

MPSSAA
FIELD HOCKEY TIE-BREAKING PROCEDURES
~ FOR REGULAR SEASON~

***A copy of the current State Bulletin shall be available on site. ***

- After regulation play, take a 5-minute break. Play up to two 10-minute 7v7 “sudden victory” periods.
- Perform coin toss with team captains. Winner of coin toss (visitors make call) chooses whether or not to take possession of the ball first. Teams do not change goals after the end of regulation for first 7v7.
- Substitutions are permitted.
- Three defenders plus goalie back on penalty corners.
- Teams shall start with 7 players unless someone was sitting out during regulation due to a card. That team will play short until the time on the suspension (GC/YC) is served. If a player was red-carded, that player is ineligible for overtime and the team shall play short for the rest of the game.
- If still tied after first overtime, play another 10-minute 7v7 “sudden victory” period. Take 5-minute break, change goals, and other team starts with the ball. GC/YC suspensions carry into the second overtime.
- If still tied after second 7v7, one set of five 1v1’s with follow-up shots will be taken alternately by each team. GC/YC players are not eligible for the 1v1’s if time on the card is not served.
- Umpires select the goal at which the 1v1’s will be administered. One official keeps the 10-second clock and the other official umpires the 1v1’s. Both teams stand behind the 50-yard line to the side away from the front of the goal - home team toward the scorer’s table – visiting team across the field.
- Players involved in 1v1 stand behind the 25-yard line on sideline near benches. Coaches of both teams must be at scorers table behind the 50-yard line or, visiting team coaches can stay across the field with their team.
- **NO coaching is permitted during the 1v1.**

- Goalkeeper stays behind the end line on the table side of the field, 16 yards from the side of the goal outside circle.
- Each coach presents a list of 5 players in shooting order to the official. A coin toss will determine which team shall shoot first. A player shooting out of order is considered “no goal” and correct player order resumes with the team’s next turn.
- Attacker begins on 25-yd. line and will have 10 seconds against opposing goalie (who begins on the goal line) to move the ball into the circle, take a shot and any follow-up shots as time permits.
- Procedure ends when: there is a foul or violation by the attacker, 10 seconds has elapsed, a goal is scored, or the ball goes over the end line or sideline. An unintentional foul by the goalie shall result in the 1v1 being retaken. For an intentional foul by the goalie, a penalty stroke is awarded (Any eligible player on the roster may take the penalty stroke. Players currently serving GC/YC/RC penalties not eligible.).
- If the score is still tied at the end of one set of 1v1’s, the game shall remain a tie.

~ FOR REGION & STATE TOURNAMENT CONTESTS ONLY ~

- Methods of tie-breaking will be the same as for the regular season, however if a tie still stands after the first set of 1v1’s with follow-up shots has been completed then “sudden victory” 1v1’s with follow-up shots will be taken on an alternating basis.
- Coaches shall present a list of any five eligible players from the roster to the official for the “sudden victory” 1v1’s. Players and/or the order of players may be changed.
- The team not having the ball first in the previous set shall start the second set of “sudden victory” 1v1’s.
- Continue with “sudden victory” 1v1’s with follow-up shots on an alternating basis until one team is ahead after an equal number of 1v1’s has been taken and the tie is broken.