



March 2017

Game and Overtime Procedures

The Varsity game will consist of two (2) 25 minute halves.

The JV game will consist of two (2) 20 minute halves.

Halftime will be 10 minutes for both games.

If a team is leading by 10 or more goals, the clock will continue to run after goals (no stop clock). If the difference becomes less than 10 goals, the stop clock is reinstated.

The clock is stopped on every whistle (to stop play) in the last two minutes of each half.

Each team is permitted two timeouts per game which would include overtime.

Suspended /Interrupted Game

A game is considered a legal and complete if 80% (anything under 10 minutes remaining) of playing time has elapsed. If a suspended game (one in which less than 80% of playing time has elapsed) is replayed on another day, it must be played from the point of interruption. An interrupted game continued on the same day shall be restarted from its point of interruption.

League Rules for Season Overtime:

For Varsity only, both teams will have a 5 minute rest and a coin toss for choice of ends.

One (1) six minute (teams change ends after three minutes, with no delay for coaching) of stop clock, sudden victory overtime will be played. The first team to score wins. If at the end of the first 3 minutes it is still a tie, the teams will change ends with no time for coaching. If after the full 6 minutes of play the game is still tied it will end in a tie. (Same as PIAA).

Post Season Overtime (PIAA)

Modify Rule 4-7, overtime procedures, when the score is tied at the end of regular playing time during Regular Season Contests, the winner will be decided on a "sudden victory" stop-clock overtime of no more than six (6) minutes in length with the Teams changing ends after three (3) minutes, with no delay for coaching. If the six-minute "sudden victory" stop-clock overtime expires without a goal, the game remains a tie.