

NEW JERSEY STATE INTERSCHOLASTIC ATHLETIC ASSOCIATION
1161 Route 130, P.O. Box 487 Robbinsville, NJ 08691

2016 NJSIAA/INVESTORS SAVINGS FIELD HOCKEY TOURNAMENT

COACHES MUST HAVE A COPY OF THESE INSTRUCTIONS AVAILABLE AT EACH GAME

Revised 10/20/16

TO THE ATHLETIC DIRECTOR - ATTENTION FIELD HOCKEY COACH

To Qualify: Teams must be competing on a varsity interscholastic basis and:

1. Teams with at least a **50% WINNING RECORD**, in their first thirteen (13) games up to and including Tuesday, October 18, 2016, will qualify automatically. Whenever ties are broken, the win or loss must be reported to njschoolsports.com. In League, Conference or County Tournament games that require a team to advance, it shall be recorded as a tied game if the score remains tied after the completion of the overtime periods. All Varsity games one overtime period. (See Rule Mods)
2. Teams may be seeded into the tournament having less than a .500% record as determined by the seeding committee. Teams not wishing to enter the field hockey tournament must notify NJSIAA by utilizing the *ONLINE TOURNAMENT REFUSAL DESIGNATION BY OCTOBER 18, 2016*.
3. In order to qualify, all varsity game scores, rosters and complete varsity schedule must be reported to www.njschoolsports.com. Your team records and power ranking will be drawn from this website after the cutoff date.
4. Seventy percent (70%) of games played before the cutoff date (Oct. 18) must be against New Jersey Schools.
5. Any player with two (2) or more disqualifications in the current season prior to the start of the NJSIAA Tournament, will be unable to compete in said tournament.
6. Any varsity team accumulating three (3) or more player or coach disqualifications for flagrant unsportsmanlike conduct prior to the start of the NJSIAA tournament will not be permitted to participate in same. Seeded teams will forfeit their right to compete if a disqualification limit is reached prior to the start of the tournament for the team.

Seeding Procedure

The Power Ranking system will be the sum total of the first thirteen (13) games played up to and including the cut-off day (Oct. 18).

- The qualifying schools in each group and each section for the public schools and in each group and section for the non-public schools will be seeded according to the power rankings based on the calculations of the power point system.
- Power Point Calculation Procedure:
 1. **Quality Points** - Each school will receive the following "Quality Points" for a win or tie from the first thirteen games: Win=6 points; Tie=3 points; Lose =0 points

2. **Group Points** - Each school will receive "Group Points" from a team they defeated or tied from the first thirteen games:

Group IV = 4 points

Group III = 3 points

Group II = 2 points

Group I = 1 points

3. **Residual Points** - Each team will receive residual points from one of the categories below based on the result of the game.

- Each school will receive "Residual Points" from a team they defeated. For each win or tie your opponent has from the first thirteen games, you will receive the following (see examples 1 & 2):

Win = 3 points; Tie = 1.5 points; Lose = 0 points

- Each school will receive "Residual Points" from a team they tied. For each win or tie your opponent has from the first thirteen games, you will receive the following (see examples 3 & 4):

Win=1.5 points; Tie=.75 points; (See **Note**); Lose=0 points

Note: No points will be rewarded when calculating "Residual Points" when your game is the opponent's only tie, since you already have been awarded points for that tie.

- Each school will receive "Residual Points" from a team they lost to. For each win your opponent has that defeated you (not including your game) from the first thirteen games, you will receive the following (see example 5):

Win = 1 point; Tie = 0 points; Lose = 0 points

Example 1 (win)

Team A defeated Team B (Group IV)

Team A record 11-2

Team B record 12-1

Team A would earn a total of 46 points for the Team B win. (6 points for the win, 4 group points, 36 residual points)

Example 2 (win)

Team A defeated Team B (Group IV)

Team A record 11-2

Team B record 11-1-1

Team A would earn a total of 44.5 points for the Team B win. (6 points for the win, 4 group points, 34.5 residual points)

Example 3 (tie)

Team A ties Team B (Group IV)

Team A record 11-1-1

Team B record 10-2-1

Team A would earn a total of 23.5 points for the Team B tie. (3 points for the tie, 4 group points, 16.5 residual points)

Example 4 (tie)

Team A ties Team B (Group IV)

Team A record 11-1-1

Team B record 10-1-2

Team A would earn a total of 22.25 points for the Team B tie. (3 points for the tie, 4 group points, 15.25 residual points)

Example 5 (loss)

Non-Public (III) Team A defeated Public Team B

Team B record 11-2

Team A record 12-1

Team B would earn a total of 11 points from the Team A defeat. (11 residual points)

The Goal differential total will be used to break power point ties. (No more than 5 plus or minus goal differential points will be awarded per game.) The team with the higher total goal differential will receive the higher seed in the event of a power point tie.

SPECIFIC SPORTS REGULATIONS (found in the *New Jersey State Interscholastic Athletic Association Handbook 2016-2017 Constitution, Bylaws, and Rules & Regulations Rule 7. Field Hockey*)

Section 1. Rules The National Federation Field Hockey Rules shall govern all NJSIAA games.

Section 2. Start of Practice. – August 15, 2016

Section 3. Start of Regular Schedule. September 8, 2016

Section 4. End of Season. As provided for in Rule 2, Section 10.

Section 5. Transfers on or after half of the season, October 15, 2016 not eligible for post season play. (Per Article IV, Section 4.K(2).d.)

Section 6. Scrimmages. Interschool scrimmages are limited to three (3) per week until the first starting date; thereafter, including the week of the first starting date, scrimmage will be subject to the provisions of Rule 7, Section 6.

Section 7. Games per Week. Not more than a total of three (3) field hockey games may be played per week beginning with the week of the start of the regular season (this includes scrimmages, regular games, postponed games, and tournament games), but games may not be played on three (3) consecutive days. This section does not apply to State Tournament scheduling. Any tournament game, exclusive of NJSIAA Tournament play, scheduled for a Saturday, cancelled and rescheduled for Sunday, shall count as one of the three games in the week in which it was originally scheduled. If three games are previously scheduled for the coming week, the Tournament game will be permitted as a fourth game. **You may play one four-game week.**

NEW for 2016: Section 8. Maximum Games. A member school has the option of playing one of the following maximum game schedules.

Option 1- Sixteen (16) games (including scrimmages as provided for in Rule 2, Section 7, Article 2), plus two (2) tournaments, plus the State Tournament.

Option 2- Eighteen (18) games (including scrimmages as provided for in Rule 2, Section 7, Article 2), plus one tournament, plus the State Tournament.

Option 3- Twenty (20) games (including scrimmages as provided for in Rule 2, Section 7, Article 2), plus the State Tournament.

A tournament shall be of the single elimination type not to exceed thirty-two (32) teams, limited to a maximum of five (5) games.

Section 9. Halves per Day. A field hockey player shall play in no more than three (3) halves during the same calendar day. This would include freshman, sophomore, junior varsity and varsity competition. NOTE: Overtime periods are a continuation of the second half.

Please note - A student athlete who transfers after October 15, 2016 regardless of whether the transfer was the result of a bona fide change of residence, shall be ineligible to participate in any post season championship competition at the new school.

TEAM ENTRY

Public and Non Public teams will compete in separate brackets according to Field Hockey Classification.

Entries:

Records must be submitted to www.njschoolsports.com for all games played up to and including Tuesday, October 18, 2016.

ENTRY GUIDELINES

1. Enter schedule at the beginning of the season, and results after each game on www.njschoolsports.com
2. Check results www.njschoolsports.com on Tuesday, October 18th to insure accuracy. Be sure to update your Rosters for the NJSIAA programs (online)!

REGARDLESS OF THE REASON, GAMES NOT COMPLETED OR ENTERED BY
TUESDAY, OCTOBER 18TH WILL NOT COUNT

3. Entry Fee: A check for eighty dollars (\$80.00) made payable to the NJSIAA. PLEASE identify your school and field hockey tournament on check or attachment by October 20, 2016.

FIELD HOCKEY TOURNAMENT
NJSIAA
1161 ROUTE 130 NORTH
ROBBINSVILLE, NJ 08691

4. PLEASE NOTE: **Official's Form (Page 11)** must be scanned to kcole@njsiaa.org, faxed to (609) 259-3049 or mailed to Janet Schillig, Tournament Director by October 15, 2016. Forms may be mailed to: Mrs. Janet Schillig, 18 Essex Court, Marlton, NJ 08053.

DATES

- Tournament dates are October 24 to November 18, 2016.
- Seeding will determine deadlines for tournament progression, and dates will be noted on the brackets.
- Brackets will be posted at www.nj.com with a link on the NJSIAA web site: www.njsiaa.org. Please check on October 20th to determine if your school is scheduled to play on October 24/25, 2016. Schools will not be called.
- All games must be played on the date indicated for that round on the pairings form.
- Schools entering the tournament will not be granted a change of date due to any conflicts with school trips, dances, proms, banquets, graduation, testing programs and the like.

PRELIMINARIES

Dates are staggered because of the unavailability of officials and will be moved ahead if necessary.

PUBLIC DATES

1 st Round	October 24	(Rain Date - October 25)	Groups 1 & 2	
1 st Round	October 25	(Rain Date - October 26)	Groups 3 & 4	
2 nd Round	October 27	(Rain Date -October 28)	Group 1	
2 nd Round	October 28	(Rain Date -October 29)	Group 2	
2 nd Round	October 29	(Rain Date -October 30)	Group 3	
2 nd Round	October 31	(Rain Date -November 1)	Group 4	
3 rd Round	November 1	(Rain Date -November 2)	Groups 1 & 2	Rain date change
3 rd Round	November 2	(Rain Date -November 3)	Groups 3 & 4	Rain date change

SECTIONAL FINALS

Thursday, November 3	(Rain Date – November 4)	Groups 1 & 2	Rain date change
Friday, November 4	(Rain Date - November 5)	Groups 3 & 4	Rain date change

STATE SEMIFINALS:

Wednesday, November 9 (Rain Date - November 10) All Groups: North II/South Home Uniforms

NON PUBLIC DATES:

Change to "By or On"-see below

1 st Round:	By Saturday, October 29
2 nd Round:	On Wednesday, November 2
3 rd Round:	By Saturday, November 5
Sectional Final:	On Tuesday, November 8 (NP Sectional Final must be on a TURF Field!)
Group Final:	Saturday, November 12

GROUP FINALS – Public & Non-Public

Date: Saturday, November 12 (All games will be played, Rain or Shine)
Site: TBA, Bordentown High School
Re: TURF FIELD – REGULAR Footwear MAY BE WORN

Game Times:

- Group IV 10:00 am North I & II teams wear Away (Dark) Uniforms
- Group I Noon Central/South teams wear Home (White) Uniforms
- NP 2:00 pm Non-Public South will wear Home (White) Uniforms
- Group II 4:00 pm
- Group III 6:00 pm

TOURNAMENT OF CHAMPIONS:

- **PLAY IN -Monday, November 14th TBA: WWP North HS at 5:00 pm.**
- **SEMIFINALS - Wednesday, November 16th TBA at 5:00 & 7:00**
West Windsor Plainsboro North High School or Kean University
- **TOURNAMENT OF CHAMPIONS FINAL – November 18.**
Site: TBA Kean University (The game will be played Rain or Shine)
Higher seed wears Home (White)
Game Time: Championship –6:30 pm
Lower Seed wears Away (Dark)

SITES

Any field deemed unplayable for tournament play-schools must notify NJSIAA by 10/15/16. (Field Hockey Tournament Committee will make the final determination **SITES FOR ALL GAMES INCLUDING SECTIONAL FINALS WILL BE THE HOME FIELD OF THE HIGHER SEEDED TEAM AS DETERMINED BY THE PAIRINGS COMMITTEE.** When conditions prevent a game from being played at the site of the higher seeded team, the higher-seeded team will select an alternate site. The site may be natural grass or turf. NP Sectional Final-Turf Field

State Semifinals will be played at predetermined designated sites. The Group Finals and the Tournament of Champions will be played as indicated above.

UP TO BUT NOT INCLUDING THE GROUP FINALS WHENEVER A GAME IS PLAYED AT A PREDETERMINED SITE FOR WHICH THERE ARE GROUNDS KEEPING OR RENTAL CHARGES THE SCHOOLS SHALL SHARE THE COST OF SAME. THE ASSIGNOR WILL INFORM SCHOOLS OF THE AMOUNTS AND TO WHOM THE CHECK MUST BE FORWARDED.

NEW 2016: When 2 or more games are played consecutively on the same field, the pregame warm up clock will be set by the tournament committee to indicate a minimum of twenty (20) minutes of on field warm up time. Teams playing the previous game will be given 5 minutes to clear the bench area following the end of postgame activities.

Responsibility for postponing a game shall rest with the person in charge of playing site, and that person must notify both schools and the Assignor at least three (3) hours prior to game time.

Each competing school must assign an administrator or designee to each site.

OFFICIALS

Schools may **NOT** contact officials directly for assignment to State Tournament games. All assignments through the State Semi Finals must be made by contacting one of the following assignors:

North I & North II, North NP Assignor: Linda Alimi, lindaalimi@aol.com, (973) 227-3960;

Central & South, South NP Assignor: Maureen Dzwil, modzwill@hotmail.com (609) 472-9103.

Officials for the State Finals will be assigned by the Tournament Director and paid by the NJSIAA.

When the home field of one of the teams is used, the school on whose field the game is played shall pay both game officials, and the visiting school shall pay their own transportation costs. When a designated field is used, each school will pay for one game official.

Schools should not ask to have individual officials assigned to their games. Officials will be assigned based upon the location of the game, and the availability of officials.

Recommended fee per official:

- Preliminaries \$80.00
- Sectional Finals \$85.00
- Groups & State Semifinals \$90.00
- Tournament of Champions \$100.00

SCORER-TIMER:

Each school must provide a scorer-timer for all preliminary games; however, by mutual agreement schools may request an official scorer-timer from the assignor, and share the cost. The home team shall also request a registered Field Hockey official be assigned as the alternate official (scorer-timer) for the Sectional Final, with both schools sharing the cost. For all Semifinal games, and the schools will share the sixty-five dollar (\$65.00) fee. The alternate official shall be dressed in official attire, ready to assume the duty as a game official. If this becomes necessary, a full official's fee will be paid. The official clock shall be that of the home team, unless provided by the assigned official timer.

RULES

The 2016/2017 National Federation Field Hockey Rules with NJSIAA modifications will govern all tournament games.

NOTE: The Tie-Breaker will be the procedure adopted for tournament play, up to but not including the Tournament of Champions Final.

IN THE T of C FINAL ONLY, IF THE REGULATION GAME ENDS IN A TIE, ONE TEN (10) MINUTE "SUDDEN VICTORY" OVERTIME WILL BE PLAYED. IF A TIE STILL EXISTS, AN ADDITIONAL TEN (10) MINUTE "SUDDEN VICTORY" OVERTIME WILL BE PLAYED. IF A TIE STILL EXISTS, A CO-CHAMPIONSHIP WILL BE DECLARED

FIELD HOCKEY BALLS

Each school must provide THREE (3) new white multi-turf balls for all games, marked with the NFHS seal. Only white balls may be used for all State Tournament games. White balls will be provided for the Group Finals through the Tournament of Champions Final. An alternate color ball may be utilized at discretion of the officials.

GAME

1. Time of Game - Due to Eastern Standard Time being in effect, the starting time for all games up to and including the STATE SEMIFINALS shall be no later than 2:00 P.M. When lights are available at a site, the starting time shall be 4:00 PM but may be later by mutual agreement or may be earlier if the Sectional Assignor is able to accommodate the request (secure permission prior to setting the game time). If agreement cannot be reached, the game must be scheduled for 2:00 PM w/o Lights or 4:00 PM w/ Lights. Any adjustment to the established times must be approved by the sectional assignor.
Non-School Days: Times to be established by the home team in consultation with the designated sectional assignor.

2. ALL GAMES WILL BE PLAYED ON THE DATE DESIGNATED FOR THAT ROUND WITH THE FOLLOWING DAY AS THE RAIN DATE. If rain delays the completion of that round, teams must adhere to the deadline of the succeeding round, even though games must be played on consecutive days.
3. Coaches must agree on the color of the knee socks and uniforms to be worn for the State Semifinals. This must be done prior to the day of the game. For the 2016 Group State Finals, Public North teams will wear Away Uniforms, Central/South teams will wear Home Uniforms. Non-Public North will wear Away uniforms and Non-Public South will wear Home Uniforms.
4. The White Team is always the Home Team.
5. **NEW 2016:** Schools will be asked to provide their own athletic trainers throughout the tournament.
6. **Ball persons (three [3] from each team) should be assigned for all tournament games. These individuals should wear shirts or jackets differing in color from either team. Coaching by ball persons is forbidden.**
7. Group Final Games: teams playing in the 10:00 AM game will have access to the field at 9:00 AM. Other teams may access the field following the award ceremony at the conclusion of the preceding game.
8. If a game interrupted during the first half, the entire game shall be replayed. If a game is interrupted at halftime or after the start of the second half, the game SHALL be resumed at the point of interruption, or by mutual agreement, considered a completed game.

AWARDS

Sectional Champion -	A team trophy and twenty (25) certificates to each Sectional Championship in each Group. Sectional Championships will be decided by play-off.
State Group Championship-	A team trophy and twenty (25) certificates to the State Champion in each Group. Twenty certificates to the Runner-up team in each Group.
T of C Final-	A team trophy and twenty (25) certificates to the Champion A team trophy and twenty (25) certificates to the runner-up

ADMISSION

Admission to State Group Finals and the Tournament of Champions Semifinals and Final will be:

Adults

Students (K-12) and Senior Citizens

To Be Determined

ALL TICKETS WILL BE SOLD AT THE GATE. SCHOOLS MUST INFORM THEIR STUDENTS AND LOCAL NEWS MEDIA OF THE ADMISSION POLICY.

ADMINISTRATIVE/SUPERVISORY PERSONNEL OF COMPETING SCHOOLS AND SECTIONAL REPRESENTATIVES WILL BE ADMITTED BY IDENTIFYING THEMSELVES TO THE GATE PERSONS.

TIE BREAKER FOR TOURNAMENT PLAY

If a tie exists at the conclusion of regulation play, up to two (10) ten minute “sudden victory” overtime periods shall be played.

1. All game rules apply, including Review of an Official’s Decision.
2. Prior to the overtime there shall be a 5 minute intermission
3. During the intermission the officials shall meet with the Captains for a coin toss
4. Coin Toss for OT will be handled as if would for the start of a new game. Visiting team captain calls the coin toss. Winner of toss receives choice of goal or possession of ball. Remaining choice goes to opponent. If the tie is not broken during the first ten (10) minute overtime, the teams shall change ends and the team not having possession of the ball to start the first overtime shall have possession at the beginning of the second overtime.
5. Teams shall consist of 6 field players and a goalkeeper. A team may choose to play with less than 6 field players, but must have a goal keeper .
6. A player disqualified during the regulation game may not play in the Tie-breaker
7. A player still serving a suspension at the end of the regulation period may not play in the Tie-breaker until the suspension period is completed.
8. Once the overtime has started, any disqualification or suspension shall result in the team playing short and shall carry over from one overtime period to the next.
9. **Each Team shall be permitted ONE Time out in the entire overtime.**
10. On penalty corners the defending team is permitted to have only (4) four players behind the goal line (a goalkeeper and 3 field players).
11. If a tie still exists after the first 10-minute overtime period, there shall be a 3-minute intermission during which players may confer with their coaches.
12. If a tie still exists after the second 10-minute overtime period, there shall be a 3-minute intermission during which players may confer with their coaches. A penalty stroke competition shall then be used to break the tie.

Penalty Stroke Tie-breaker

The Officials shall determine which goal will be used for the Penalty Strokes.

1. The coaches shall have a maximum of (2) two minutes to submit a lineup for penalty strokes. Each coach shall submit a list of (5) five players in the order they are to take their strokes.
2. Any player listed on the roster is eligible as long as they were not disqualified during the regulation game or the reduced player overtime. A suspended player in the second overtime who has not completed the suspension may participate in the Penalty Stroke procedure.
3. During the 3-minute intermission the officials shall meet with the Captains to conduct a coin toss.
4. The Home team calls the toss. The winner chooses to attack or defend in the first set of penalty strokes. A set consists of 10 strokes being taken (5 by each team).
5. For subsequent sets of penalty strokes required to break the tie, the **choice** to attack or defend shall be alternated between the teams.
6. The official shall address the goal keeper first and the stroker second.
7. Both teams shall take 5 penalty strokes alternately against the opponent’s goalkeeper in the order they are listed.
8. The team scoring the highest number of goals shall be the winner. Once the stroke procedure is decisive, the game shall be complete and no more strokes need be taken.

9. If the tie is still not broken, the first series of sudden victory penalty strokes shall be taken by the same players unless the coach wishes to substitute a player(s). The order may be changed.
10. The first team to score more goals than its opponent after an equal number of strokes shall be declared the winner.
11. If the sudden victory procedure continues after the second set of penalty strokes, the same players (unless substituted) shall be the stokers in the third set. The order may be changed. If a fourth set is required, the same (5) five players on each list shall be the stokers (unless substituted). Again the order may be changed.
12. The sudden victory procedure shall continue in series of five penalty strokes taken alternately by each team (using the same players, unless substituted) until the tie is broken. The first team scoring more goals than its opponent shall be declared the winner.
13. Substitution of the goalkeeper may take place at any time during the reduced player overtime as provided for in the substitution procedures. Substitution of the goalkeeper during the penalty stroke procedure may take place at the conclusion of any set of five strokes by each team.
14. Substitution of stokers during the sudden victory penalty strokes may take place at the conclusion of any set of five strokes by each team.

Question: Do the coaches have to submit their list of 5 stokers and the order they want them to stroke prior to each set of 5 strokes? Answer is YES. Prior to each series a list of 5 players in preferred order shall be given to the officials.

Question: Once the list is given to the officials and that series of strokes has begun, can a coach sub a stoker? NO

Question: If at the end of the first complete set of penalty strokes, the tie has not been broken, is the next set of penalty strokes, sudden victory? Answer is Yes, sudden victory sets will continue until the tie is broken.

If an overtime game goes into penalty strokes, a total of one goal is awarded the winner of the set, rather than the total number of goals scored in the set.

IN THE FINAL GAME OF THE "TOURNAMENT OF CHAMPIONS" ONLY, IF THE REGULATION GAME ENDS IN A TIE, ONE TEN (10) MINUTE "SUDDEN VICTORY" OVERTIME PERIOD SHALL BE PLAYED. IF A TIE STILL EXISTS, AN ADDITIONAL TEN (10) MINUTE "SUDDEN VICTORY" OVERTIME PERIOD SHALL BE PLAYED. IF A TIE STILL EXISTS, A CO-CHAMPIONSHIP WILL BE DECLARED.

Tie Breaker for Regular Season Non Tournament Play –Varsity Games

VARSAITY GAMES during the regular season-Varsity games tied at the end of regulation, will play one (10) minute "sudden victory" overtime period (7 v 7). All rules listed for the "Tie Breaker for Tournament Play" numbers 1-10 will apply. **EACH TEAM IS PERMITTED ONE TIME OUT IN THE ENTIRE OVERTIME!**

THE TIE BREAKER FOR TOURNAMENT PLAY WILL CONTINUE AS IN THE PAST WITHIN THE NJSIAA FIELD HOCKEY RULE MODIFICATIONS.

