FIELD HOCKEY

PRE-GAME, OVERTIME AND PENALTY CARD PROCEDURES

A. Game Administration

1. Game officials must be attired per the PIAA Uniform requirements. Both officials are required to wear a watch suitable for timing the game.

2. 15 minutes prior to the start of the game, officials must examine the field markings and conditions, the goal cages, boards, nets and posts; proper placement of Team benches, scorer’s table and penalty chairs for suspended players.

3. 10 minutes prior to game confer with timers and scorers making certain game clocks are in proper working order; reviewing timers and scorers duties and responsibilities and review official’s signals with the timer.
   a. When a visible scoreboard is available, it shall be the official clock and shall remain on until the clock runs down to zero.
   b. There should be an audible device, game clock, stopwatch and visiting Team game clock at the scorer’s table.

4. 5 minutes prior to game, meet with captains and coaches:
   a. Introductions and read PIAA Sportsmanship Message and verify with Head Coach that Teams are legally equipped and uniformed according to NFHS rules and PIAA modifications.
   b. Coin toss called by visitor for choice of goal or possession of the ball in the first half.
   c. Ask coaches to decide on halftime. (Up to 10 minutes)
   d. Ask if there are any questions for the officials.

5. Make the final decision on which NFHS game ball is to be used.

6. The official nearest to the official’s table shall restart the game following all goals.

B. Officials’ Pre-Game Meeting

1. Good team work and cooperation between officials is essential. Prior to the contest officials must discuss how they are going to work together to assist each other. Eye contact and signals must be practiced and maintained.

2. Review this season’s rule changes and PIAA Modifications-5 goal Mercy Rule, OT Procedure for Varsity Level games.

3. Double whistle (make eye contact before giving the signal).

4. The lead official should be aware of the trail official and any help offered. Trail can help with use of arm signals or communication devices.

5. Officials should take responsibility and be prepared to assist when partner is straight-lined or blocked out.

6. Trail official - trust your partner and look off the ball.

7. Discuss aerial balls, pop-ups and dangerous use of sticks.

8. Discuss body contact and persistent fouling and break-down fouls.

C. Overtime Procedure (Reduced Player [RP]) for Regular Season Contests

1. Prior to the start of overtime, there shall be a 5 minute intermission.

2. The home Team captain calls the coin toss and the winner chooses choice of goal or to take possession of the ball.

3. Teams are limited to 6 field players and a goalkeeper. The reduced player participation is referred to as “RP” overtime.

4. If a player/coach was disqualified (red card) during the regulation game, that Team must play short throughout the RP overtime. If a player was suspended with a green card during the regulation game, the Team will play short until the suspension time is completed. If a player/coach was suspended with a yellow card during the regulation game, the Team shall play short until the suspension time is completed.

5. Only four defenders will be allowed behind the end line on a penalty corner.

6. The RP overtime will be 15 minutes “sudden victory” [SV].

7. There will be no Team time-outs, even if a Team has unused time outs from the regulation game.
8. There will be unlimited substitution.
9. A player who received a red card in regulation play may not play in the RP overtime.
10. If a player receives a red card in overtime, the Team will play short.
11. If a player receives a green or yellow card in overtime, the Team will play short until the 2/5/10 minutes expire.
12. If a coach receives a yellow card in the overtime, the Team will play short until the 5 minute suspension expires.
13. If a coach receives a red card during the overtime, the Team will play short throughout the RP overtime.
14. Regular season games tied after 15 minute RP overtime stand as tied.
15. Regular season tournaments tied after 15 minute, RP overtime may proceed to Penalty Strokes (see #4 thru #11 below).

D. Overtime Procedure (Reduced Player [RP]) for District and Inter-District Championship Contests
1. For the PIAA District and Inter-District Field Hockey Championships, there shall be two, 15 minute, RPSV overtime periods. Teams will change ends before the second 15 minute RP overtime, if needed. If the match is still tied after the second 15 minute, RPSV overtime penalty strokes will be administered.
2. There will be a 5 minute intermission between the game and the first overtime, and between the first and second overtime.
3. Penalty strokes will be taken if a tie still exists after the second, 15 minute, RPSV overtime period.
4. For penalty strokes, each Coach shall present a list of 5 strokers and the player must stroke in the order listed (1 thru 5).
5. The stroker must have played in the game (regulation or overtime).
6. Officials choose the goal that will be used during the Penalty Strokes.
7. The visiting captain calls the coin toss for the penalty strokes and chooses whether to defend or stroke.
8. If a tie still exists after the first set of penalty strokes, a second set will be taken. The Team not stroking first in the first set of penalty strokes shall start the second set.
9. If no decision is reached after the second set of penalty strokes, a “sudden victory” shall be in effect. The Team stroking first in the first set of strokes shall begin the “sudden victory”.
10. The Team may substitute and change the stroking order during all intermissions.
11. If a green or yellow card is received in the second, 15 minute overtime period, that player may not participate in the penalty strokes if they have not completed serving the appropriate period of suspension.

For the PIAA Field Hockey Championships (Finals) there shall be two 15 minute, RPSV overtime periods. Teams will change ends before the second 15 minute overtime, if necessary. If the match is still tied after the second 15 minute RPSV overtime, Team will proceed to penalty strokes and will follow item #4 through #11 above.

** PENALTY CARD PROCEDURES **

<table>
<thead>
<tr>
<th>PLAYER</th>
<th>COACH</th>
<th>SPECTATOR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Green – 2 min suspension; player removed; play short. Restart: Official decision or bully.</td>
<td>First Offense: Green –Officials decision or bully.</td>
<td>Stop game and notify game manager to resolve situation.</td>
</tr>
<tr>
<td>Yellow – 5/10 min. suspension; player removed; play short; Restart: Official decision or bully.</td>
<td>Second Offense: Yellow – 5 min suspension; player removed; play short. Restart: Official decision or bully.</td>
<td>Request game manager to remove spectator.</td>
</tr>
<tr>
<td>Red - Disqualified; Player removed; play short. Restart: Official decision or bully.</td>
<td>Third Offense: Red - Disqualified; player removed; play short. Restart: Official decision or bully.</td>
<td>Suspend game.</td>
</tr>
<tr>
<td>FLAGRANT FOUl</td>
<td>Red – Disqualified; play short. Restart: Center pass or free hit.</td>
<td>Red – Disqualified; play short; penalty stroke. Restart: Center pass or free hit.</td>
</tr>
</tbody>
</table>

*Official Decision-Point of Interruption*