

## **MPSSAA Overtime Procedures 2025**

### **Regulation Game**

The following overtime procedure will be used when a game is tied at the end of regulation play.

#### **10-minute Sudden Victory**

Ties will be broken by playing up to two 10-minute Sudden Victory periods of 6 players and a goalkeeper, unless a team was playing short in regulation due to a card, then they shall play short in the overtime until the card time is served.

Teams assessed a red card in regulation must play short in overtime. All game rules apply.

There will be a five-minute break between the end of regulation and the first overtime period.

Coin Toss will be called by the visiting team captain to decide ball possession, direction is not changed in the first overtime period.

If a second 10-minute sudden victory overtime is to be played. There will be a two-minute break between overtime periods. Teams will switch ends and the team who did not get the ball in the first overtime will start with the ball in the second overtime.

#### **If still tied after the 2nd overtime period. Teams will go to a 1v1 (Shoot Out) .**

Coaches will present a list of 5 eligible players in shooting order and one goalkeeper, players still serving time on a green or yellow card are ineligible for 1v1's.

A coin toss will be called by the visiting team captain to select to shoot or defend first.

Umpires will select the goal to be used. If there is a working scoreboard with an audible horn, it should be used to time the 10 seconds.

If no scoreboard is available with an audible horn, the trail official should time the 10 seconds. Lead starts time, trail times the 10 seconds and whistles to end the 1v1.

A player shooting out of order is considered "no goal" and the correct player order resumes with the team's next shooter.

Shooters and one coach are at the 35 yd line. Goalkeepers will stand over the baseline outside the circle.

The remainder of the teams are at the 50 yd line.

#### **Taking the 1v1**

- a) The goalkeeper starts on or behind the goal line between the posts.
- b) The ball is placed on the nearest 25 yd line opposite the center of the goal.
- c) The attacker stands outside the 25 yd line near the ball
- d) The umpire blows the whistle to start play. The attacker and the goalkeeper may then move in any direction.

**The 1v1 is completed when:**

- a) 10 seconds have elapsed.
- b) The attacker scores a goal.
- c) The attacker commits an offense.
- d) The goalkeeper commits an unintentional offense, the 1v1 is re-taken.
- e) The goalkeeper commits an intentional offense; a Penalty Stroke is awarded. (Any eligible player on the roster may take the stroke, the stroke must be taken before the next 1v1.)
- f) The ball goes over the backline or side-line. The goalkeeper may intentionally play the ball over the backline during 1v1.

A player may be suspended by a yellow or red card but not a green card during 1v1's.

If a goalkeeper is suspended, they may not take further part in the shoot-out but can be replaced by another goalkeeper, reasonable time is allowed if needed to put on protective equipment.

If an attacker is suspended during the shoot-out, there is no replacement allowed. Any further shoot-out the player was entitled to take counts as no goal.

If during a 1v1: - A defending GK or player is incapacitated, they may be replaced by another eligible player from the roster - An attacker is incapacitated, that attack player may be replaced by another eligible player on the roster - Any replaced player (defender or attacker) takes no further part in the 1v1.

If still tied after a set of 1v1's, the game shall remain a tie.

**Regional and State Games**

If after the first set of 1v1's there is not a winner. A second set of sudden victory 1v1's will be played. The sudden victory 1v1's will be played until one team is ahead after an equal number of 1v1's has been taken.

Coaches present a list of five eligible players for the sudden victory 1v1. Players and or order of players may be changed.

The team not having the ball first in the previous set of 1v1's shall start the sudden victory 1v1's.

