Field Hockey Tie Breaker Procedure

10 minute 7-A-Side Sudden Victory (6 field players plus a goalkeeper)
5 minute Intermission after Regulation - Flip Coin for Pass back - Teams Keep Same Ends
Any 7 players may play - Unlimited SUBSTITUTION DURING THIS OVERTIME PERIOD
3 defenders plus the goalkeeper may be back on corners during 7-A-Side.

A time-out is only allowed if the team has one left from regulation play.

1st set Penalty Strokes (not Sudden Victory)
5 minute intermission after 7-A-Side - Flip Coin for who will defend/stroke first.
The 5 strokers can come from any player on your roster.
Coaches must turn in the order of their strokers and strokers must stroke in order. The teams
will alternately stroke and defend. Strokes shall be terminated if one team has a goal
advantage that cannot be overcome by the opposing team.
Strokes will be administered per procedures found in the NFHS Rule book Section 11.

2nd Set Penalty Strokes (not Sudden Victory)
5 minute intermission. The team that defended in the first set shall stroke first in this set. The
strokers and/or order of the strokers may be changed for the second set and can come from
any player on the roster.

3rd Set of Penalty Strokes (Sudden Victory)
5 minute intermission. The team that defended first in the first set of strokes will defend first.
The strokers and/or order of the strokers may be changed for the second set and can come
from any player on your roster. Each team gets an equal number of strokes until someone
wins. If no one wins after 5 strokers for each team, you repeat this until one team wins.

*The officials will choose the goal that will be used for the strokes.
  *Freshman and JV games will end in a tie.
  *All varsity games will go into overtime.
  *If the game is called for weather and the game is tied, the varsity game will continue if it
can be rescheduled.