Pre-Game:
1. 30 minutes before game time - arrive at site/meet with partner/s.
2. 20 minutes before game time - inspect field.
3. 15 minutes before game time - talk with timer & scorer.
4. 10 minutes before game time - meet with captains & head coaches.
5. 5 minutes before game time - check sticks, uniforms & equipment.

Overtime/Tie-Breaking Procedure:
(for High School Varsity Only)

Regular Season: (Rule 4)
- PIAA highlighted adoption varies from NFHS rule book
- When the score is tied at the end of regular play, both teams will have a five (5) minute rest period and visiting team will call the coin toss for choice of ends (alternating possession will continue from regulation.)
- The winner will then be decided in “sudden victory” stop-clock overtime period of no more than six (6) minutes in length, with the teams changing ends after three (3) minutes (with no delay for coaching or substitution). The game will be restarted by a center draw. The team scoring the first goal wins.
- If the six (6) minute overtime period expires without either team scoring a goal, the game remains a tie.

Post Season Play:
- Play will continue with “sudden victory” stop-clock overtime periods of six (6) minutes in length (changing ends after three (3) minutes with no delay for coaching or substitution) until a winning goal is scored.
- There will be a three (3) minute rest period between each six (6) minute playing period.

Carding Procedure: (Noted within Rule 12)
1. Time out must be called.
2. Cards are a warning to ALL players.
3. The player receiving the card will sit or kneel in the penalty area for the duration of the penalty.
4. The penalty time for a yellow card is 2 minutes; the penalty time for a red card is 4 minutes.

Delay Of Game: (Noted within Rule 9)
1st Offense – Minor, Green card to team, change of possession if applicable.
2nd Offense – Major, Green/Yellow card to offender, carded player must leave game for 2 minutes – No substitute during suspension period.
3rd and Subsequent Offense - Major, Penalized as Misconduct.
Full Yellow and included in card count.
- 1st and 2nd delay cards not included in team card counts.
**Misconduct & Suspension: (Rule 12)**

1. When a player is carded out of the game, no one directed to move 4m behind the opponent receiving the free position.
2. The team with the suspension will play short-handed in both its offensive & defensive ends for the entire suspension period.

**Player Misconduct: (Rule 12)**

**1st, 2nd & 3rd Offenses** - yellow or red card to offender – major foul – player must leave field for 2 minutes (yellow) or 4 minutes (red) of elapsed playing time. No substitute until 2 or 4 minutes of playing time has elapsed.

**4th or Subsequent Offenses** - yellow or red card to offender- major foul - player must leave field for 2 minutes (yellow) or 4 minutes (red) - team must play short for rest of game & overtime. (Example - 4th card - team is down to 11 players, 5th card - team is down to 10 players, etc.).

**NOTE:** Any player receiving 2 yellow cards or one red card is not permitted back in the game.

**Coach Misconduct: (Rule 12)**

The head coach is responsible for the actions of the bench personnel.

**1st Offense** - yellow card - major foul - coach must designate a player to serve the 2 minute suspension.

**2nd Offense** - yellow or red card - major foul – coach must leave the field, including the spectator area - interim coach must designate a player to serve the 2 minute (yellow) or 4 minute (red) suspension.

**Note:**
1. If there is no interim coach available, the team shall forfeit the game.
2. All cards to the coach shall count toward the team's cumulative total.

**Red Carded Player or Coach: (Rule 12)**

Any player or coach red carded MUST be reported within 24 hours to the PIAA using the Disqualification Form found on line at www.piaa.org.

Umpires - make sure you get the name of the person ejected.

**Suspended/Interrupted Games: (Rule 4)**

Officials will make every effort to include game admin in pre-game discussions concerning any potential weather concerns and protocols including where players will go for safety, etc.

1. Once play begins officials have the authority to interrupt or delay the game due to dangerous weather or field conditions.
2. The official’s decision is final.
3. Games are considered legal and complete if 80% of playing time has elapsed
4. A suspended game may be terminated and considered complete by mutual agreement of the opposing coaches.
5. An interrupted game continued same day will restart from point of interruption
6. A suspended game may be considered complete by mutual agreement of coaches. The game score will stand as the score at the time of termination.

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