

2017 Field Hockey Handbook

SECTION V TOURNAMENT

Monday,
October 23

Sectional Quarterfinals Class A
and B/C

(Held at the higher seeded site)

Thursday, October 26

Sectional Semifinals Class A and
B/C

(Sites TBA)

Monday,
October 30

Sectional Finals Class A
and B/C

(Site TBA)

Regionals

Winners of Section V @ Section VI - The games will take place at Williamsville North in Buffalo. This school has two turf fields that are side by side.

EVENT	DAY	DATE	LOCATION	TIME
Class A	Sat	Nov 4	Williamsville North	4:00PM
Class B	Sat	Nov 4	Williamsville North	2:00PM
Class C	Sat	Nov 4	Williamsville North	2:00PM

STATE CHAMPIONSHIPS

November 11th NYS Field Hockey Athlete's Dinner, Section 4-Binghamton
6pm

November 12th NYSPHSAA Semi-finals - 2 SITES will be used

@ Maine Endwell **Class A: 9:30 & 11:30am Class B: 1:30 & 3:30pm**

@ Vestal **Class C: 10am & 12 noon**

November 13th NYSPHSAA FINALS

@ Maine Endwell **Class A: 9:30am Class C: 12:00pm Class B: 2:30pm**

PLAYING SITES

- All sectional contests, with the exception of the semi-finals and finals, will be played on the home field of the team with the higher seeding.
- Each team will have a minimum of 20 minutes warm-up time and may be on the field 30 minutes prior to the designated game time.
- The team designated the home school shall provide the best possible playing conditions.
- The field chosen shall meet dimension specifications described in the Federation rulebook and shall be properly marked.
- Field choices include:
 1. Their home field
 2. A neutral field, and

3. The opposing team's field

PROCEDURES FOR SECTIONAL SEEDING

- Teams will receive 4 points for a win in regulation, 3 points for a win in OT, 2 points for a tie, 1 point for a loss in OT and 0 points for a loss in regulation.
- Point totals will be tabulated and divided by the number of games played.
- In case of ties in the seeding point average, the following criterion will be followed:
 - Best overall record (W/L percentage)
 - Number of games tied
 - Best league standing (if applicable)
 - Head to head results (if applicable and equitable; All teams play each other the same number of times)

COACHES' RESPONSIBILITIES

1. Rosters- Submit a roster to Section Coordinator by September 10, 2014
2. A new game ball
3. An accurate game clock
4. Each team should have two (2) ball people in place for each game.
5. Conduct - It's the coach's responsibility to guarantee the exemplary behavior of all team-related personnel at all times.
6. Minor officials-It shall be each coach's responsibility to provide a scorekeeper and a timer for all matches.
7. Arbitrator-Each coach shall be responsible for providing a knowledgeable individual to act as an arbitrator in case of protest.
8. Match Results-The winning coach shall be responsible for reporting match results to the section coordinator immediately following the conclusion of the match.
9. Publicity-immediately following matches, the winning coach is responsible for obtaining pertinent information from their opponents and contacting the media.

SUPERVISION

1. Participating schools are responsible for providing adequate supervision for their spectators; one supervisor (other than the coach)
2. Cheerleaders must be supervised by an individual assigned specifically for that purpose.
3. Sirens, noisemakers or any other devices are not allowed.

ADMISSION

- Host schools in the first round are responsible for all expenses.
- Admission should be charged for Semi-final and Final Sectional Contests.
- Ticket price: \$5.00
- Passes: only those individuals presenting a Section V pass, Press Pass, or NYSPHSAA, Inc passes will be admitted free of charge.

OVERTIME PROCEDURES

I. At the end of the regulation game, there will be a coaching intermission that will last up to 5 minutes. The Officials will:

- Meet with Captains and Coach.
- Toss of coin: the home team calls the toss. The winner of the toss gets choice of possession OR end of field.
- The tableside official remains the head official for all segments of the overtime procedures.

II. Ten minute OT 7 V 7 sudden victory OT period:

- Rolling substitutions are permitted.
- Each team is permitted one time out during the 10-minute overtime period
- Defensive corners during 7 v 7:
- Defense will be reduced to 4 players (3 plus goalie) behind end line
- The remaining defensive player goes behind the 50 yd line with the rest of the team.
- The attack remains the same.

III. If a tie still exists after the first 10 minute overtime, the teams will play a second 10 minute

- 7 V 7 Sudden Victory overtime period.
- A coaching intermission, lasting 5 minutes, will be allowed prior to the start of the second OT period.
- Teams will change ends of the field, the team not having possession at the start of the first OT shall have possession to start the second OT.

- • Time-outs may not be carried over from the previous period, each team is allowed one time out.
- • Rolling substitution are permitted.
- • Defensive corners same as above.
- • The attack remains the same.

IV.If the score remains tied at the end of the second 10 minute overtime period; a Shoot-out will take place.

“NO SUDDEN VICTORY” shoot-out process. A **set of 5 alternating shoot outs take place in each series.**

- Players from each team take a one-on-one shoot-out alternately against the goalkeeper of the other team making a total of 10 shoot-outs.
- Five (5) players per team will take the shoot-out in the sequence nominated and communicated by the team to the umpires on duty before the start of the shoot-out competition. The order of shoot-out must be indicated to the umpires at the coin toss.
- The umpires, in conjunction with the tournament committee will choose the goal to be used.
- Toss of coin: The Visiting team calls the toss. The team which wins the toss has the choice to take or defend the first shoot-out.
- The team scoring or awarded the most goals is the winner and the competition ceases once an outright winner is determined.
- During a shoot-out competition, only the players participating in the shoot-out are allowed on the field outside the 25 yard line. The goalkeeper of the team taking a shoot-out must be on the back-line outside the circle. A player who is authorized by an umpire to take or defend a shoot-out may enter the 25 yard area for that purpose.
- A player who has been excluded permanently (red card) from the field of play during that same match, cannot take part in a shoot-out competition.

V.Taking the shootout.

- The goalkeeper starts on or behind the goal line between the posts.
- The ball is placed on the nearest 25 yd line opposite the center of the goal.
- The attacker stands outside the 25 yd line near the ball.
- The umpire blows the whistle to signal the start of the shootout; the attacker and the goalkeeper may then move in any direction.
- The shoot-out is completed under the following conditions:
- **10** seconds has elapsed (The trail official keeps the time.)
- The attacker scores a goal
- The attacker commits a foul
- The goalkeeper commits an unintentional foul in which case the shoot-out is re-taken
- The goalkeeper commits an intentional foul, in which case a penalty stroke is awarded

- The ball goes out of play over the back-line or side-line; this includes the goalkeeper intentionally playing the ball over the back-line (not a foul). The ball simply going outside the circle a second time does not constitute the end of a shoot-out.

Replacement situations

- If a penalty stroke is awarded as specified above, it is taken by the two players involved in the shoot-out concerned, unless either of them is incapacitated or suspended. This penalty stroke will take place before the next available shoot-out takes place.
- If during a shoot-out competition a player (either an attacker or goalkeeper) is suspended, that player takes no further part in that shootout competition and, unless a defending goalkeeper, cannot be replaced. The goalkeeper may be replaced by a goalkeeper from the bench. The replacement goalkeeper is allowed reasonable time to put on protective equipment.
- If the replacement goalkeeper is a field player, that player is allowed reasonable time to put on protective equipment.
- If an attacker is suspended during the shoot-out competition, there is no replacement allowed. Any further shoot-out the player was entitled to take counts as no goal; the shoot-outs taken by this player and scored being suspended, count as a goal.
- If during a shoot-out competition, a defending goalkeeper is incapacitated, that goalkeeper may be replaced by another goalkeeper.
- If during the shoot-out competition, an attacker is incapacitated, that attacker may be replaced by another player from the team unless suspended by the umpire prior to or during the shoot-out competition.

VI. **If a tie still exists after the first series of 5 shoot-out, a second series of 5 shoot-outs** will take place with the **same** players, (subject to an incapacitated or suspended defending goalkeeper being replaced).

- A coaching intermission lasting 2 minutes, will be allowed prior to the start of the second shoot-out period.
- The coach must inform the umpires as to the order in which the nominated players take the shoot-out.
- The team who had taken the first shoot-out of the first series must defend the second series.

If a tie still exists after a second series of 5 shootouts, additional series of shoot-outs are taken by the same players subject to all conditions above.

VII. **Misconduct:**

- If a player is green/yellow/red carded during the end of regulation time, their penalty will carry over into OT.
- Green cards will carry a 2 minute penalty of playing time, Yellow cards will carry 5/10-minute penalty of playing time and teams will play short-handed with both cards.

- During the OT when the game clock is not running, the timer will time the penalty. As time is not running between OT procedures, or during an official's time out, no time may accrue. The penalized player may return to the game after her 2/5/10 minute penalty has been served, at the next opportunity for substitution.
- If an athlete is red-carded, that player is not eligible for any part of the overtime; the team does have to play short during the 7 v 7 plays.
- It is expected that the players and coaches will not enter the field of play until the official has signaled the end of the game or overtime. Failure to comply will be treated as misconduct.

At the championship game there is no co-champion declared, the game will be played out till a winner is crowned