



## 6V6 Field Hockey Rules 2026

### Format

The Bay State Games 6v6 Field Hockey event is a one-day tournament for collegiate, open & scholastic teams. All teams are guaranteed a minimum of 3 games.

### Schedules

All teams will play on **Saturday, June 27, 2026**, at Game On in Fitchburg, Games start promptly at 9:00 a.m. Teams **must** be ready to play at scheduled game times. For more information [gameonfitchburg.com](http://gameonfitchburg.com)

**Playing Fields** are artificial turf and are 60 yards X 35 yards.

**Starting Play** Two to three games run simultaneously on adjacent fields. Fields are number 1-2-3 on the goal cages. The team listed first on the schedule is the home team and will have the center pass at the start of the game.

### Uniforms & Equipment

- Each team must bring two sets of matching uniform shirts - one dark and one light color.
- Numbers are not required on shirts.
- Teams should bring two sets of matching color socks or shin guards.
- All players **must wear** shin guards and mouth protectors.
- Eye goggles are recommended but not required.
- Corner masks are recommended.
- All scholastic teams must have their own goalkeeper with regulation equipment. Teams without a goalkeeper will forfeit the game. Goalkeepers must supply their own equipment and team shirt.
- College & Open teams that do NOT have a goalie may use an additional field player who may only use their stick to defend a shot on goal. Players in the circle CANNOT intentionally block a shot on goal with their body. This will result in a penalty stroke. NO Kicking Backs allowed.
- The playing field is artificial turf - only wear sneakers or turf shoes. Cleat shoes are not allowed.

**Goalkeepers** Scholastic teams **must** have their own goalkeeper with regulation equipment. Scholastic teams without a goalkeeper must forfeit the game.

College and Open Teams that do not have a goalkeeper may use an additional field player.

### Team Size

Teams must have a minimum of 6 players and maximum of 12 players. During games the team shall have 5 field players plus a goalkeeper, a total of 6 players. Players must play with a regulation field hockey stick.

### Starting Games and Game Length

- All games consist of one 25-minute period.
- Teams must be warmed up and ready to play on their assigned field within five minutes after the conclusion of the previous game. Games will start promptly on the half hour. Teams must be ready to play at scheduled game times. A horn will start and end the game.
- The team listed first on the schedule is the home team and has the center pass at the start of the game.
- There are no time outs. The clock does not stop after goals.
- If a team is not on their assigned field at the scheduled time of the game, they will forfeit the game. The score of a forfeited game will be 3-0.

## Rules Modifications for All Divisions

Open and Collegiate divisions will play by NCAA rules. Scholastic division will play by current National Federation of State High School Associations Rules with the following modifications:

Rule	
Scoring a Goal	Ball is touched by offense within the goal circle. There are no full circle lines - the "circle" is the official's judgment
Penalty Corner	Offense stands outside the circle. The ball is inserted 5 yards from either side of the goal cage. Defense shall have 2 defenders & GK behind the end line. Remaining 3 players shall stand at the center line until the ball is touched.

16 Yards Free Hit	The ball must travel at least 5 yards from the spot of the hit before offense or touched by an opponent to play the ball into the circle. The 16 yards line is equivalent to the 25-yard line in a full field game. Opposing players must move 5 yards from the ball.
Free Hits	Opposing team must move 5 yards from the free hit.

### Free Hit for Ball off The Endline or Sideline by Defense within the 16 Yards Line

If defense touches the ball last before going off the *end line*, the free hit will be taken at the 16 yards line in line with where the ball went off the end line. All players must move 5 yards away.

If defense touches the ball last before going off the *side line inside the 16 yards line*, the free hit will be taken at the 16 yards line on the sideline. The ball may not be hit directly into the circle.

### Team Forfeit

If a team is not on their assigned field at the scheduled time of the game, they will forfeit the game. The score of a forfeited game will be 3-0.

### Penalty Cards

A player who receives a green card will serve a 1-minute penalty. A player who receives a yellow card will serve a 3-minute penalty at the center line. A player or coach who is ejected from a game will be suspended from the game in progress and the following scheduled games, including championship games. The Tournament Director reserves the right to suspend a player or coach for the remainder of the tournament upon review of the suspension.

### Officials

Games are administered by certified officials. One or two officials if possible, will officiate games. If possible, 2 officials will officiate medal games. Decisions of the officials are final.

### Standings, Tie Score and Tiebreakers

Within each division, a point system will be used. A Win = 2 points, Tie = 1 point, Loss = 0 points. If the score is tied during round robin games, the tie will stand.

If there is a tie with points at the end of round robin play, the tiebreaker will be determined by:

1. Head-to-Head Competition - The winner of the game between the two teams advances.
2. Goals Scored - The team with the most goals scored in all round robin games advances.
3. Goals Allowed - The team with the least goals allowed in all round robin games advances.
4. Games Won - The team with the most wins in all round robin games advances.
5. Penalty Strokes - Sudden Victory - If teams are still tied, penalty strokes shall be taken alternating the attackers and goalkeepers. The players must stroke in the order listed 1-3. The first team awarded more

goals than the opponent, after an equal number of strokes, shall be declared the winner. The winner of a coin toss will choose whether to start on offense or defense.

If the score is **tied in the semi-finals or medal games**, a penalty shootout by 3 players from each team will be played to determine a game winner.

For all divisions, a single offensive player plays one-on-one with the goalkeeper, roughly 20 yards from goal. The offensive player has 8 seconds (College/Open) or 10 seconds (Scholastic) to attempt to score a goal. Players can shoot on goal as long as they have possession and the ball remains within the circle during the eight or ten seconds.

### **Tournament Director**

The Tournament Director has discretionary power for making decisions on matters that are not specifically covered by the rules. The decisions of the Tournament Director are final.

The Bay State Games are not responsible for a team's failure to arrive at the tournament. If a team fails to arrive for the tournament, there will be no refund of the team's tournament fee.

The Bay State Games 6v6 Field Hockey event is a one-day tournament for with collegiate, open & scholastic teams. Teams play round robin within their pool for a minimum of three games. At the completion of round robin play, the top 4 teams in each division will advance to the Finals - Medal Games.