



## **BAY STATE GAMES 2019 ~ FULL FIELD - FIELD HOCKEY RULES**

### **ELIGIBILITY**

Athletes must be a full-time resident in a region 30 days prior to the first tryout date or, a full-time student at a school in a region to be eligible to compete. Athletes who live in one region but go to school in another region, or who live out of state, but go to school in another region are eligible to compete.

### **FINAL TEAM**

Coaches may select 17 players; there shall be 2 goalkeepers and 15 field players.

There shall be no more than four players from the same preparatory, private or public school team on the Bay State Games team. Since the full field and 6 v 6 field hockey events occur on different days, athletes may participate in both events without any conflict.

### **GOALKEEPERS**

Each team shall have two goalkeepers. Coaches are not required to play goalkeepers by game halves; however, coaches will be required to give each goalkeeper equal playing time over the course of the tournament.

### **TEAM UNIFORMS**

The Bay State Games will supply shirts and stockings to all players. Players are required to wear solid color shorts with their game shirt. Coaches are encouraged to have players coordinate their shorts and shirt colors.

### **MOUTH PROTECTOR ~ SHIN GUARDS ~ EYE WEAR**

A mouth protector, shin guards, and protective eyewear are mandatory. Players may not compete if they do not have this equipment. All equipment must meet safety standards per the 2018-2019 National Federation of State High School Association Rules Book.

### **RULES**

The Bay State Games Full-Field Field Hockey competition will be governed by the 2018-2019 National Federation of State High School Associations - Field Hockey Rules Book.

### **GAME TIME**

Each game shall consist of two 30-minute halves. There shall be a half-time of no more than 10 minutes.

### **TEAM CONDUCT RULE**

If a player, coach, assistant coach or manager is ejected from a game for any reason, the said individual is suspended for the next game his/her team is scheduled to play, including medal round games. Bay State Games Representatives reserve the right to eject any player, coach, manager or other team representative for the remainder of the Games at any time for behavior that is not in the spirit of the Bay State Games.

### **FORMAT & TIE BREAKERS**

The competition will be round robin. A point system will be used: Win = 3 Points; Tie = 1 Point; Loss = 0 Points. Tie scores stand in all preliminary round games. After round robin play, the two teams with the best point totals will compete in the gold/silver medal game. The teams with the 3rd and 4th best point totals will compete in the bronze medal game.

If there is a tie in determining the gold/silver and/or bronze medal game teams, the following tie breaker steps will be used:

1. Head-To-Head Competition: The winner of the round robin games advances. If more than two teams are tied, the team with the highest point total in games among all teams involved in the tie breaker will advance.
2. Least goals allowed in all preliminary round games.
3. Most goals scored in all preliminary round games.
4. If teams are still deadlocked after all previous tiebreaker steps, the tie breaker will be decided by a coin flip.

If a multiple team tie is reduced to two teams using the above procedure, then the tie is resolved by going back to step 1 and go through the tie breaker sequence.



## OVERTIME

- I. There is no overtime in preliminary round robin games.
- II. If overtime is needed in a medal game, there will be one fifteen minute, sudden victory, 7 v 7 period. At the end of regulation time teams will have a 5 minute intermission. A coin toss with the captains and officials will determine direction or possession. The higher seeded team captain will make the call. All rules will remain in effect during the overtime period with the following modifications:
  1. There will be no additional team timeouts during the overtime. However, each team may carry one unused timeout to the overtime period.
  2. Any player who has been disqualified during regulation play is not eligible for the overtime period. Any player suspended during regulation play will be eligible at the end of their suspension. A player who has not completed a suspension shall not be eligible for penalty strokes.
  3. Each team will play with 6 field players and 1 goalkeeper.
  4. Penalty corners will be defended with a maximum of 4 players (3 field players and the goalkeeper).
  5. The game is complete when a goal is scored.
- III. If the score remains tied at the end of the 7 v7 overtime period, a series of penalty strokes will be taken. A coin toss, called by the lower seeded team captain, will determine which team will stroke or defend to begin the series of penalty strokes. The officials will select the goal to be used. The coaches will be given 2 minutes to submit their lineups of 5 penalty stokers. The stokers will be listed by name and number in the order each will stroke. Five players from each team shall take a penalty stroke alternately against the goalkeeper from the opposing team. The team awarded 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.
- IV. If the score remains tied at the end of the first series of penalty strokes, a sudden victory set of penalty strokes will be completed. The stokers and/or order of the stokers may be changed before the second set. Coaches will be given 2 minutes to make any adjustments to their lineups of 5 penalty stokers. The players must stroke in the order listed. The team which defended first in the first series of strokes will attack first in this series. The first team awarded more goals than the opponent, after an equal number of strokes, shall be the winner. A total of one goal shall be awarded to the winning team.
- V. If the score remains tied at the end of the end of the series of sudden victory penalty strokes, a second series of sudden victory strokes will be taken. The coach may change the lineup of 5 penalty stokers. The team which defended first in the last set of strokes will now attack first. This procedure will continue until a winner is determined.

## HEAT PLAN

In the event of severe weather conditions, a heat plan will be implemented. The trainer and the site manager have the authority to implement the heat plan. The heat plan will be called on a game by game basis. The heat plan includes the following steps:

1. Game time is reduced to two 25 minute periods.
2. There will be a 10 minute half-time;
3. There will be a one minute water break at the first stoppage of play after the 15 minute mark of each period.

## INFECTION CONTROL RULE

The Bay State Games will follow NFHS procedure regarding the control of blood during competition. Any player with an open wound and visible blood must be removed immediately from the game and attended to by the trainer. Any article of clothing that is stained with blood must be changed. The Bay State Games will supply extra uniform shirts for this purpose. Coaches must instruct players to bring extra socks and shorts and have them available in the event that a player's clothing becomes blood stained. A player will not be allowed to return to the game with blood stained clothing.

**Have Fun!**