



# 2025 Field Hockey Information

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# 2025 Field Hockey Tournament

## A. TENTATIVE TOURNAMENT DATES\*

Cut-off Date: Sunday, October 26, 2025

Bracket Release: Tuesday, October 28, 2025

Tournament Begins: October 30, 2025

*Note: If both ADs agree, games may be played on October 29, 2025*

Anticipated State Finals: November 14-15, 2025

*\*Dates Subject to change*

## B. QUALIFYING CRITERIA

1. A school must schedule and compete in a minimum of nine (9) games to be eligible for tournament play.
2. As many as three games with a single opponent may be played and will count toward tournament qualification.
3. All team sports will qualify the top 32 teams by division
4. Teams not power seeded in the top 32 but meeting 50% qualifying criteria will be eligible for the tournament
5. All team sports will be seeded by power ranking system
6. Top 4 seeded teams placed in four brackets (1,2,3,4)
7. The rest of bracket positions filled with remaining teams by power ranking system. After the top 32 teams are power seeded, the remaining teams with 50 % or better record will be seeded from the bottom of each bracket
8. All games will be at home site of higher seed for the Preliminary Play in games, Round of 32, Round of 16 and Round of 8

## C. FORFEITED CONTESTS

When a forfeit win is awarded to a school due to the termination of their opponent's field hockey team or failure to fulfill their contractual obligation, for power ranking purposes, the score will be entered as 3-0.

## D. SEEDING/ PAIRING ANNOUNCEMENT

1. Seeding is to be done by a Seasonal Seeding Committee. Members of the Seasonal Seeding Committee will include one chairperson (or designee) from each sport of current season, and 4 Tournament Management Committee members. Tournament Directors and Executive Liaisons will be present but are non-voting members. All decisions made by the Seasonal Seeding Committee are final. No appeals regarding seeding decisions will be allowed.
2. Seeding will be done by a power rating system:
  - Team's average margin of victory + average of opponents' ratings = overall rating
3. Tie Breaking Procedure (Seeding)
  - a. Head-to-head Competition
  - b. The higher average of each team's opponents' rating, based on the power rating formula.
  - c. League Champion
  - d. Coin flip
    - Only 2 teams tied – use coin flip
    - More than 2 teams, all team names will be put into a hat. Once team name will be drawn – that team wins the tiebreaker. All other remaining teams will return to step 1.

In a tie breaker for tournament seeding every game played including exclusion games are counted.

*Note: If a tie involves multiple teams (more than 2) and a team is eliminated, the procedure starts over at step one with the remaining teams.*



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4. Pairings and Tournament Information will be available on MIAA website, <http://www.miaa.net> throughout the tournament.
5. Tournament game results should be called in to the Tournament Director by the winning team, as soon as possible, from the game site.

## E. SITE INFORMATION

1. All games will be at home site of higher seed for the Preliminary Play-in games, Round of 32, Round of 16, and Round of 8.
2. If home team site is not acceptable the following will apply:
  - Home school AD finds an acceptable site
  - Lower seed will host the game
  - If both sites are not acceptable, Tournament Director will place game at an acceptable site within MIAA site policy
3. The MIAA will provide sites for State Semi Finals (round of 4) and State Finals as defined by TMC Site policy.
4. Home field venues must meet the following standards:
  - Condition of playing surface
  - Crowd Control
  - Seating capacity
  - Ticket sales control
  - Locker rooms
  - Acceptable lights for night games

## F. ASSIGNMENT OF TOURNAMENT GAME OFFICIALS

1. All officials must be enrolled with the MIAA in order to receive a tournament assignment.
2. Umpires must have officiated a minimum of seven (7) MIAA high school varsity games during the regular season.

## G. GAME MANAGEMENT

1. a. Team Size – No more than 36 people are allowed on the field. No more than 30 players (as listed on the roster), a scorer, a timer, a coach and assistant coaches. The total number may not be more than 36. If there are more than two assistant coaches then the number of players must be reduced
- b. Participating teams shall have two (2) adults responsible for crowd control at each tournament game and ***identify them to the site director before starting game.***
2. Field & Goals
  - a. Goals shall have the **required white facing** and be safely and securely anchored.
  - b. Provision shall be made at the field site for maintenance of a five (5) yard apron around the playing field with a restraining rope.
  - c. Minimizing risk for all participants, and to ensure a more consistent and uniform playing surface, it is strongly recommended that the grass be cut to a maximum height not to exceed 1½ inches.
  - d. Fields shall be properly lined for contests.
3. Start Time
  - a. Tournament games on school days shall be scheduled to start no later than 2:30 P.M. if there are no lights or no later than 7:00 P.M.



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- b. Teams will be provided a minimum of 30 minutes of field time. No team may enter the field of play more than 45 minutes before game time at neutral field sites.
- c. Games at a neutral site, no team may enter the field of play until both teams are at the field.
- 4. Adverse Conditions or Postponements
  - a. The decision to postpone a game due to weather shall be made by the tournament director at least three hours prior to the start of the game on the day of the game. Teams should check with the tournament site administration if the weather is questionable.
  - b. In case of postponement due to weather or poor field conditions, the tournament director will determine a new game date which will be the next day if possible.
  - c. A game in progress that is terminated by the decision of the game officials shall be replayed in its entirety on the next day as designated by the tournament director.
- 5. Game Equipment
  - a. Through the round of 8, each tournament team shall provide four (4) new official game balls.  
*The ball shall be spherical with a plastic seamless outer surface. It may be of any solid color that contrasts with the playing surface. The ball shall be hard, solid or hollow and be smooth or with indentations. The ball shall include the NFHS Authenticating Mark. A current list of NFHS authenticated products can be found on the website: [www.nfhs.org](http://www.nfhs.org).*  
The officials shall choose which balls should be played.  
The MIAA will provide yellow tournament balls for the state semi-finals and state finals.
  - b. Each team will provide a time clock.
  - c. Each team is to ensure their roster is entered into the MIAA Game System to be available to spectators and press.
  - d. Each team is to bring to the tournament site a copy of the tournament format.
- 6. Uniforms
  - Tops: The home team shall wear single solid dark uniform tops. The visiting team shall wear single solid white uniform tops. (2025 NFHS FH rules change)
  - Socks: Knee length solid color sock / sock guards are required. The home team shall wear solid knee-length contrasting dark-colored socks/sock guards (not rolled down), and the visiting team shall wear solid knee-length white-colored socks/sock guards (not rolled down).
- 7. Reporting Scores - The **host athletic director** of the tournament game will be responsible for calling in the score the day of the game **from the game site** to the tournament director **immediately after the game**.

## H. GAME RULES

- 1. Rules - The 2025-2026 National Federation Field Hockey Rules as modified in the MIAA Handbook or this format will be used.
- 2. Regulation Playing Time – The game shall consist of four quarters of 15 minutes and an interval of two minutes between quarters one and two and between quarters three and four. There shall be a halftime between quarters two and three of no more than 10 minutes after which the teams shall change ends of the field.
- 3. Experienced timer provided by host school. Official scorebook provided by home team or higher seeded team at neutral site.
- 4. Coin Toss:
  - 1) Home site - the visiting captain will call the toss
  - 2) Neutral site - the captain of the team with the higher seed will call the toss



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5. Teams – No more than 36 people are allowed on the field. No more than 30 players (as defined on the official team roster), a scorer, a timer, a coach and assistant coaches. The total number may not be more than 36. If there are more than two assistant coaches then the number of players must be reduced. - Players, coaches, managers, and bench players are restricted at ALL Tournament games to the Team Area defined below:  
TEAM AREA: The team area shall extend from each team's own 25-yard line to the substitution line on its side of the scorer's table and 5 yards from the side line.  
PENALTY: as per NFHS rule book: Rule 12.
6. Each team is to warm up on designated half of field
7. Spectators - All spectators must be behind the five (5) yard restraining line/rope.
  - a. PENALTY - Violation of the five (5) yard apron will be penalized as follows:  
First offense ..... warning  
Second offense..... penalty corner awarded to opposing team  
Third offense ..... penalty stroke awarded to opposing team  
Fourth offense ..... penalty goal awarded to opposing team
  - b. There shall be **NO ONE** allowed behind the **END/GOAL LINE** while the game is in progress. If **ANYONE IS** behind the goal/end line, the officials will stop the game until school authorities clear the end/goal line. If this stoppage occurs after a goal is scored, the game will resume with the appropriate Center Pass.
8. Unsportsmanlike Behavior - All incidents of unsportsmanlike behavior should be reported to the director immediately.
9. Tournament Protest Procedure  
National Federation Rule 4, Section 3 (Review of official's decision) is waived during tournament play.  
A coach may protest in the following manner mindful that misapplication of a rule, not officials' judgment, is grounds for protest.
  - a. Notify the official on their side of the field that she/he is protesting when her/his team is in possession of the ball or the first stoppage in play by saying "protest". Scorer's table shall sound timer's horn.
  - b. Time out shall be called.
  - c. A protest conference shall be held (both coaches and both officials).
  - d. If protest is accepted - the appropriate correction shall be made.
  - e. All results will be final when the contest is ended/concluded by the officials.
  - f. Protest Denials will be treated as follows:
    - 1) DURING REGULATION PLAYING TIME AND OVERTIME PERIODS:  
First Denial - Charged a time-out if one remains or/if the allotted time-outs have been taken a penalty corner is awarded.  
Second Denial - Opposing Team will be awarded a penalty corner.  
Third Denial or More - Opposing Team will be awarded a penalty stroke.
    - 2) DURING SHOOTOUT:  
Any Denial - Opposing Team will be awarded additional an additional shootout for each denial.
  - g. To re-start the game:
    - 1) If the protest is accepted, with the appropriate penalty or a bully on a spot chosen by the officials.



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- 2) If a time-out is charged, the award of a pending penalty, a bully on the spot, or a center pass if a goal was scored.
- 3) If a penalty corner, the official's whistle to start the penalty corner.

### 10. OVERTIME PROCEDURE OF TIED GAMES

If a game is tied after the completion of regulation play, the following overtime procedures shall be followed:

#### a. FIRST OVERTIME PERIOD

- 1) A five (5) minute intermission
- 2) A coin toss to determine position or direction with the lower seeded or visiting team captain making the call
- 3) A 10-minute sudden victory 7v7 overtime period shall be played
- 4) All game rules shall apply except as modified:
  - Each team will have no more than 6 field players and one goalkeeper.
  - Penalty corners: A maximum of four (4) defenders behind the endline, which includes the goalkeeper.
  - Each team is permitted one time out.
- 5) The first team to score is declared the winner, and the game will immediately conclude.

#### b. SECOND OVERTIME PERIOD

- 1) A three (3) minute intermission
- 2) A coin toss to determine possession or direction with the home or higher seeded team captain making the call
- 3) A second 10-minute sudden victory 7v7 overtime period shall be played
- 4) All game rules shall apply except:
  - Each team will have no more than six (6) field players and a goalkeeper
  - Penalty Corners: A maximum of three (3) defenders behind the endline which includes the goalkeeper
  - Team timeouts will be permitted, if a time out is available (not used during first overtime)
- 5) The first team to score is declared the winner, and the game will immediately conclude:

#### c. TIE AT THE END OF 2ND OVERTIME PERIOD

- 1) A two-minute intermission. A coin toss to determine whether a team will attack or defend to begin the series of five 10-second attacks in a one-on-one shoot out. The visiting or lower seeded team captain will make the call.
- 2) At the end of the two-minute intermission, each team will submit a list of five designated attackers, in the order in which they will attack (name and number). Any non-disqualified member of the roster may be a designated attack player. If a goalkeeper is an attacker, the person must be equipped as a field player.
- 3) Procedure for administering the shoot out:
  - a) The officials will select the goal to be used.
  - b) One official will be near the end line, timing the 10 second shootout.
  - c) One official will be near the 25-yard line, following play and will administer any fouls should one occur.
- 4) Taking the shoot out
  - a) The goalkeeper starts on or behind the goal line between the posts.
  - b) The ball is placed on the nearest 25-yard line opposite the center of the goal.
  - c) The attacker stands outside the 25-yard line near the ball.
  - d) The umpire blows the whistle to signal the start of the shootout. The attacker and goalkeeper may then move in any direction.



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- e) The shootout is completed under the following conditions:
  - i) Ten seconds has elapsed.
  - ii) The attacker scores a goal.
  - iii) The attacker commits an offense.
  - iv) The goalkeeper commits an unintentional offense (the shootout is re-taken).
  - v) The goalkeeper commits an intentional offense (A penalty stroke is awarded).
  - vi) The ball goes out of play over the backline or sideline. This includes the goalkeeper intentionally playing the ball over the backline. The ball simply going outside the circle a second time does not constitute the end of the shoot-out.
- f. If a penalty stroke is awarded, an eligible player on the roster may take the penalty stroke. This penalty stroke will take place before the next available shoot-out takes place.
- g. A player may be suspended by a yellow or red card, but not a green card, during the shoot-out competition.
- h. 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.
- i. If an attacker is suspended during the shoot-out competition, there is no replacement allowed. Any further shoot-out the suspended player was entitled to take counts as no goal.
- j. During the 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 25-yard area used for the shoot-out and at the 30-yard line outside the goal posts. Only a player who is authorized to take or defend a shoot-out may enter the 25-yard area. Goalies may stand behind the end line by the broken line circle.
- k. Substitution is permitted only in the event of injury of an attacker or goalkeeper.
- l. No time out will be permitted.
- 5) If no decision is reached after the first series of shoot outs:
  - a) A "sudden victory" procedure will be used to break the tie. The same five players must be used but the order may be changed.
  - b) The team who defended first in the first set will attack first in this set.
  - c) The first team awarded more goals than its opponent after an equal number of shootout attempts shall be the winner.
- d. OT PROTOCOL During all overtime play.
  - 1) A player receiving a red card in regulation play may not play in the overtime period. A team playing short in regulation because of a disqualified player shall play short in the overtime period.
  - 2) A player still serving a 2, 5 or 10-minute suspension when the regulation game ends, must serve the remainder of the 2, 5 or 10-minute time during the overtime period and the team will play short. The suspended player shall not enter the first overtime period until the player's suspension time has expired.
  - 3) A player receiving a yellow card during an overtime period may not be replaced. The suspended player may not return during the overtime period or any subsequent timed overtime periods until the suspension time has expired. If the suspension period has not been completed and time runs out, the player is ineligible to participate in untimed overtime procedures (i.e. one-on-one shootout), however, the team must have 5 designated attackers for the one-on-one shootout. A player receiving a red card during an overtime period may not return to the game and the team will play short for the rest of the timed OT. However, the team must have 5 designated attackers for the one-on-one.



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## H. MEDICAL COVERAGE

A licensed athletic trainer, physician, physician's assistant, certified EMT, or nurse practitioner will be available at all contests. This coverage will be provided/compensated by the Host School in tournament rounds at the site of the higher seeded team. The MIAA will compensate for this coverage at MIAA designated neutral sites.

## I. SAT/SAT Subject Tests:

1. Tournament events may be scheduled for November 6<sup>th</sup>, the same date of the SAT and SAT Subject Tests. Please tell all coaches & student-athletes now so alternative plans may be made. A listing of all dates and sports that may take place on schedule College Board exam dates can be found at: <https://www.collegeboard.org>
2. The **College Board** offers a **SAT® Program Alternate Test Date Policy**. As stated in their published material: "The SAT Program will consider granting an alternate test date when the following criteria are met:
  - a. The conflicting event must be unexpected. Regularly scheduled sporting events or previously scheduled school activities, such as a prom, are not considered unexpected. **An event such as an academic or athletic competition, in which students have advanced through the competition or into post-regular season competition, can be considered an unexpected event.**
3. **SAT School Day:** Allows high schools to administer the SAT to students during the school day, thus avoiding weekend athletic conflicts. To date, the MA school districts that participate are Plymouth, Springfield, Revere, and most recently Fitchburg. SAT School Day is contracted through the College Board with participating districts. Contact Info: **Alan Bernstein, Senior District Director**, K-12 Services, New England Regional Office, The College Board, 1601 Trapelo Road, Suite 12, Waltham, MA 02451;

## I. MIAA Drone Policy - Prohibiting the Use of Drones (Unmanned Aircraft Systems or UAS's)

Unless granted special permission by the MIAA Executive Director, the use of drones (UAS), for any purpose, is not permitted at any MIAA tournament event. This prohibition applies to all fields of play, courts, arena, mats, gym floor or pool, and covers a ban on the entire facility being used as part of the MIAA event, including the spectator stands and parking areas.