell University New England College Regis College (Massachusetts) **Rivier University** Saint Joseph's College (Maine) Simmons University University of Saint Joseph (Connecticut)

AQ - Conference Championship

AQ - Conference Championship

New England Women's and Men's Athletic Conference (10)

Babson College Clark University (Massachusetts) Massachusetts Institute of Technology Mount Holyoke College Salve Regina University Smith College Springfield College Wellesley College Wheaton College (Massachusetts) Worcester Polytechnic Institute

AQ - Conference Championship

Total number of schools in Region I – 29

Total eligible schools in Region I – 29

REGION II

Little East Conference (7)

Eastern Connecticut State University Keene State College Plymouth State University of Massachusetts, Dartmouth University of Southern Maine Vermont State University Castleton Western Connecticut State University

Massachusetts State Collegiate Athletic Conference (7)

Anna Maria College **Bridgewater State University** Fitchburg State University Framingham State University Salem State University Westfield State University Worcester State University

AQ - Conference Championship

New England Small College Athletic Conference (11)

Amherst College **Bates College** Bowdoin College Colby College Connecticut College Hamilton College Middlebury College Trinity College (Connecticut) **Tufts University** Wesleyan University (Connecticut) Williams College

AQ - Conference Championship

Independent (3)

Husson University Thomas College University of Maine, Farmington

AQ - Conference Championship

Total number of schools in Region II - 28

Total eligible schools in Region II - 28

REGION III

Empire 8 (11)

Alfred University Elmira College Hartwick College Houghton College Keuka College Nazareth University Russell Sage College St. John Fisher University State University of New York Brockport State University of New York at Geneseo Utica University

Liberty League (8)

Hobart and William Smith Colleges Ithaca College Rensselaer Polytechnic Institute Skidmore College St. Lawrence University Union College (New York) University of Rochester Vassar College

AQ - Conference Championship

State University of New York Athletic Conference (6)

Salisbury University State University of New York at Cortland State University of New York at Morrisville State University of New York at New Paltz State University of New York at Oneonta State University of New York at Oswego

AQ- Conference Championship

AQ- Conference Championship

Total number of schools in Region III – 25

Total eligible schools in Region III - 25

REGION IV

Atlantic East Conference (5)

Gwynedd Mercy University Immaculata University Manhattanville College Marywood University Neumann University

United East (5)

Cedar Crest College Lancaster Bible College Penn State Harrisburg St. Mary's College of Maryland Wilson College

AQ - Conference Championship

AQ – Conference Championship

Middle Atlantic Conference Freedom (8)

Arcadia University Delaware Valley University **DeSales University** Fairleigh Dickinson University, Florham King's College (Pennsylvania) Lebanon Valley College Misericordia University Stevens Institute of Technology

New Jersey Athletic Conference (7)

Kean University Montclair State University Ramapo College Rowan University Stockton University The College of New Jersey William Paterson University of New Jersey

AQ - Conference Championship

AQ – Conference Championship

Total number of schools in Region IV – 25 Total eligible schools in Region IV - 25

REGION V

Centennial Conference (11)

Bryn Mawr College Dickinson College Franklin & Marshall College Gettysburg College Haverford College Johns Hopkins University McDaniel College Muhlenberg College Swarthmore College Ursinus College Washington College (Maryland)

Landmark Conference (10)

Catholic University **Drew University** Elizabethtown College Goucher College Juniata College Lycoming College Moravian University Susquehanna University University of Scranton Wilkes University

AQ – Conference Championship

Middle Atlantic Conference Commonwealth (8)

Albright College Alvernia University Eastern University **Hood College** Messiah University Stevenson University Widener University York College (Pennsylvania)

AQ—Conference Championship

Total number of schools in Region V - 29 Total eligible schools in Region V – 29

AQ - Conference Championship

REGION VI

Independent (2)

Christopher Newport University Meredith College

North Coast Athletic Conference (10)

Allegheny College **Denison University** DePauw University Kenyon College Oberlin College Ohio Wesleyan University Transylvania University Washington and Jefferson College The College of Wooster Wittenberg University

AQ - Conference Championship

Old Dominion Athletic Conference (9)

Bridgewater College (Virginia) Eastern Mennonite University Randolph-Macon College Roanoke College Shenandoah University Sweet Briar College University of Lynchburg Virginia Wesleyan University Washington and Lee University

Collegiate Field Hockey Conference (6)

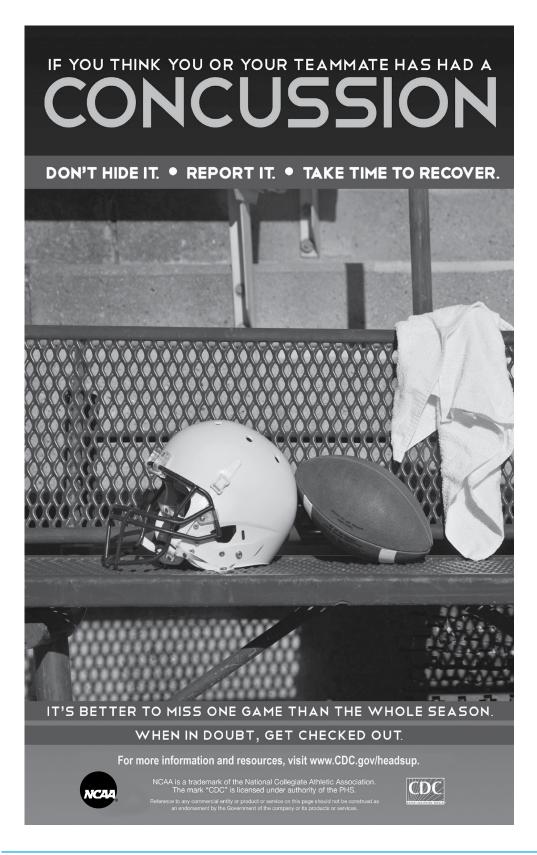
Centre College Concordia University Wisconsin Marian University (Wisconsin) **Rhodes College** University of Mary Washington University of the South

AQ - Conference Championship

Total number of schools in Region VI – 27 Total eligible schools in Region VI - 27

Appendix C • Sports Information





NCAA RULES MODIFICATION DOCUMENT (May, 2025)

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Rules Overview

The NCAA competes using the <u>International Hockey Federation (FIH)</u> as the standard playing rules for the sport of NCAA field hockey. All rules are applicable to Divisions I, II and III competition. All NCAA field hockey competitions are to be conducted under the rules of the FIH with any modifications approved by the NCAA championship committees. Any rules specific to the NCAA championship can be found in the divisional Pre-Championships Manual.

The following modifications have been recommended by the NCAA Divisions I, II and III Field Hockey Committees and approved by the Playing Rules Oversight Panel (PROP).

The Field Hockey Rules Subcommittee is composed of eight (8) members from the three divisional sport committees, with four (4) Division I members, two (2) Division II members and two (2) Division III members.

Any questions concerning rules and interpretations should be directed to:

Cheryl Bruttomesso
NCAA Field Hockey Rules Interpreter
NCAAFHRules@gmail.com

Phone: 856-296-4122

J.D. Hamilton
Assistant Director
NCAA Playing Rules and Officiating
jhamilton@ncaa.org

Phone: 317-917-6269

NCAA Field Hockey Rules Subcommittee Information

The chart below lists the members of the rules subcommittee who voted on and approved the modifications included in this edition of the modifications document. For a complete and current listing of the NCAA Divisions I, II and III Field Hockey Committees, please go to www.ncaa.org.

NCAA Field Hockey Rules Subcommittee

Wendy Andreatta University of Rochester (Division III)	Victor Brady Bryn Mawr College (Division III)
Pam Bustin Duke University (Division I)	Jarred Martin The Ohio State University (Division I)
Joanie Milhous, chair Villanova University (Division I)	Julie Munson Southern New Hampshire University (Division II)
Sydney Van Der Merwe Sacred Heart University (Division I)	Rayell Wallace Slippery Rock University of Pennsylvania (<i>Division II</i>)
Cheryl Bruttomesso (non-voting) NCAA Field Hockey Rules Interpreter	
J.D. Hamilton NCAA Playing Rules and Officiating	

NCAA Field Hockey Rules Modifications

The numbers below refer to the modification that has been changed or edited. Each changed or edited segment is identified in this document by a shaded background.

Major Rules Modifications for 2025

MODIFICATIONS

Modifications	
New 3.2	Requires all field players defending a penalty corner to wear a face mask.
<u>4.5b</u>	Changes a complete game to the end of the third period.
6.3	Clarifies ejection and suspension requirements for players and coaches.
New 6.3g	Implements a penalty for illegal participation by an ejected or suspended player or coach.

PLAYING THE GAME

MODIFICATION 1 - FIELD OF PLAY

On multi-lined (use) fields, the 23-meter line (25 yd.) must be clearly distinguishable from all other non-field hockey lines. If the 23-meter line (25 yd) is not clearly distinguishable, six X's must be marked on the 23-meter line (25 yd.), intersecting the line every 10 yards, with the lines of the X's being one yard long.

It is permissible for a player to add water in the area of the 10-meter mark (injection area) during a penalty corner provided there is no delay of the game.

MODIFICATION 2 - COMPOSITION OF TEAMS

Substitution.

- a. The designated area for substitution is 3-meters on either side of the centerline. It is recommended that this area be marked with cones.
- b. When play is stopped due to a player being injured and an athletic trainer, medical personnel or coach must come onto the field to attend to the player, the injured player must leave the field and a substitute may take their place. When the injured player is a goalkeeper, they may remain in the game.

MODIFICATION 3 - PLAYERS' CLOTHING AND EQUIPMENT

3.1 Uniforms.

- Field players of the same team must wear uniform jersey or shirt and socks/stockings. Field players may have the choice of shorts or kilt/skirt as long as the shorts/ kilt/skirt are the same color and similar design/trim and cut.
- b. Game shirts must have a minimum of three-inch numbers on the front and sixinch numbers on the back.
- The numbers must be of a color that itself is clearly in distinct contrast with the color of the jersey, irrespective of any border around the numbers.
 - Note: This will apply to ALL newly purchased uniforms beginning as soon as possible.
- Goalkeepers shall have their own uniform number. The color of the jersey must be in clear contrast from field players of both teams; goalkeepers of opposing teams may wear the same colored jersey (e.g., a goalkeeper may wear black but not if either team is playing in navy blue; also any light color that is not in clear contrast with white is not acceptable when a team is playing in white).
 - *Note:* It is no longer required for the goalkeeper jersey to be of a solid color.
- The game shirt worn by the designated home team must be predominantly dark and the game shirt worn by the designated away team must be predominantly light. In the event that the colors are not of contrasting colors, the home team will be required to change.
- Exposed gear worn under the game uniform by the designated home team must be dark (e.g., black gear with navy game shirts). Any exposed gear worn under the game uniform by the designated away team must be of a contrasting color from the home team.
- Exposed gear and/or tights worn by team members must all be the same color.
- The color of the socks and/or shin guards must be consistent with team uniform colors and of a contrasting color of the opposing team. Multi-colored socks are acceptable. ALL colors must be in contrast to the opposing team's sock colors. It is the responsibility of the home team to wear socks and/or shin guards in clear contrast to those worn by the visiting team. In the event that the colors are not of contrasting colors, the home team will be required to change. Example: If the home team is wearing socks that are blue and white striped (50/50 colors) and the visitors are wearing white socks, the home team must change to comply with the rule.
- When possible, teams should consult with each other on uniform colors before arriving at the field (e.g., by phone/email, at the meeting the night before a tournament, an agreeable time at the NCAA championships) and let the umpires know of the decision prior to the game. In the event of a conflict, the final decision of uniform colors, including uniform top, kilt, socks/shinguards and goalkeeper jerseys, will be at the discretion of the umpires.
- 3.2 Equipment. All field players defending a penalty corner shall wear a face mask. It must be a smooth preferably transparent or white but otherwise single coloured face mask or a metal grill face mask, which closely follows the contours of the face

MODIFICATION 4 - MATCH AND RESULTS

- 4.1 <u>Length of Game</u>. Ties played off by using up to two 10-minute "Sudden Victory" periods and shoot-out. (See Modification 5 for tie breaking procedures.)
- 4.2 <u>Halftime</u>. The length of halftime will be ten (10) minutes with the halftime clock starting immediately at the conclusion of the first half.
- 4.3 After Goal Scored. Game clock shall be stopped after a goal has been scored.
- 4.4 Timing.
 - a. The visible game clock will count down the 2 minutes between quarters and 10 minutes for halftime.
 - b. A signal will be made at the 0:00 minute mark of the end of the quarter and half-time breaks and play must restart immediately.
 - d. If a team delays in returning to the field of play, the captain will be carded for delay of game.

4.5 Suspended Game.

- a. A suspended game shall be resumed at the point of suspension.
- b. If a game is suspended or interrupted and that game cannot be resumed, that game is considered complete if it has reached the end of the third period, unless mutually agreed upon before the beginning of the contest by the teams or determined by conference policy.
 - (1) If the game has reached the end of the third period and the game will not be resumed, if the game is not tied, the game shall be considered a completed game and the score will stand.
 - (2) If the game has reached the end of the third period and the game will not be resumed, if the game is tied, the game shall be considered a completed game and it will be recorded as a tie.
 - (3) If a suspended game (one in which has not reached the end of the third period) is resumed on another day, the game shall be resumed at the point of suspension.
- c. No game may be started more than three (3) hours after the originally scheduled start time unless the umpires have been notified and the new start time mutually agreed upon before the start of the game by the teams or determined by the governing sports authority.
- d. Once a game has been started and suspended, it must be restarted not later than three (3) hours after the originally schedule start time unless mutually agreed upon before the start of the game by the teams or determined by the governing sports authority.
- 4.6 <u>Countable and Championship Games.</u> For information on countable contests, please refer to the respective NCAA Division I, II or III Field Hockey Championships Pre-Championship Manual (www.ncaa.org).

MODIFICATION 5 - TIED GAMES

5.1 Tied Games.

Note: The following overtime procedure shall be used when a game is tied at the end of regulation play.

- a. A tied game will be broken to determine the winner by playing up to two 10-minute "Sudden Victory" periods of teams consisting of seven team players (of which one may be a goalkeeper). All game rules apply with the following modifications.
- b. There will be a five-minute break between the end of regulation and the first overtime period, and a two-minute timeout between the overtime periods.
- c. <u>Coin Toss</u>. A toss of the coin for the first overtime period will determine ball possession or direction of attack. If a second overtime period is necessary, the teams shall switch attacking ends and the team who did not have possession at the beginning of the overtime will begin the second overtime with the center pass. The visiting team will call all coin tosses.
- d. Each team will begin the first overtime with seven players, one of which may be a goalkeeper, unless players were disqualified or have not completed a suspension during any previous playing period.
- e. Any player who has been disqualified (red carded) during regulation play is not eligible for the overtime period and the team plays short for the entire overtime. A player suspended (yellow/green carded) during regulation play would be eligible at the completion of the suspension timeframe. The team plays short until the suspension is completed.
- f. On Penalty Corners. The defending team is permitted to have only four team members (of which one may be a goalkeeper) behind its goal line.
- g. The game is completed as soon as a goal is scored.
- h. If the score remains tied at the end of the second overtime period. A shoot-out will take place.
 - (1) A coin toss will give a team the choice to attack or defend.
 - (2) Five players from each team shall go one-on-one alternately against the same goalkeeper from the opposing team. *Note:* Numbers and order of shootouts do not have to be given immediately. Players can be sent to take a shootout at the discretion of the team.
 - (3) There is no substitution of any player during the shootout except for injury to a player or suspension of defending goalkeeper.
 - (4) The shootout will begin within two minutes after the end of the match. No lineup is required to be submitted to the umpires.
 - (5) The team awarded the highest number of goals shall be the winner.
 - (6) Once the shoot-out procedure is decisive, the game shall be complete, and no more one-on-one attempts need to be taken.
 - (7) Taking the shootout:
 - (a) The goalkeeper/defender starts on or behind the goal line between the posts.

- (b) The ball is placed on the nearest 23m line opposite the center of the goal.
- (c) The attacker stands outside the 23m line near the ball.
- (d) The umpire blows the whistle to signal the start of the shootout. The attacker and the goalkeeper may then move in any direction.
- (8) The shoot-out is completed under the following conditions:
 - (a) Eight seconds has elapsed.
 - (b) The attacker scores a goal.
 - (c) The attacker commits an offense.
 - (d) The goalkeeper commits an unintentional offense. (The shoot-out is re-taken.)
 - (e) The goalkeeper commits an intentional offence. (A penalty stroke is awarded.)
 - (f) The ball goes out of play over the back-line or side-line. [This includes the goalkeeper intentionally playing the ball over the back-line (not a foul). The ball simply going outside the circle a second time does not constitute the end of a shoot-out.]
 - (g) If a penalty stroke is awarded, any eligible player on the official roster may take the penalty stroke. This penalty stroke will take place before the next available shoot-out takes place.
- (9) A player may be suspended by a yellow or red card, but not a green card, during the shoot-out competition.
 - (a) If a goalkeeper is suspended during the shoot-out, they may not take further part in that competition but can be replaced by any eligible player from the team. The replacement goalkeeper is allowed reasonable time to put on protective equipment.
 - (b) If an attacker is suspended during the shoot-out competition, there is no replacement allowed. Any further shoot-out the player was entitled to take counts as no goal.
- (10) During a shoot-out competition, team members and the coaching staff for that match are permitted to enter the field of play, but only in the area outside the 23m area used for the shoot-out. Only a player who is authorized to take or defend a shoot-out may enter the 23m area. The goalkeeper or defending player of the team taking the shootout may be on the backline outside the circle.
- i. If no decision is reached after the first series of shoot-outs.
 - (1) A "Sudden Victory" procedure will be used to break the tie.
 - (2) There will be a second series of one-on-ones taken by the same group of players.
 - (3) The order may be changed but not the players.
 - (4) The team who defended first in the first set will attack first in this set.
 - (5) The first team awarded more goals than its opponent after an equal number of shoot-out attempts shall be the winner.

- (6) Every player of the five selected must attempt a shoot-out before a player is eligible to go again.
- (7) The same players take part in any subsequent series of shoot-outs except that an incapacitated player can be replaced from eligible players.
- (8) Teams will alternate attacking first in each subsequent series of shoot-outs.
- If an overtime game goes into a shootout, a total of one goal (team goal) is awarded for the winner of the set rather than the number of goals scored in the set.

MODIFICATION 6 – CONDUCT OF PLAY: PLAYERS, GOALKEEPERS, AND COACHES

6.1 Green Card.

- The temporary suspension commences when the umpire restarts the play after the award of the card.
- A green card may be issued to the head coach as a warning for misconduct prior to assessing other cards. No players are removed from the field when a green card is issued to a coach or bench personnel.

Point of Emphasis: The head coach is responsible for actions of their team bench area and shall receive any card assessed related to bench decorum.

6.2 Yellow Card.

- The temporary suspension commences when the umpire restarts the play after the award of the card.
- A yellow card may be issued to the head coach for a second offense of coach misconduct. Speaking captain (or captain on the field of play if the speaking captain is not currently on the field) shall be removed from play for 5 minutes of elapsed playing time.

6.3 Red Card.

- Player Red Card (Ejection). A player receiving a red card shall be ejected from the game and shall leave the venue, be out of sight and sound and is prohibited from any communication or contact, direct or indirect, with the team, coaches and/or bench personnel until the completion of the contest, including the overtime peri-
- Player Suspension. A player receiving a red card shall sit out the next regularly scheduled game, including postseason games. Should a player receive a red card in the last game of the season (including post season games) the suspension would carry-over to the first game of the following season (exhibitions and/or scrimmages do not satisfy the suspension). A player serving a game suspension(s) may be in the team area, provided they are not in uniform. A player serving a game suspension(s) may not participate in any pregame activities.
- Head Coach Red Card (Ejection). The head coach shall receive any red card assessed to their team bench area. A head coach receiving a red card shall be ejected from the game and shall leave the venue, be out of sight and sound and is prohibited from any communication or contact, direct or indirect, with the team, coaches and/or bench personnel until the completion of the contest, including the overtime periods.

- (1). A team whose head coach receives a red card must designate who the "new" head coach will be. Any further cards to that team's bench area will be assessed to the "head coach" at the time.
 - <u>Point of Emphasis</u>: It is expected and understood by the NCAA Committees that umpires have the responsibility to deal with misconduct from the bench area in a professional but firm manner. The issuance of any card to the bench area is at the discretion of the umpires alone and cannot be reversed.
- (2) If a coach is red carded and refuses to leave the site of the contest within a reasonable amount of time (three minutes), the game shall be declared ended, and the opposing team shall be awarded the win (score becomes 1-0). The game shall count as a countable game.
- d. Head Coach Suspension. A head coach receiving a red card shall sit out the next regularly scheduled game, including postseason games. Should a head coach receive a red card in the last game of the season (including post season games) the suspension would carry-over to the first game of the following season (exhibitions and/or scrimmages do not satisfy the suspension). A head coach serving a game suspension(s) shall not be in the venue from one hour before the scheduled start of the game until 30 minutes after the completion of the contest. During the suspension, the head coach must be out of sight and sound and is prohibited from any communication or contact, direct or indirect, with the team, coaches and/or bench personnel until the completion of the contest, including the overtime periods. A coach serving a game suspension(s) may participate in any pregame activities up until one hour before the scheduled start time.
- e. There is no procedure for appealing or rescinding any red card issued to a coach or player.
- f. A red card may be assessed to any player/coach or team personnel for any of the below improper conduct for the entire time an official is onsite at an institution. Institutions are responsible for reporting all red cards to their respective conferences. Umpires are responsible for reporting all red cards to their respective assignor.
- g. If an ejected or suspended player illegally participates in any game: (1) the original term of suspension for the player shall be doubled, and (2) the head coach shall also serve the same suspension of the player. If an ejected or suspended head coach illegally participates in any game, the original term of suspension for the head coach shall be doubled.
- 6.4 The following shall be regarded as conduct that is improper, unfair, and unacceptable and may result in a warning or ejection:
 - a. Verbal/physical abuse or hostility towards any other participant, person or any other member of the public.
 - Disputing, appealing, protesting and/or reacting in a provocative or disapproving manner in an inappropriate way toward any decision made by an umpire or official.
 - c. Feigning injury and/or overreacting to an alleged breach or decision.
 - d. Charging or advancing towards an umpire or technical official in an aggressive manner.

- Using rude or abusive language or hand signals.
- Abuse of hockey equipment or clothing, venue equipment or fixtures and fittings.
- Entering the field of play for any reason without the permission of the umpires. g.
- Not respecting the 5-meter area off the sideline of the field outside of the designated team bench area and remaining behind a clearly marked restraining line.
- Misconduct by spectators should be brought to the attention of the field administrator. It should be noted that use of profane and/or vulgar language, and/or harsh treatment towards any participant of the game by spectators shall not be tolerated.
- 6.6 Regulation game player suspensions (yellow card) and player/coach disqualifications (red card) will carry over into overtime play.
- 6.7 Suspended players (green/yellow) shall be placed at the scorer's table on the same side of the table as her bench.
- Coaching of players who are suspended from play is permitted.
- 6.9 The coaching of players who are participating in the game at the time when an injury timeout is called is permitted.
- 6.10 Designated Bench Area. The bench area is defined as the area from the substitution area to the 23 meter line.
 - The official party on the field must remain within the designated bench area during play.
 - Coaches and players in the bench area must remain behind a clearly marked restraining line (defined as some type of distinguishable and visible marking for all participants, i.e. painted lines, cones or temporary tape) a minimum of five yards from the sideline; if five yards is not available, as close to five yards as possible and no less than 3 meters from the sideline. This is not an option.
 - Point of Emphasis: The area from the restraining line to the sideline must be kept clear for the umpires to see and position themselves as they see fit. Interference to the sight line or movement of an umpire will result in a green card warning or possible red card for persistent violations of the designated bench area rule.
 - Spectators are not permitted behind the goal area and must be at least 10 yards behind the end line, and a minimum of five yards from the sideline.
- 6.11 Electronic Communication. Electronic communication between team personnel in any location other than the bench area as defined in 6.9 (i.e., video platform) and the team bench area is permissible. There shall be no direct communication, neither verbal nor signal, between team personnel located in any location other than the bench area and players on the field.
- 6.12 Prohibited use of tobacco products. The use of tobacco by student-athletes, or team or game personnel (e.g., coaches, athletic trainers, managers and game officials), is prohibited during competition. Any student-athlete, or team or game personnel, who uses tobacco during competition shall be disqualified for the remainder of that competition.

FIELD AND EQUIPMENT SPECIFICATIONS

MODIFICATION 7 - VISIBLE CLOCKS

7.1 Visible Clocks:

- a. Visible clocks are required.
- b. The visible clock will be the official game clock. The on-field umpires and reserve umpire shall keep a back-up clock. The time kept by the on-field umpires or reserve umpire will become the official time in the event of a clock malfunction.
- c. Players shall play to the whistle not the horn. If the penalty corner is not finished, then play continues until the umpire stops play.

MODIFICATION 8 - EQUIPMENT

8.1 Equipment:

- a. All field players have the option to wear soft headgear.
- b. All field players are required to wear a mouthguard at all times. *Note:* Failure to comply with this rule will be considered misconduct.
 - Mouthguards for goalkeepers are strongly recommended.
- c. Goalkeepers must wear a throat protector and chest protector at all times.
- d. Goalkeepers are required to wear appropriate protective headgear: a helmet incorporating fixed full-face protection and cover for the head including the back of the head.

GUIDANCE

MODIFICATION 9 - ADDITIONAL INFORMATION

- a. The use of a designated bench area shall be enforced during all games. No one other than the players on the field are permitted to enter the field of play without permission of the umpires.
- b. A coach or team representative is only permitted to interact with the umpires pre and post game with the opposing coach or team representative present.
- c. Prior to leaving the field of play, the official scorecard shall be signed by both umpires assigned to the game.
- d. Once the scorecard is signed, the game is official. The officials remain in charge of the site until they leave the institution. An umpire may issue a card to any member of the team until the time they leave the institution. All red cards shall be reported immediately to the assignor and the conference.
- e. It is recommended that stick checks occur not later than 45 minutes prior to the start of the game.

- When a game is played at a neutral site, a team must be designated as the home team and the home team is responsible for ensuring that all game management responsibilities are confirmed.
- If a violation of 6.10 occurs, then it shall be communicated to the appropriate conference office for discussion and/or review.
- For Division III only, each team is permitted the use of two (2) video referrals during the game.

Appendix A

reviewing incidents and replays.

Video Referral

The primary purpose of the Video Umpire Referral System is to assist umpires in their decision making and to help reduce major errors which could materially impact the result of a match. The video umpire will utilize existing TV camera coverage or a system provided by the host institution approved by the NCAA Tournament Committee. The video umpire will be located in a remote area away from the field of play. High resolution TV monitors will be used for

The video umpire will be an umpire who is not involved in the match in any other way. The only responsibility will be to monitor the match remotely and only be part of the match when a video referral is properly requested.

For NCAA postseason competition, the video umpire will be appointed by the tournament committee in conjunction with the NCAA National Coordinator of Officials. Changes to recent previous versions of the FIH Briefing are highlighted.

1. POWER TO REFER DECISIONS TO THE VIDEO UMPIRE

- 1.1. The match umpires are the only persons who can refer decisions to the video umpire either directly or after a request from a team.
- 1.2. Referrals cannot be made as a result of protests, queries or pressure from players, team personnel or coaches on any decision. Head coaches will be held responsible for any violation or abuse of the video umpire protocols and deemed as misconduct.
- 1.3. No one other than the match umpires can stop the match to request a referral. The video umpire or any officials at the technical table cannot stop a match.

The only persons who can refer decisions to the video umpire are the match umpires. No one else, including the video umpire or officials at the technical table, can stop the match to request a referral.

2. UMPIRE REFERRAL

- 2.1. The match umpires may refer decisions to the video umpire when they are not convinced that they have taken, or are able to take, the correct decision relating to the awarding or disallowing of goals; or the award / non-award of penalty stroke decisions; or Misconduct incidents anywhere on the field of play.
- 2.2. Referrals shall only relate to whether a goal has been legally scored, or if a penalty stroke has been awarded correctly or not awarded, or if Serious Misconduct has or has not occurred.
- 2.3. The match umpires are therefore entitled to request the video umpire to assist in making decisions which include, but are not restricted to:

- Whether the ball crossed the goal line (within the area bounded by the goal posts
- Whether the ball was legally played or touched inside the circle by the stick of an Ь. attacker and did not travel outside the circle before passing completely over the goal line and under the crossbar;
- Whether the ball traveled outside the circle before it entered the goal from a shot by an attacker during the taking of a penalty corner;
- Whether a breach of the rules has been observed within the attacking 23-meter area in the play leading to the awarding or disallowing of a goal (it is then for the match umpire to take any breach into account in reaching their decision); and
- Whether an offense has been committed by a defender in the circle which prevents the probable scoring of a goal, or there has been an intentional offense in the circle by a defender against an opponent who has possession of the ball or an opportunity to play the ball.
- f. Whether any Serious Misconduct, dangerous or reckless foul has been committed, on or off the ball, anywhere on the pitch.

Note: The final decision remains with the match umpire and not with the video umpire.

2.4. The match umpire requests video umpire assistance using the "television-screen" signal; they relay, by radio, to the video umpire whatever information is necessary.

3. UMPIRE REFERRAL PROCESS

If possible, the engaged umpire signals the decision they consider to be correct.

Play and time shall be stopped before referring to the video umpire.

The engaged umpire indicates that assistance is required from the video umpire by a clear hand signal (rectangular television-screen shape).

The engaged umpire (or their colleague) communicates with the video umpire through radio contact clearly explaining what they wish to be advised upon.

The video umpire confirms that the request has been received and understood.

At an umpire referral, no players, coaches or team personnel may either approach or remain close to the umpires. If anyone interferes with the referral process, this will be considered as "crowding" and misconduct with the offending players liable to personal green card penalties. Repeat offenses may result in personal yellow card penalties.

- 3.1. The video umpire calls for as many replays from any camera angle as necessary to reach a decision. Video umpires should be aware of the time taken when requesting different replays.
- 3.2. Within the shortest time frame possible, ideally 60-90 seconds, the video umpire provides his/her advice and recommendation using the phrase "I have advice for you" when communicating with the on-field umpire:
 - Goal

- No goal
- · Penalty stroke
- No penalty stroke
- No advice possible
- Plus advice on any observed breach of the rules or Code of Conduct. For any Serious Misconduct offences, the VU advice may include whether a 10 minute temporary suspension (yellow card) or a permanent suspension (red card) should be awarded.

Note: These are the only possible outcomes of umpire referrals.

- 3.3. If a breach of the rules is observed and advised to the match umpire, it is then for the match umpire to take into account the breach in reaching their final decision.
- 3.4. In the case of "no advice possible" (if the video footage is inconclusive, including through not having the correct replays available, the ball never being in shot in the replays, the footage being of insufficient quality to permit a decision or technical problems with the referral equipment), the original decision of the match umpire stands. If there was no decision given before the referral, then the final decision is "no goal" or "no penalty stroke" or 'no Serious Misconduct' depending on the type of referral.

In general, for an umpire referral, the video umpire will provide the match umpires with information as follows:

- Advice and recommendation regarding the decision;
- Indicate how the play should be re-started (if this is not already clear).

Note: The match umpire should repeat back the video umpire's advice and recommendation, if necessary, to ensure that it has been correctly heard and understood.

3.5. An umpire referral that has already been adjudicated upon may not be the subject of any subsequent team referral from either team.

4. TEAM REFERRAL

4.1. Each team is allowed one team referral request (which must be made through the match umpires) during regulation time in any match. There will be allowed one team referral request during a shoot-out competition.

Note: Referrals remaining from regulation time are not carried over into the shoot-out competition. Team Referrals provide for a wider range of referral possibilities than the umpire referrals, but are restricted to decisions within the 23-meter area relating to the award (or non-award) of Goals, Penalty Strokes, or Penalty Corners.

Teams may NOT ask for a referral outside of the 23m areas, even if they believe Serious Misconduct has occurred.

During a shoot-out competition, the decisions will be related to the award (or non- award) of Goals, Penalty Strokes; and Shoot-out re-takes.

a. A team referral will be restricted to decisions within the 23-meter areas relating to the award (or non-award) of goals, penalty strokes and penalty corners and, during

- a shoot-out competition, whether a shoot-out should be re-taken. The award of personal penalty cards may not be the subject of a team referral.
- b. Any student-athlete/player on the field of play at the time of the incident can request a team referral.
- This player must indicate to a match umpire that she wishes to use their team referral. They must do so "immediately" after the incident or decision which is to be referred by using the "T" signal as well as confirming this verbally to the umpire.
- The match umpires will not disallow any request for a team referral provided the "T" signal has been used by a player and seen by the umpire.

Umpires should not engage in any discussions as to the merits of referring, in order not to be perceived as trying to talk players out of making a referral.

Once the "T" signal has been received, no player other than the one making the referral (with the possible exception of one further player to assist with the question for language difficulties only) may either approach or remain close to the umpires. If any other players interfere with the referral process, this will be considered as "crowding" and misconduct with the offending players liable to green card personal penalties. Repeat offenses may result in yellow card personal penalties.

- e. The student-athlete/player requesting the team referral must inform a match umpire of the exact nature of the decision (or non-decision) that their team wishes to be reviewed within a maximum of 20 seconds.
- If no question is received within 20 seconds, the team referral will automatically default to a review of the last decision (or non-decision) relating to the award (or non-award) of a goal, penalty stroke, penalty corner or re-take of a shoot-out.
- The match umpire will then request video umpire assistance using the "television-screen" signal, followed by a "T" signal to denote a team referral. They relay by radio to the video umpire the pertinent information.

5. TEAM REFERRAL PROCESS

5.1. The video umpire calls for as many replays from any camera angle as necessary to reach a decision.

Note: Video umpires should be aware of the time taken when requesting different replays.

- 5.2. Within the shortest time frame possible, ideally 60-90 seconds, the video umpire provides his/her advice and recommendation using the phrase "I have advice for you" when communicating with the on-field umpire:
 - Goal
 - No goal
 - Penalty stroke
 - No penalty stroke
 - Penalty corner
 - No penalty corner
 - Shoot-out to be re-taken
 - No shoot-out re-take
 - No advice possible

• Plus advice on any observed breach of the rules.

Note: These are the only possible outcomes of umpire referrals.

If a team referral is in respect of whether a defender crossed the back-line or goal-line before permitted at a penalty corner then the video umpire should advise whether the penalty corner should be taken again and advise whether the re-taken penalty corner must be defended with one fewer player or not.

If, during open play in the circle, a PC is awarded which the defending team refer, and the decision is found in their favour that there was no defending team foul, they will keep their referral and a bully at the 15m line will be the restart, and not a defending free hit as has been the case previously (the attacking team have also not committed a foul so should not automatically lose possession).

If play is stopped during a penalty corner either because of a Team Referral or because of a decision by the Match Umpire before the penalty corner has been completed, then in accordance with Rule 6.5, if a PC has not been completed and play is stopped without any valid reason, the PC should be retaken. This includes when an umpire has awarded a non-justified re-take of a PC (e.g., umpire awards a re-taken PC because of a defender's foot, however the ball hit only the player's stick). Therefore, if play is stopped and a re-taken PC is awarded, the defending team can only refer the decision if they believe there was a foul by the attacking team. If they are correct, a free hit to the defence can be awarded and they keep their referral. However, if there was no foul by either team, then the PC will be re-taken but the defending team will not lose their referral, as there was no foul by them. If the Team Referral was made by the attacking team, and the referral decision is in their favour, then the match will restart with a penalty corner and the attacking team will retain their referral.

If during a shootout, the match umpire stops the shootout before the 8 seconds have elapsed, and they are then advised by their on-field colleague or VU that there was no valid reason for the shootout to be stopped, then the shootout will be re-taken.

5.3. If a breach of the rules is observed and advised to the match umpire, it is then for the match umpire to take into account the breach in reaching they final decision.

If during reviewing the replays it is observed that, immediately before the incident which led to the referral, the ball travels over the back-line or side-line (and no prior breach of the rules is observed), the video umpire will advise the match umpire accordingly, with the recommendation for the appropriate re-start. On this basis, the referring team does not lose its right to refer since the ball was out of play prior to it attempting to refer the subsequent incident.

If during reviewing the replays it is observed that, immediately before the incident which led to the referral, there is a breach of the rules, the video umpire will advise the match umpire accordingly, with the recommendation for the appropriate re-start. On this basis, the referring team does not lose its right to refer since the breach occurred prior to it referring the subsequent incident.

- 5.4. Implications for the retention or loss of team referral rights:
 - a. In the event that the referral is upheld, the referring team retains its right of referral;

The attacking team will retain their right to refer if: -

- A no decision and play on referral results in a Penalty Corner, Penalty Stroke or Goal
- A free hit referral for an intentional offence in the 23m results in a Penalty Corner

- A Penalty Corner referral results in a Penalty Corner, Penalty Stroke or Goal
- A Penalty Stroke referral results in a Penalty Stroke or Goal
- A Penalty Stroke referral results in a Penalty Corner when the original decision was either play on or a free hit (because the original decision has been upgraded in the attacking team's favour)
- A Goal referral results in a Goal
- A Shoot-out re-take referral results in a Shootout re-take, Penalty Stroke or Goal
- A Shoot-out Penalty Stroke referral results in a Penalty Stroke or Goal
- A Shoot-out Goal referral results in a Goal

The defending team will retain its right to refer if:

- A referred penalty corner decision results in a corner, free hit, 16-yard hit/bully, sideline ball;
- A referred penalty stroke decision results in a penalty corner, corner, free hit, 16-yard hit, sideline ball or ordinarily a bully;
- A referred goal decision results in a penalty stroke, penalty corner, corner, free hit, 16-yard hit, sideline ball or ordinarily a bully;
- A referred shoot-out decision results in no shootout re-take or a defensive free hit:
- A referred shoot-out penalty stroke decision results in a shootout re-take, no shoot-out re-take or a defensive free hit; or
- A referred shoot-out goal decision results in a penalty stroke, shoot-out re- take, no shoot-out re-take or a defensive free hit.
- b. In the event of "no advice possible" (if the video footage is inconclusive, including through not having the correct replays available, the ball never being in shot in the replays, the footage being of insufficient quality to permit a decision or technical problems with the referral equipment), the referring team retains its right of referral;

Note: The referring team retains its right of referral if its referral is upheld or if the conclusion of the video umpire is "no advice possible."

c. If there is no clear reason to change the match umpire's original decision, the referring team loses its right of referral;

The attacking team will lose its right to refer if:

- A no decision and play on referral does not result in a penalty corner, penalty stroke or goal;
- A free hit referral for an intentional offense in the 23-meter area does not result in a penalty corner;
- A penalty corner referral results in a corner, free hit, 16-yard hit, sideline ball or ordinarily a bully;
- A penalty stroke referral results in a penalty corner, corner, free hit, 16-yard hit, sideline ball or ordinarily a bully;
- A goal referral results in a penalty stroke, penalty corner, corner, free hit, 16-yard hit, sideline ball or ordinarily a bully;

- A shoot-out re-take referral results in no shootout re-take or a defensive free hit;
- A shoot-out penalty stroke referral results in a shootout re-take or a defensive free hit; or
- A shoot-out goal referral results in a penalty stroke, shoot-out re-take or defensive free hit.

The defending team will lose its right to refer if:

- A referred penalty corner decision is unchanged or upgraded to a penalty stroke or goal (including any additional breach seen, even if their original question is correct);
- A referred penalty stroke decision is unchanged or upgraded to a goal (including any additional breach seen, even if their original question is correct);
- A referred goal decision is unchanged;
- A referred shoot-out re-take decision is unchanged or upgraded to a penalty stroke or goal;
- A referred shoot-out penalty stroke decision is unchanged or upgraded to a goal; or
- A referred shoot-out goal decision is unchanged.
- d. If the on-field umpire does not agree with the advice given by the Video Umpire and chooses to maintain their original decision, the referring team retains its right of referral.
- 5.5. A team referral that has already been adjudicated upon may not be the subject of a subsequent referral by the opposing team.

In general for a team referral, the video umpire will provide the match umpires with information as follows:

- Advice and recommendation regarding the decision;
- Indicate how the play should be re-started (if this is not already clear);
- Update the team referral status in light of the decision (if this is not already clear). In the event of "no advice possible," this will be communicated by the match umpires to the teams on the pitch via the referring player/team captains as appropriate.

The match umpire should repeat back the video umpire's advice and recommendation, if necessary, to ensure that is has been correctly heard and understood.

6. UMPIRE AND TEAM REFERRALS

- 6.1. The final decision, including any matter of interpretation, remains with the match umpire and not the video umpire.
- 6.2. All other decisions remain with the match umpires.
- 6.3. Substitutions may not take place during the stoppage of play for a video referral; substitutions may take place on the resumption of play subject to the Rules of Hockey.

Coaches and players are advised that referrals related to re-starts of play, where a minor infringement gives no significant advantage, are unlikely to be successful. Examples include:

• The penalty corner injector's foot not being completely outside the field of play.

- At a penalty corner, the feet or the sticks of attacking and defending players not being completely outside the circle or behind the goal line.
- The ball not being exactly on the side-line or back-line to re-start play.
- The ball not being exactly on the right spot at a free hit.
- Players being within 5 meters of an attacking free hit in the 23-meter area who are not playing or attempting to play the ball or influencing play.

Referrals will not be accepted either where a team has been asked if they wish to refer, has confirmed that they will not and then change their mind and/or try to refer once replays have been shown on the stadium public screen.

Referrals will not be accepted regarding an incorrectly awarded free hit or side-line ball prior to the play leading to the award of a goal, penalty stroke or penalty corner.

In general, referrals involving matters of interpretation are less likely to be successful; teams may still refer but must understand that they risk losing their right to refer.

Appendix B

NCAA Rules Modification Process

The Playing Rules and Officiating staff will provide technical expertise and leadership for NCAA conferences, coaches, and game officials by developing and interpreting rules for intercollegiate sports to enhance the student-athlete experience and ensure fair competition. To achieve our mission we will:

- Preserve sport traditions and integrity;
- Emphasize student-athlete safety;
- Construct playing rules that are enforceable; and
- Manage the playing rules process from development to application.

In sports that the NCAA does not write the specific playing rules, a modification document is created by the NCAA sport rules interpreter and/or Playing Rules and Officiating liaison, with consultation and suggestion from the championship committee(s) to enhance and champion the unique differences between collegiate athletics and international or domestic sports programs.

The rules modification document is reviewed on an annual basis by the sport committee(s) with the rules interpreter and playing rules liaison. The rules interpreter and liaison will develop the proposed rules modifications and distribute the proposed changes for a two-week comment period. Following the comment period, the proposed modifications will be reviewed for approval by the Playing Rules Oversight Panel (PROP).

Upon approval by PROP, the rules interpreter and/or playing rules liaison will update the rules modification document. The document will be updated on the sport playing rules page on www.ncaa.org/sports/2021/2/9/playingrules.



Appendix D • Strength of Schedule Calculation

Strength of Schedule Calculation

The strength of schedule is made up of two factors: the opponents' winning percentage (OWP) and the opponents' opponents' winning percentage (OOWP).

Opponents' Winning Percentage. Take each opponent's won-lost record against other Division III teams (excluding the results against the team in question); add all wins and all losses to get the cumulative won-lost record that is used to determine the opponents' winning percentage.

To Calculate. Team A's schedule is as follows:

Opponent	Record	vs. Team A	Wins	Losses
Team B	21-7	1-0	20	7
Team C	14-11	0-1	14	10
Team D	9-14	0-1	9	13
Team E	8-17	0-1	8	16
Team F	19-8	1-0	18	8
		Totals:	69	54

 $69 \div (69 + 54) =$

Opponents' Opponents' Winning Percentage (OOWP). The strength of each opponent's schedule is measured by taking all of their opponents' won-lost records and finding the winning percentage based on the total opponents' opponents' won-lost record. This recognizes the fact that two opponents with similar won-lost records may have played far different schedules (in terms of strength of opponents).

To Calculate. Using the total opponents' won-lost record for Teams B, C, D, E and F (Team A's opponents), perform the same calculation as the OWP.

	Opponents' Wins	Opponents' Losses
Team B	35	75
Team C	63	40
Team D	55	55
Team E	75	37
Team F	44	60
Totals:	272	267

 $272 \div (272 + 267) =$.505 (OOWP)

It is important to note that the OOWP will support the OWP (i.e., if Teams A and C have the same OWP of .561: Team A has an OOWP of .505 and Team C has an OOWP of .456: it would indicate Team A has the stronger strength of schedule).

Strength of Schedule Calculation. To calculate the strength of schedule, add two-thirds of the OWP to onethird of the OOWP. Team A's strength of schedule calculation is as follows:

	Value	Weight	SOS Value
OWP	.561	.667	.374
OOWP	.505	.333	.168
Streng	.542		