

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.

1st set Penalty Strokes (not Sudden Victory)

5 minute intermission after 7-A-Side - Flip Coin for who will defend/stroke first.

The 5 stokers can come from any player on your roster.

Coaches must turn in the order of their stokers and stokers 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 stokers and/or order of the stokers 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 stokers and/or order of the stokers 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 strokes 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.