

SAN DIEGO 2017 FIELD HOCKEY

MERCY & OVERTIME PROCEDURES

Mercy Rule

JV & Varsity - any time a team leads by 4 goals in the 2nd half, the clock shall stop only for officials or injuries.

JV—No overtime

Varsity Overtime (regular season)

10 minute Sudden-Victory "7 v. 7"; teams remain attacking/defending same direction as at the end of regulation. **Visiting team calls all coin tosses** (for possession or non-possession). Three (3) defensive players and goalkeeper behind the end line on penalty corners. (4 total)

If still tied then Shootout (one-on-one)

Suspended players (suspension period has not been completed) are ineligible to participate in untimed overtime procedures.

1. Coin toss by visiting team will give a team the choice to attack or defend.
2. 5 players from each team shall go one-on-one alternately against the same goalkeeper from the opposing team.
3. The coach for each team has 2 minutes from the coin toss to turn in the lineup to the scorekeeper with the order for the shootout (players with yellow cards are eligible).
4. The team awarded the highest number of goals shall be the winner
5. Once the shootout procedure is decisive, the game shall be complete and no more one-on-one attempts need to be taken.
6. Taking the shootout
 - a. The goalkeeper starts on or behind the goal line between the 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 umpire blows the whistle to signal the start of the shootout. The attacker and the goalkeeper may then move in any direction.
7. The shootout is completed under the following conditions:
- a. 10 seconds has elapsed from the umpire's initiating whistle (2nd whistle sounds).
 - b. Attacker scores a goal.
 - c. The attacker commits an offense.
 - d. The goalkeeper commits an unintentional offense. (The shootout is retaken).
 - e. The goalkeeper commits an intentional offense. (A penalty stroke is awarded).
 - f. The ball goes out of play over the back line, side line, or beyond the 25 yard line. [This includes the goalkeeper intentionally playing the ball over the back line (This is not a foul). The ball simply going outside the circle a second time does not constitute the end of a shootout].

If a penalty stroke is awarded, any eligible player on the official roster may take the penalty stroke. This penalty stroke will take place before the next available shootout takes place.

8. A player may be suspended by a yellow or red card, and not a green card, during the shootout competition.
- a. If a goalkeeper is suspended during the shootout, they may not take further part in that competition but can be replaced by any eligible player from the team. The replacement goalkeeper is allowed reasonable time to put on protective equipment.
 - b. If an attacker is suspended during the shootout competition, there is no replacement allowed. Any further shootout the player was entitled to take counts as no goal.
9. **During a shootout competition, the team members and the coaching staff are permitted to enter the field of play, but only in the area beyond the 30 yard line and outside the hash marks.** The goalkeeper of the team taking the shootout shall be on the back line outside the circle.

10. If no decision is reached after the first series of shootouts:

- a. A "Sudden-Victory" procedure will be used to break the tie.
- b. There will be a second series of one-on-ones taken by the same group of players.
- c. The order may be changed but not the players; order need not be designated in advance.
- d. The team who defended first in the first set will attack first in this set.
- e. The first team awarded more goals than the opponent after an equal number of shootout attempts shall be the winner.
- f. Every player of the 5 selected must attempt a shootout before a player is eligible to go again.
- g. The same players take part in any subsequent series of shootouts (the order may be changed) except that an incapacitated player can be replaced from eligible players.

- h. Teams will alternate attacking first in each subsequent series of shootouts.
11. If an overtime game goes into a shootout, a total of one goal is awarded for the winner of the set rather than the number of goals scored in the set.

Varsity Overtime (Playoffs)

Full-time 10 minute "7 v. 7";

If still tied then

10 minute Sudden-Victory "7 v. 7" - teams change direction;

If still tied then

Full 5-person Shootout (one-on-one);

If still tied then

Sudden-Victory Shootout

All procedures follow the regular season instructions.