

## TIE BREAKING PROCEDURE FOR ALL TOURNAMENT GAMES 2011

**ALL OVERTIME PLAY:** All game rules, including substitutions, shall apply except as specified below  
A team may use unused time-outs during the overtime period.

At the end of regulation play, there shall be a five (5) minute intermission. The officials shall meet with the team captains for a coin toss. The HIGHER ranked team shall call the coin in the air. **In subsequent tie-breaking procedures requiring a coin toss, the call of the toss shall be alternated between teams.** The winner of the coin toss shall choose whether or not to take possession of the ball. **Direction of play remains the same as the second half for the first overtime period. Possession and direction will alternate on subsequent overtime periods.**

- a) A 10-minute “sudden victory” overtime period shall be played with 7 v 7.
  - Each coach shall select six (6) field players and a goalkeeper.
  - On penalty corners four defenders including the goalkeeper may be behind the end-line.
  - Substitutions will be allowed.
- b) If a tie still exists, there will be a two-minute rest and a second ten-minute “sudden victory” overtime period.
- c) If a tie still exists, there will be a two-minute rest and a third ten-minute “sudden victory” overtime period.
- d) If a tie still exists, there will be a 5-minute rest and a penalty strokes series of five shall take place. There will be a coin toss called by the lower-ranked team. The winner will choose to stroke or to defend first. Each coach will select five strikers and a goalkeeper from the roster. The players must stroke in the order listed. Coaches have the option to substitute strikers and goalkeeper and/or change the order of the strikers after each set of five.
- e) If a tie still exists after the first set of penalty stroke series, there shall be two-minute rest and a penalty strokes sudden victory shall take place. The team that strokes first in the first set of strokes will defend first in the second set. The first team scoring after an equal number of strokes wins.

### REGULATION

**Two 30-minutes halves – 11 v 11**

Halftime Intermission no more than 10 minutes

### OVERTIME SEQUENCE

Five (5) Minute Intermission: Captains shall meet with officials for the coin toss with the higher ranked team calling the toss, the winner of the toss will choose whether or not to take possession of the ball. Thereafter, possession and direction will alternate in each 10-minute 7 v 7 series of overtimes.

1. **Overtime: 10 minute 7 v 7 “Sudden Victory”**  
2-minute Intermission
2. **Overtime: 10 minute 7 v 7 “Sudden Victory”**  
2-minute Intermission
3. **Overtime: 10 minute 7 v 7 “Sudden Victory”**  
5-minute Intermission. Coin toss, lower ranked team calling toss. Winner of coin toss chooses to stroke or defend.
4. **Penalty Strokes 5 v 5 – Series of Five**  
2-minute Intermission. Team defending first in the first set shall stroke first in the second series.
5. **Penalty Strokes 1 v 1 – “Sudden Victory”**

1. For a game ending with an overtime period, the score is the total of all goals scored in regulation and overtime.
2. For a game ending with penalty strokes, the winning team’s score is the total of goals scored prior to the strokes plus one (1). The losing team’s score is the total of goals scored prior to penalty strokes.

Full games are required in tournament play. Interrupted games will be postponed and play resumed at the point of interruption. Games interrupted during the second half may be decided “complete” by mutual agreement of both coaches.

### For Tied Games During Tournament Finals

There will be a 10-minute “sudden victory” period played with 7 v 7 followed, if needed, by a second 10-minute “sudden victory” 7 v 7 period. If a tie still exists, co-champions will be declared.

- \* If co-champions occur, at the conclusion of the contest, the winner of a coin-toss (called by higher ranked team) will receive the team gold plaque and the other co-champion will receive the individual gold medals. CIAC will be notified of the co-champions and each team will be sent the additional gold team plaque and the individual engraved gold medals.

## **TIE BREAKING PROCEDURE FOR REGULAR SEASON GAMES SUDDEN VICTORY 7 V 7; 10 MINUTE OVERTIME PERIOD**

**OVERTIME PLAY:** All game rules, including substitutions, shall apply except as specified below. The overtime is considered over when a goal is scored or the time has expired.

At the end of regulation play, there shall be a five (5) minute intermission. Players may confer with their coaches and substitutions may be made. The officials shall meet with the team captains for a coin toss. The Home Team shall call the coin in the air. The winner of the coin toss shall choose whether or not to take possession of the ball. **Direction of play remains the same as the second half.**

A 10-minute "sudden victory" overtime period shall be played with 7v 7.

- Each coach shall select six (6) field players and a goalkeeper.
- On penalty corners three defenders and the goalkeeper may be behind the end-line.
- Substitutions will be allowed.
- A team may use unused time-outs during the overtime period.

A player receiving a red-card (disqualification) in regulation play may not play in the overtime period. A team playing short in regulation play because of a disqualified player shall play short in the "reduced player" overtime period.

If a player receives a red-card during overtime that player shall be disqualified and may not play for the remainder of the game and the team shall play short until the game is completed.

A player serving a five-minute suspension (yellow card) at the end of the regulation game must serve the remainder of the five-minutes of playing time suspension during the overtime and the team shall play short until the suspension time has expired.

A player receiving a yellow card during the overtime may not be replaced or re-enter until her suspension period has expired.

Note: If the varsity game goes into over-time the subsequent JV game will not extend past 50 minutes. If the JV game is played prior to a varsity game (i.e. night games) the JV game shall be 60 minutes or as determined by mutual agreement by the coaches. Leagues who have established JV game times as 50 minutes shall have no additional shortening of the JV games.

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### **GAMES INTERRUPTED**

Interrupted Games shall be resumed at the point of interruption if play is stopped prior to the completion of the first half. If play is stopped after completion of the first half, the game is considered a completed game.