

NEW JERSEY STATE INTERSCHOLASTIC ATHLETIC ASSOCIATION
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TO: Field Hockey Coaches, Athletic Directors, and Chapter Secretaries
FROM: Tony Maselli, Chief Operating Officer & Charlotte Heenan, Field Hockey Rules Interpreter
DATE: July 2022
RE: **2022 National Federation Field Hockey Rule Modifications**

The NJSIAA Field Hockey Rules Interpreter is: Charlotte Heenan
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Reminder; New for 2022: RULE 4-1-3: Each team shall be permitted one 90 second time-out per game.

NFHS: Rule Modifications: Mandatory for all Varsity Games

RULE 4-2-e - STATE ADOPTION

If a team is leading by five (5) or more goals, the clock will continue to run after goals (no stop clock). If the difference becomes fewer than five goals, the stop clock is reinstated. When the goal that leads to the 5-goal differential is scored, the clock shall stop in order to provide for the possibility of 6-1-3 [ineligible player] or official review following the goal. The clock shall then be restarted by the official's whistle for the ensuing center pass and shall continue to run after goals unless the difference becomes fewer than 5 goals.

TIE BREAKER FOR REGULAR SEASON VARSITY PLAY

Varsity games tied at the end of regulation time **will play ONE** 10 minute "sudden victory" overtime period (7 v 7). All rules listed below will apply. **EACH TEAM WILL BE PERMITTED ONE TIME OUT DURING OVERTIME, REGARDLESS OF WHETHER THEY USED THEIR TIME OUT DURING REGULATION PLAY**

1. All game rules apply, including Review of an Official's Decision (NFHS RULE 4, Section3).
2. Prior to the overtime there shall be a five (5) minute intermission, during the intermission the officials shall meet with the Captains and Coaches for a coin toss.
3. Coin Toss for OT will be handled the same as it 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 ten (10) minute overtime, the game shall remain a tie. (Regular season only)
4. At the beginning of the overtime period, teams shall consist of 6 field players and a goalkeeper regardless of the number of players serving suspension or disqualification at the end of regulation play. A team may choose to play with fewer than 6 field players but must have a goalkeeper.
5. A player still serving a suspension at the end of regulation time may not play in the Tie-breaker until the suspension period is completed.
6. A player disqualified during the regulation game may not play in the Tie-breaker.
7. Once the overtime has started, any disqualification or suspension shall result in the team playing short.
8. On penalty corners the defending team is permitted to have only (4) four players behind the goal line (a goalkeeper and 3 field players).

NJSIAA TIE BREAKER FOR POST SEASON TOURNAMENT PLAY 2022

For all tournament rounds, if a tie exists at the conclusion of regulation play, up to two (2) ten (10) minute “sudden victory” overtime periods shall be played.

ALL OVERTIME RULES LISTED ABOVE WILL APPLY TO THE POST SEASON TIE BREAKER WITH THE FOLLOWING AMENDMENTS:

#3. Coin Toss for OT will be handled the same as it 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 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.

#7. 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. If a tie still exists after the first overtime period, there shall be a 3-minute intermission during which players may confer with their coaches.

#10. If a tie still exists after the second overtime period, a one-on-one competition shall be used to break the tie. (Adopted S/Y 2022-23)

ONE-ON-ONE TIEBREAKER

Officials shall determine which goal will be used for the One-on-one competition.

Intermission/Coin Toss/Roster

1. There will be a 3-minute intermission, during which the officials will conduct a coin toss for choice to defend or attack first. The Visiting team calls the coin toss.
2. At the conclusion of the intermission, each coach will submit a list of **(5) five** players (name and number) in the order they are to take their one-on-ones.
3. Any player listed on the roster is eligible if they were not disqualified during regulation play or the reduced player overtime. **A player, suspended by a Yellow card, who has not completed their suspension by the end of the overtime is ineligible to participate in the one-on-one procedure.**
4. Substitution: There is no substitution of any player during a set of one-on-ones except:
 - A. Injury to a player or goalkeeper that interferes with the completion of a one-on-one. If an injury interferes with the completion of a one-on-one, it will be retaken.
 - B. Suspension of a defending goalkeeper. See #8 below
 - C. Substitution of eligible players may take place **at the conclusion of any set of five one-on-ones.**

Rules Application

5. A set consists of each team taking 5 one-on-ones taken alternately against the opponent’s goalkeeper in the order they are listed. If an attacker participates out of order, that attempt is over and no goal is allowed. The next correct attacker takes the team’s next attempt.

6. One-on-one Execution
 - A. The goalkeeper starts on or behind the goal line between the goal posts.
 - B. The ball is placed on the nearest 25-yard line opposite the center of the goal.
 - C. The attacker stands outside the 25-yard line near the ball.
 - D. The official will address the goalkeeper first and the attacker second to indicate readiness. Lack of response will indicate readiness.
 - E. The official will blow the whistle to begin the one-on-one and both players may then move in any direction.
 - F. All game scoring rules apply during the taking of a one-on-one with exception of those mentioned below.
 - G. Play continues for 10 seconds or until one of the following conditions are met.
7. A one-on-one is completed under the following conditions
 - A. The 10 second timer has elapsed (and no goal is scored).
 - B. The attacker scores a goal.
 - C. The attacker commits an offense.
 - D. The goalkeeper commits an unintentional offense - the one-on-one is retaken.
 - E. The goalkeeper commits an intentional offense - a penalty stroke is awarded and will take place before the next available one-on-one. Any eligible player on the official roster may take the penalty stroke.
 - F. The ball goes out of play over the end line or sideline including the goalkeeper intentionally placing the ball over the end line or sideline. This action is permissible within the one-on-one rules.

Suspension or Disqualification During One-on-One Procedure

8. A player may be suspended/disqualified by a yellow card or red card, but not a green card during the one-on one competition.
 - A. If a goalkeeper is suspended /disqualified during the one-on ones, that player may not take further part in the competition but may be replaced by any eligible player on the roster. If necessary, the replacement goalkeeper shall be allowed reasonable time to put on required protective equipment.
 - B. If an attacker is suspended (Yellow card) during the one-on-ones, that player may not take further part in the competition, but may be replaced by any eligible player on the roster during a subsequent set of one-on ones.
 - C. **If an attacker is disqualified (Red Card) during the one-on-ones, that player may not take further part in the competition and may not be replaced. Any further scoring opportunity that player represents, would count as no goal.**

Declaration of Winner/Sudden Victory

9. The team scoring the highest number of goals shall be the winner. Once the one-on-one procedure is decisive, the game shall be complete and no more one-on-ones need be taken.
10. If the tie is not broken following the first set of one-on-ones, a series of "sudden victory" one-on-ones shall be taken. The order may be changed and substitutions may be made according to 4D above. The team which defended first in the previous set will attack first in the next set and this will continue for all subsequent sets of one-on-ones required to break the tie.
11. The "sudden victory" procedure shall continue in series of five one-on-ones taken alternately by each team until the tie is broken.
12. **During the "sudden victory" series, the first team to score more goals than its opponent after an equal number of attempts shall be declared the winner. (See additional competition notes on page 4)**

- During the one-on-one competition, team members and coaching staff are permitted in the field of play but will remain 5 yards behind the 25-yard area being used for the competition. The disengaged goalkeeper may choose to stay behind the end line, at least 16 yards from the goal.
- If an overtime game goes into one-on-ones, a total of one goal is awarded the winner of the set, rather than the total number of goals scored in the set.

Question: *At the conclusion of reduced player OT the Blue team has a player with time remaining on her green card and the White team has a player with time remaining on her yellow card. Can these players participate in the one-on-one competition?*

Answer: *As stated in # 3 The Blue team player may participate in the one-on-one, the White team player may not. (Guidance from the NFHS takes into account the severity of the separate fouls)*

Question: *An attacker receives a yellow card during the first series of one-on ones. Can that attacker be replaced if there is another series of one-on ones?*

Answer: *Yes. As stated in # 8 - B, a player receiving a yellow card during the one-on ones, may not take further part in the competition, but may be replaced by any eligible player on the roster if there are subsequent series of one-on-ones*

Question: *An attacker on the Blue team received a red card during the first series of one-on ones and the competition remains a tie. Does the Blue team still have 5 opportunities to participate in the sudden victory set of one-on ones?*

Answer: *No. As stated in # 8 - C, any further scoring opportunity that player represents, counts as no goal. Therefore, during the SV set, Blue would only have the opportunity for 4 one-on-ones versus the White team's 5 opportunities.*