

2022 MPA FIELD HOCKEY BULLETIN

(updated 8/23/22)

FIELD HOCKEY SEASON

Aug.1-14	Hands-off Period (Sport Season Policy)	
August 15	First Practice	
August 19	First Interschool Scrimmage (after 5 on field practices)	
August 31	First Countable Game (After 3:00pm)	
October 14	Officials Form Due	
October 18	Last Countable Game	
October 17-21	Online Voting Period for Sportsmanship Banner	
October 21-22	Preliminary Contests	
October 25	Quarterfinals (3 vs 6 – 2 vs 7)	
October 26	Quarterfinals (1 vs 8 – 4 vs 5)	
October 29	Semi-Finals	
November 2	Regional Finals	North – Gardiner High School South – Biddeford High School
November 5	State Championships	Messalonskee High School

Each coach must complete the NFHS “*Concussion in Sport – What You Need to Know*” video that is available at the NFHS website (www.nfhslearn.com).

*Each coach must complete the NFHS “*A Guide to Heat Acclimatization and Heat Illness Prevention*” video that is available at the NFHS website (www.nfhslearn.com).

*Each coach must complete the NFHS “*Sudden Cardiac Arrest*” video that is available at the NFHS website (www.nfhslearn.com).

MANDATORY CLINICS

All members of the field hockey coaching staff must watch the field hockey rules video prior to the start of the season. [Click this link to view the video.](#)

2022 Field Hockey Rule Changes

1-5-6: The change clarifies that hair adornments, such as beads, may be worn in the hair if they are secured and do not present a risk of injury to the player, teammates, or opponents.

Rationale: Clarifies that hair adornments can be worn in the hair if they do not endanger other players as well as being more inclusive of participants’ cultural and religious beliefs.

1-5, 1-6, 1-8 Penalties: Applies penalty to the athlete for illegal equipment after the game has begun.

Rationale: Once a coach has certified/verified that players are properly and legally equipped, the athletes should be held responsible for their uniform and equipment and therefore, the penalty should fall on the athlete, not the coach.

3-2-4: Uses consistent language with using the term “free hit” only as a consequence of a foul.

Rationale: Clarifies the 25-yard hit is not a free hit as a consequence of a foul, even though it is taken just like a free hit.

3-3-11: Clarifies the definition of a sweep.

Rationale: Simplifies language to allow for use of either edge or the flat side of the stick on both the forehand and backhand when using the sweep. Guidelines of rule 8 already exist to address improper striking of the ball while utilizing the sweep.

4-1-3, 4-2-2e: Allows one, 90-second timeout to each team during the game.

Rationale: Time-out permits coaches to deliver a quick pep talk, refocus players, or change strategy.

10-Penalties 5: Clarifies the penalty language for the inserter not properly inserting the ball with at least one foot behind the endline.

Rationale: Provides procedures for the officials and penalty specifics when the inserter has both feet in the field of play.

11-2-3: Clarifies where players on either team not involved in the penalty stroke stand during the taking of the stroke

Rationale: Clarifies that players not involved in a penalty stroke need to be out of the sight line of the goalkeeper.

HANDS-OFF PERIOD

To provide a window of personal time like the time available prior to the winter and spring sports seasons, summer recess is defined as the time between the last day of the spring sport season to 14 days prior to the beginning of the fall sport season. This does not exclude individual students from attending camps during this two-week period of personal time if all other Sport Season Policy requirements are met. Individuals choosing to attend camps during this two-week period may use school protective gear or track and field implements. The only contact a coach may have with athletes during this time is to continue the supervision of an off-season conditioning program that they had been involved with prior to the start of the hands-off period. Sport-specific drills used in any off-season conditioning program are not appropriate. Please refer to the MPA Coaches Handbook for additional information concerning this policy.

*Please note – Coaches may not organize, or be involved with, team activities during the hands-off period

OFF-SEASON TRAINING

A school's comprehensive off-season conditioning program may include such activities as muscular strength and endurance exercises, cardiovascular fitness activities, agility, speed, power, balance, coordination, and flexibility training. The program must be voluntary, open to all students, and should not include sport-specific skill development or coaching.

EJECTION RULE

In all team and individual sports (varsity or sub-varsity), ejection or disqualification from a game, meet, or match for unsportsmanlike behavior of any form, by a coach or a player shall result in the suspension of that player or coach. The coach or player ejected from a contest must sit out all contests at all levels until the coach or athlete completes the ejection penalty by sitting out the next game at the level from which he/she was ejected. This rule applies to a game, meet, or match suspended before completion as

well as a completed contest. This penalty may not be served by sitting out an exhibition, subvarsity, or other competition.

A suspended coach may not be present at the game site. Not being physically present at the site means the disqualified coach is not to be present in the locker room, on the sidelines, in the stands, or site area before, during, or after the game/meet.

Prior to their return to the sideline any coach ejected from a game must complete the NFHS *“Teaching and Modeling Behavior”* video that is available at the NFHS website (www.nfhslearn.com).

Prior to their return to play any player ejected from a game must complete the NFHS *“Sportsmanship”* video that is available at the NFHS website (www.nfhslearn.com).

Any coach or player ejected from the last game, meet, or contest of a sports season shall serve a one game suspension in the opening countable game, meet, or contest in the next varsity sport in which he/she participates. The coach/athlete may participate fully in the preseason prior to serving the one game suspension.

This policy will not prevent standing committees from imposing more restrictive disciplinary action. (Effective Date: 1996-97 Winter Sport Season; Revised 2008, 2009)

Goalkeeper Heat Acclimatization

The following are guidelines for the structure of pre-season practices to address the concerns for an acclimatization and recovery model within the existing sport season time frame. They apply to all field hockey goalies.

NFHS Required Goalkeeper Equipment:

Goalie Pads
Goalie shoes / kickers
Full face mask and helmet
Chest protector
Field hockey goalie gloves or foam hand protectors
Wrap around throat protector
Mouth guard

Day 1-2 (2-hour practice)

1. No required goalkeeper equipment is to be worn during team conditioning.
2. Goalkeepers shall not wear full required goalkeeping equipment for more than 30 consecutive minutes at a time (maximum of 60 minutes)
3. Goalkeepers must have a minimum of 30 minutes out of required equipment before donning it again.
4. While in required equipment, goalkeepers **MUST** hydrate every 10 minutes.
5. Two-A-Day Practice Schedule
 - No practices should be scheduled during the most intense temperatures of the day.
 - There should be 3 hours of recovery time between the end of one practice and the beginning of the next. During this time, it is strongly advised that no physical activity be permitted (speed, strength, agility, or conditioning).
 - Maximum number of practices is two.

Day 3-4 (2-hour practice)

1. No required goalkeeper equipment is to be worn during team conditioning.
2. Goalkeepers shall not wear full required goalkeeping equipment for more than 40 consecutive minutes at a time (maximum of 80 minutes).
3. Goalkeepers must have a minimum of 20 minutes out of required upper body equipment before donning it again. Upper body equipment includes face mask, helmet, mouth guard, wrap around throat protector, chest protector, and goalie gloves or foam hand protectors,
4. While in required equipment, goalkeepers **MUST** hydrate every 10 minutes.
5. Two-A-Day Practice Schedule
 - No practices should be scheduled during the most intense temperatures of the day.
 - There should be 3 hours of recovery time between the end of one practice and the beginning of the next. During this time, it is strongly advised that no physical activity be permitted (speed, strength, agility, or conditioning).
 - Maximum number of practices is two.

Day 5 (2-hour practice)

1. No required goalkeeper equipment is to be worn during team conditioning.
2. Full practice in required goalkeeper equipment.
3. While in required equipment, goalkeepers **MUST** hydrate every 10 minutes.
4. Two-A-Day Practice Schedule
 - No practices should be scheduled during the most intense temperatures of the day.
 - There should be 3 hours of recovery time between the end of one practice and the beginning of the next. During this time, it is strongly advised that no physical activity be permitted (speed, strength, agility, or conditioning).
 - Maximum number of practices is two.

Any goalie who joins the team after Day 1 must follow the outlined, individual 5-day acclimatization period beginning on their first day of participation.

PRESEASON SCRIMMAGE

Based on the recommendation of the MPA Sports Medicine Committee all athletes must participate in **5 on field practices** prior to participating in a scrimmage play day or contest with another school. Teams are limited to 5 exhibition dates throughout the season. If a team qualifies for postseason play, they will be granted one additional exhibition date.

APPLICATION FOR TOURNAMENT PLAY

The submission of the Schedule Form, which is due August 25, 2022, will constitute a school's application for the regional tournament.

GAMES

A **MINIMUM** of eight games will be used in compiling Heal Points for tournament play. **A MAXIMUM of fourteen countable games may be played.** Schools may play no more than two games with another school unless waived by the Field Hockey Committee. Schools must complete their schedules as submitted. Time will be stopped after a goal is scored in Varsity and JV games and restarted on a signal from the officials. A varsity game shall consist of four quarters of 15 minutes, sub-varsity games will consist of four 12.5 minute quarters. **One timeout per game is allowed, the timeout may be carried forward into the overtime.** National Federation Rules will apply. If a game is suspended

prior to the completion of the first half, the game shall be replayed from the point of the game's suspension on a date determined by the schools involved. If a game is stopped during the second half, the team which is ahead shall be declared the winner.

*A team may compete with a minimum of seven players. When a team plays with fewer than 11 players, a goalkeeper shall be one of the players. A team not having a properly equipped goalkeeper shall forfeit the game.

BONA FIDE TEAM RULE

A member of a school team is a student athlete who is regularly present for and actively participates in team practices and competitions. Bona fide members of a school team are prevented from missing high school practice or competition to compete or practice elsewhere.

* Two waivers per student athlete per sport season may be granted by the principal on a case-by-case basis for extraordinary circumstances. (e.g., If a student/athlete were invited to participate in a prestigious weekend event then a waiver may be granted. If a student/athlete were invited to participate in a nationally recognized tournament over a school vacation, then **that** waiver may be granted for that activity. If a request to miss practice every Friday because he/she is receiving specialized coaching from an outside team/coach, then a waiver should not be granted **because it violates the spirit and intent of the rule.**)

** This policy is not intended to restrict dual sport participation in schools that allow dual participation.

*** Penalty for violation of this policy:

1 st Violation	Suspension from play for one game/contest
2 nd Violation	Removal from team for remainder of season

HEAL POINTS

The seeding for the tournament will be determined by using the Heal Point System. Athletic Directors are responsible for the reporting of home games ASAP following the game's completion. A tie in final Heal Point ratings will be decided by using head-to-head competition; second will be the overall record allowing three points for a win and one point for a tie, and if a tie still exists, the high seed will be determined by a flip of a coin.

TERMS AND CONDITIONS

The terms and conditions of this bulletin, along with the 2022 National Federation Field Hockey Rule Book, shall govern all regular season and tournament competition.

Members of MFHUA Officials Association must be used for all regular season games.

Two officials will be assigned to each game; however, under emergency circumstances (injury, no show), teams may mutually agree to play with one official.

CLOCK/SCOREBOOK PROCEDURE

The home team shall supply an official timer and scorer and the visiting team may supply an assistant timer and assistant scorer. If there is a visible clock the timer shall sound an audible device to indicate that time has expired. The umpire's whistle will then signal the official end of the half.

If there is no visible clock, the official timer will follow the tableside official, indicate 30 seconds remaining in the game and audibly count down the last 10 seconds of each half.

Officials will have wrist stopwatches to function as a back-up to the official clock and can make clock adjustments and handle malfunctions as deemed necessary.

It is required that the home team have available a table and chairs for the scorer and timer as well as chairs for suspended players. (Rule 2-1-4-3)

Lineups must be entered into the official book at least 15 minutes prior to the start of the game. (Rule 2-2-1-a) Those players starting the game must be identified. Failure to have the lineup entered the official book shall result in a yellow card assessed to the head coach.

MERCY RULE:

At any time in the second half of a game, when the score differential is 5 or more goals, the clock will continue to run after a goal is scored. The clock will stop for a timeout, injury, issuing of cards, penalty strokes, and an official's timeout. Should the goal differential fall below 5 goals normal timing will resume. This rule will apply for all regular season and playoff games.

OVERTIME PROCEDURE- (REGULAR SEASON OVERTIME)

- I. **Regulation Game:** The game shall consist of four quarters of 15 minutes and an interval of two minutes between quarters one and two and between quarters three and four. There shall be a halftime between quarters two and three of no more than 10 minutes after which the teams shall change ends of the field. **One timeout per game is allowed, the timeout may be carried forward into the overtime.**
- II. **Overtime:** When a regular season game ends with a tied score:
 1. 5 Minute intermission with coin toss between regulation and overtime. Visitors call – winner of toss determines – possession vs direction.
 2. Play 7 vs 7 (6 + GK): Two 8 (eight) minute – sudden victory overtime periods.
 3. All game rules, including substitutions, shall apply except as specified below.
 4. Two-minute intermission between the 7 vs 7 periods. Teams switch ends and change possession. (Same as in the regulation game.) Unlimited substitutions - must be between the substitution gates. Stokers may be substituted, but not for retakes. When a penalty stroke is retaken, substitution is not allowed, except for injury, suspension, or disqualification.
 5. **Penalty Cards:**
 - a. **Green Card - Prior to end of regulation time:** Player who is issued a green card during regulation play will be required to leave the field of play for two minutes and may not return to play until the entire penalty has been served, including into the overtime period. The player's team will play short-handed for the duration of the penalty during regulation play but may start the overtime period at full strength – 7 vs 7.

- b. Green Card – During overtime period: Player who is issued a green card during overtime play will be required to leave the field of play for two minutes and the player's team will play short-handed for the entire time of the penalty, including play into the second overtime. The player may not return to play until the entire penalty has been served, the penalty may carry from the first overtime into the second overtime.
- c. Yellow Card - Prior to end of regulation time: Player who is issued a yellow card during regulation play will be required to leave the field of play for five minutes (may be increased to ten minutes depending on the type and severity of the foul) and may not return to play until the entire penalty has been served, including into the overtime period(s). The player's team will play short-handed for the duration of the penalty during regulation play but may start the overtime period at full strength – 7 vs 7.
- d. Yellow Card – During overtime period: Player who is issued a yellow card during overtime play will be required to leave the field of play for five minutes (may be increased to ten minutes depending on the type and severity of the foul) and may not return to play until the entire penalty has been served, including into the second overtime period. The player's team will play short-handed for the duration of the penalty, including play into the second overtime.
- e. Red Card - Prior to end of regulation time: Player who is issued a red card during regulation play is ineligible and will be required to leave the field of play for the remainder of the game and may not return to play, including into the overtime period. The player's team will play short-handed for the duration of the penalty during regulation play but may start the overtime period at full strength – 7 vs 7.
- f. Red Card – During overtime period: Player who is issued a red card during overtime play is ineligible and will be required to leave the field of play for the remainder of the game and the player's team will play short-handed for the remainder of the game.

If game is still tied at the end of the two 8-minute overtime periods-game ends as a tie.

UNIFORMS

All teams must adhere to NFHS Uniform Rule 1-5, as outlined in the 2022 NFHS Rule Book. Exceptions may be granted during the regular season for those teams recognizing a specific cause (i.e., Cancer Awareness).

Undergarment Rule (1-5-1 & 1-5-4):

Undergarment tops, if worn, shall be white for the home team and black or dark for the visiting team. All players on the same team who choose to wear an undergarment must wear the same color.

Undergarment bottoms, if worn, shall be solid-colored and players on the same team who choose to wear an undergarment must all wear the same color. The knee-length socks/sock guards must be visible.

Uniform Tops (Rule 1-5-3) – Home team is required to wear single color WHITE uniform tops front and back – home team should wear only WHITE socks to match.

JEWELRY RULE

Plastic plugs or plugs that are placed in body pierced parts are NOT permitted to be worn in games. This ruling is based on the National Federation Rule Book and may be found in Rule 1-5-5 as the plugs are considered jewelry. "Jewelry shall not be worn except for religious or medical medals. A religious medal must be taped and worn under the uniform. A medical-alert bracelet must be taped and may be visible."

EQUIPMENT

All field players shall wear eye protection that meets the ASTM standard for field hockey at the time of manufacturing. Penalty Corner masks are not allowed to be worn.

All field players must wear mouth protectors throughout the duration of the game.

All field players shall wear shin guards made of plastic, foam rubber or fiberglass, which shall cover the front of the leg from the ankle to just below the knee.

Cleated shoes or shoes with protruding plastic or rubber studs may be worn. Shoes or goalie kickers with spikes, metal-tipped cleats or protruding nails are illegal.

POSTPONEMENT OF GAMES

When a school deems it necessary to postpone a game, the game must be rescheduled on the next mutually available play date including Saturdays and/or holidays. It is the responsibility of the traveling school to initiate considerations for postponement whenever traveling conditions are hazardous.

All games must be played on or before October 18, 2022. Games may not be rescheduled into the last week of the season without permission of the Committee Chair.

WEATHER CONDITIONS

The safety of athletes (*participants*), spectators, coaches/directors, school personnel, and all others present at an athletic contest must be the first concern to the contest officials and building administrators.

1. When an interscholastic contest has been scheduled and dangerous playing conditions exist, or severe weather is anticipated, the following should be considered:
 - a. Prior to beginning an athletic contest, when severe weather is anticipated, the head contest official and the principals of each school, or their designees, will meet to review the suspension and/or postponement procedures. This would include any playing rule book coverage.
 - b. The host school administrator will be responsible for informing contest officials, visiting school administrators and, if applicable, the individual responsible for public address announcements of designated shelter areas.
 - c. When lightning is observed, or thunder is heard in the vicinity of a contest conducted outdoors, play should be suspended.
 - d. If any other life-threatening condition occurs, play should be suspended immediately, and predetermined directions to safe locations will be announced.
2. When a suspension of a contest occurs, the following should be considered:

- a. If the suspension is forty-five minutes or greater, resuming later should be considered.
 - b. Play shall not be resumed until **30 minutes** after the last flash of lightning or clap of thunder.
 - c. When weather conditions are no longer a threat to the safety of participants, spectators, or contest officials, administrators from all schools involved will meet with the head contest official to determine if play will continue.
 - d. If play is to be resumed, contestants will be given at least a fifteen-minute warm-up period prior to competition.
3. If evacuation is necessary, the following should be considered:
- a. If lighting is imminent or a thunderstorm is approaching, all personnel, athletes and spectators should evacuate to available safe structures or shelters. A list of the closest safe structures should be announced and displayed on placards at all athletic venues.
 - b. All personnel, athletes and spectators should be clearly informed of available safe structures or shelters in the event a thunderstorm approaches. A list of the closest safe structures should be announced. The person in authority must be aware of the amount of time it takes to get to each structure and the number of persons each structure can safely hold. For large events, time needed for evacuation is increased and there must be a method (i.e., announcement over loudspeaker) for communicating the need for evacuation and directing both athletes and spectators to the appropriate safe shelters.
 - c. The most ideal structure is a fully enclosed, substantial building with plumbing, electrical wiring, and telephone service, which aids in grounding the structure. A fully enclosed automobile with a hard metal roof and rolled up windows is also a reasonable choice. School buses are an excellent lightning shelter that can be utilized for large groups of people. However, it is important to avoid contact with any metal while inside the vehicle.

Avoid using shower facilities for safe shelter and do not use showers or plumbing facilities during a thunderstorm as the current from a local lightning strike can enter the building via the plumbing pipelines or electrical connections. It is also considered unsafe to stand near utilities, use corded telephones or headsets during a thunderstorm, due to the danger of electrical current traveling through the telephone line. Cellular and cordless telephones are considered safe and can be used to summon help during a thunderstorm.

When caught in a thunderstorm without availability or time to reach safe structures, you can minimize the risk of lightning-related injury by following a few basic guidelines:

- Avoid being the highest object. Seek a thick grove of small trees or bushes surrounded by taller trees or a dry ditch.
- Avoid contact with anything that would be attractive to lightning. Stay away from freestanding trees, poles, antennas, towers, bleachers, baseball dugouts, metal fences, standing pools of water, and golf carts.
- Crouch down with legs together, the weight on the balls of the feet, arms wrapped around knees, and head down with ears covered.

The Field Hockey Committee is committed to promoting and recognizing outstanding sportsmanship during the regular season and throughout the tournament. Good sportsmanship is conduct which imposes a type of self-control involving honest rivalry, courteous relations among the players, coaches, and officials, and graceful acceptance of results. To make the sportsmanship banner selection process meaningful the committee asks that coaches and athletes from all levels of the program be involved in the voting process.

Areas to be considered:

- A. Neat attire by players, coaches, and managers.
- B. Players supporting one another on the field/court/ice and from the bench.
- C. No acts of unnecessary roughness/taunting.
- D. No inappropriate gestures, language, or expressions.
- E. Players using appropriate and positive communication to their coach.
- F. Players and coaches treating officials with respect—no inappropriate gestures, language, or expressions.
- G. Positive community involvement.

Sportsmanship banners will be presented in all classes in both the North and South division.

Sportsmanship voting will take place after the season using the on-line sportsmanship voting link provided on the MPA website. Any school that receives an ejection, at any level in the program, shall be ineligible for the award. Schools that do not submit a sportsmanship ballot may not be considered for the award.

TOURNAMENTS

OFFICIALS

Officials will be approved by the Field Hockey Committee for all regional and state tournament games working in conjunction with the local official assignors. **Schools may select two officials from the tournament pool that they would prefer not to officiate their regional or state championship games.** No tournament game will be played with less than two officials.

LIMIT OF TEAM MEMBERS AND PERSONNEL

For all tournament games, all players and coaches in the bench area must be listed on the MPA eligibility roster (**30 medals will be supplied**). Athletic trainers do not need to be listed on the roster and children under high school age are not permitted in the bench area.

REGIONAL TOURNAMENT

Brackets for tournament play will be posted on the MPA website (www.mpa.cc). Teams will not be re-seeded if an upset occurs. High seeds will host tournament contests, and, if a tie in standings exists (i.e., regional finals), the team with the most Heal points will host the contest.

The regional prelims, quarter-final, and semi-final games will be played on the home field of the higher seeded team, which shall be the home team. Home teams may charge admission to regional tournament games; the visiting school should be advised. Regulation size field is 100 X 60 yards. All tournament games must be played on a field with a minimum size of 90 yds. x 50 yds. Game time for weekday tournament games will be 3:00pm; Saturday games 1:00pm, unless another time is mutually agreed to by

the schools. (Weekday games played after Standard Time has begun should be started at 2:30 p.m.) If a school has a lighted field than the starting time shall be 4:00pm.

In tournament play, a game suspended in the first half must be replayed in its entirety. Games suspended in the second half will be resumed at the point of interruption, or by mutual agreement of the schools, may be considered a complete game.

If a game must be postponed due to field conditions and the field cannot be used on the next scheduled make-up day listed in the Bulletin, the game must be played at another site. It is the responsibility of the home team to provide an alternate field within the immediate area. If this is necessary, please notify the MPA office and the assigned officials. **The timer at all tournament games shall be an experienced adult.**

TOURNAMENT SITE/HOST PLAYOFF SITE POLICY

If a site conflict occurs with a school hosting an MPA regional or state championship game and a home regular season or playoff game then the game will be rescheduled, at the request of the host school, to the day prior to the championship game.

STATE TOURNAMENT

In even years, the home teams at the state championship games will be the Northern teams. In odd years, the home teams will be the Southern teams.

POST-SEASON TOURNAMENT OVERTIME PROCEDURE

- I. **Regulation Game:** The game shall consist of four quarters of 15 minutes and an interval of two minutes between quarters one and two and between quarters three and four. There shall be a halftime between quarters two and three of no more than 10 minutes after which the teams shall change ends of the field. **One timeout per game is allowed, the timeout may be carried forward into the overtime.**
 - Green Card: player is out for 2 minutes, team plays short. The player may need to continue to sit out her time into the overtime. However, the team starts the overtime full strength – 7 vs 7.
 - Yellow Card: player is out for 5 minutes (may be increased to 10 minutes depending on the type and severity of the foul), team plays short. The player may need to continue to sit out her time into the overtime. However, the team starts the overtime full strength – 7 vs 7.
 - Red Card: player is out and ineligible for any further action. Team plays short for the rest of the regulation game. However, the team starts the overtime full strength- 7 vs 7.
- II. **Overtime:** When a tournament game ends with a tied score:
 1. Five (5) minute intermission with a coin toss- between regulation and overtime.
 - Visitors call-Winner of toss determines – Possession vs Direction
 2. Play 7 vs 7 (6 + GK): Two eight (8) minute – SUDDEN VICTORY overtime periods. Sudden victory=goal scored game over!
 3. Two-minute intermission between the 7 vs 7 periods. Teams switch ends and change possession. (Same as in the regulation game).
 4. Unlimited substitutions-must be between the substitution gates. Stokers may be substituted. When a penalty stroke is retaken, substitution is not allowed, except for injury, suspension, or disqualification.

5. If game is still tied at the end of the two 8-minute overtime periods-then play goes to Reduced Number of Corners-6 on 6 until there is a winner.

Green Card During Overtime: player is suspended for 2 minutes during any 7 vs 7 time; the team plays short for the 2 minutes or until the second 7 vs 7 is over. During corners: If a player's time has not expired during the 7 vs 7 play-then the player may not play in the first set of corners. Team, however, will play at full strength-6 vs 6 – the suspended player may not play until the first set is over.

Yellow Card During Overtime: player is suspended for 5 minutes (may be increased to 10 minutes depending on the type and severity of the foul) during any 7 vs 7 time, the team plays short for the 5 minutes or until the second 7 vs 7 is over. During corners: If a player's time has not expired during the 7 vs 7 play-then the player may not play in the first set of corners. Team, however, will play at full strength-6 vs 6 – the suspended player may not play until the first set is over.

Red Card During Overtime: player is INELIGIBLE THE REST OF THE GAME. Team plays short the rest of the overtime, however, during corners the team plays at full strength. A red card given during the corner procedure, then the team plays short. If a team is reduced to <5 players due to disqualification during the corners-the team will forfeit – score 1-0.

III. Corners 6 on 6 (one must be a Goalie)

Five (5) minute break between overtime and corners.

1. Coin Toss - Visitor calls to determine-winner determines which team will play offense or defense first. Order stays throughout the corners.
2. Officials choose the end of the field to play the corners. Head official remains the lead official.
3. The team whose bench is at the other end of the field may go to the opposite side between the 50-yard line and the 25-yard line from the circle where the penalty corners will be taken.
4. Teams shall play with only 6 players per team. Goalkeepers do not play on offense however they may take a stroke during the corners if awarded. The players not involved in the immediate corner stand behind the 50-yard line away from the center of the field. Teams can have a maximum of 12 players on the field – 6 on offense and 6 on defense. All other players are on the sideline with the coach. Goalie must go to the 50-yard line during her team's offensive corner.
5. Coach may not coach the players at the 50-yard line. Coaching is only allowed during the breaks. Players may not go to the sideline to talk to the coach. The only coaching is for plays that are happening in the corners.
6. Players on the field may change roles (offense/defense) however, substitutions from the sideline are not allowed until the break after the 1st set.
7. Two minutes between each set of corners. A set is three equal opportunity corners.

Equal Opportunity Penalty Corners each team. – Sudden Victory

EX: 1 Team A...1 Team B
 2 Team A...2 Team B
3 Team A...3 Team B

1 Set of Corners

OVERTIME PENALTY CORNERS EXAMPLES:

Important to remember -- Equal Opportunity – Sudden Victory

SITUATION # 1: Team A corner goes – does not score

Team B corner goes – scores

Game is over – sudden victory for Team B

SITUATION # 2: Team A corner goes – does not score

Team B corner goes – does not score

Team A corner goes – scores

Team B corner goes – does not score

Game is over – sudden victory

In both situations “Equal opportunity” was provided for both teams

8. Scorekeepers need to be with the trail official, to help trail keep track of the corners and the sets. When a team is ahead and both teams have had equal opportunity –Game over. This could happen at any point in a set.
9. A **Corner** continues until: A) a goal is scored; B) offense hits the ball over the endline, sideline or 25-yard line; C) offense fouls; D) defense clears the ball over the 25-yard line. If defense fouls outside the circle – the offense gets a free hit – corner is still on. If a stroke is called, the corner ends with the stroke outcome; E) the defense unintentionally causes the ball to go across the end line or if the ball glances off the stick/person of a defender in this area and goes across the end line, the attacking team shall be awarded a 25-yard free hit. Play is restarted with the ball on the 25-yard line that is in line with where it crossed the end line. All procedures of taking a free hit apply, **EXCEPT the ball may not be played backwards toward the 50-yard line.** All players must be 5-yards away from the ball. The ball may not be played into the circle until it has amassed a dribbling distance of 5-yards or is touched by a defender.
10. Start each corner with the whistle.
11. Trail official needs to keep corner count and track of sets. Remember, there can be many corners within one corner – only counts as one. Trail officials only call offensive and defensive fouls outside the circle on their side of the field and when the ball travels over the 25-yard line.
12. Players – 6 (offense) on 4 (defense) in the circle plus 2 (defense) flyers who start at the center behind the 50-yard line.
 - **Green Card:** Player is out the rest of that set (of 3 corners). Team plays short.
 - **Yellow Card:** Player is out the rest of that set and the next set (of 3 corners). Team plays short. If 3 yellows are given for the same team = Forfeit. Score 1-0.
 - **Red Card:** Player is ineligible the rest of the game. Team plays short the rest of the way. If two red cards are given = Forfeit. Score 1-0.

NOISEMAKERS, PLACARDS, AND SIGNS

- Bare-chested individuals are not allowed.
- Noisemakers that in any way interfere with the play of the game are not permitted. Schools may determine locally if they are going to allow noisemakers at their home contests.

FIELD HOCKEY CLASSIFICATION

CLASS A 660+	CLASS B 400-659	CLASS C 0-399
<u>NORTH</u>	<u>NORTH</u>	<u>NORTH</u>
<ol style="list-style-type: none"> 1. Lewiston, 1,511 2. Bangor, 1,182 3. Oxford Hills/Buckfield, 1,043/155 4. Edward Little, 982 5. Hampden, 801 6. Skowhegan, 742 7. Messalonskee, 737 8. Brunswick, 732 9. Mt. Blue, 726 10. Mt. Ararat, 720 11. Camden Hills, 706 12. Brewer, 687 	<ol style="list-style-type: none"> 1. Cony, 630 2. Gardiner, 622 3. Lawrence, 628 4. Nokomis, 587 5. Erskine, 557 6. Hermon, 523 7. Old Town, 522 8. John Bapst, 540 9. Belfast, 491 10. Oceanside, 477 11. Winslow, 400 	<ol style="list-style-type: none"> 1. Foxcroft, 388 2. Spruce Mountain, 372 3. Mountain Valley, 354 4. Mt. View, 340 5. Maine Central Institute, 334 6. Orono, 334 7. Mattanawcook, 284 8. Dexter/Central, 261/280 9. Dirigo 212 10. Piscataquis, 180 11. Stearns/Schenck, 141/147
<u>SOUTH</u>	<u>SOUTH</u>	<u>SOUTH</u>
<ol style="list-style-type: none"> 1. Thornton, 1352 2. Bonny Eagle, 1,110 3. Sanford, 1055 4. Scarborough, 984 5. Noble, 920 6. Windham, 911 7. South Portland/Westbrook, 901/697 8. Massabesic, 878 9. Portland/Deering/, 873/833 10. Gorham, 850 11. Biddeford, 754 12. Kennebunk, 753 13. Marshwood, 732 14. Falmouth, 676 15. Cheverus, 360 	<ol style="list-style-type: none"> 1. Greely, 635 2. GNG/NYA, 566/171 3. Freeport, 584 4. Fryeburg, 566 5. Morse, 565 6. Lake Region, 549 7. Cape Elizabeth, 529 8. Leavitt, 527 9. Lincoln, 541 10. York, 524 11. Yarmouth, 526 12. Poland, 478 13. Wells, 434 	<ol style="list-style-type: none"> 1. Oak Hill, 378 2. Maranacook, 351 3. Lisbon, 332 4. Sacopee Valley, 294 5. Hall-Dale, 267 6. Traip, 259 7. Winthrop, 227 8. Telstar, 176 9. Boothbay, 176 10. St. Dominic, 151