



FIELD HOCKEY REGULAR SEASON TIE-BREAKER

5-minute intermission

Captains meet with officials

Visiting team captain calls the coin toss

Winner chooses possession or direction

15-minute, Reduced Player, sudden victory overtime

Teams will change ends of the field at the first stoppage of play at or after the 7 minute 30 second mark

Any "eligible" player may participate in overtime.

All rules governing the 11-player game will be used EXCEPT: A maximum of FOUR (4) defenders may be behind the end line on penalty corners.

Neither team may request a time out.

Substitution during the 15-minute overtime period will be allowed.

If after the completion of the overtime period, the game is still tied, the procedure described below will be followed.

ONE-ON-ONE-A series of five shots on goal shall be taken by individual players in a one-on-one situation (attacker vs. goalkeeper). To begin this procedure, the attacker stands on the 25 yard line and the goalkeeper stands on the goal line. Play continues for 10 seconds with follow up shots permitted.

Note: The one-on-one play could be conducted with follow-up shots not permitted. A foul or violation by the attacker ends the procedure. A goal is awarded for a foul or violation against the goalkeeper.

The procedure also ends when: (1) the 10 seconds has elapsed; (2) a goal is scored; (3) the ball goes out of play over the end line, sideline or outside the circle.

(a) Each coach will present a list of 5 players to the official and the shots will be taken by the players in the order they are listed. The team attempting the first shot will be decided by a coin toss, with the visiting captain calling the toss. If a player participates out of order, that one-on-one is over and no goal is awarded. The next correct player is to play the team's next one-on-one.

(b) The five players listed for each team will attempt the shots on goal on an alternating basis and the team scoring the most goals is declared the winner.

(c) If the game is still tied each team will attempt "sudden victory" shots on an alternating basis. This procedure will continue until the tie is broken. You may allow a repeat of the first 5 players. The order of the players may be changed at this time.



FIELD HOCKEY POST SEASON TIE-BREAKER

If the game is tied at the end of regulation, teams will play a maximum of TWO 15-minute, reduced-player, sudden victory overtime periods. The first OT will be played as detailed in the Regular Season procedure described previously.

If the game is still tied at the end of the first overtime, a second 15-minute, reduced-player, sudden victory overtime period shall be played.

2-minute intermission

Report lineup changes to the Official Scorer

Teams change goals

Team not having the center pass to start the first OT will have it to begin the second

Play a second 15-minute, REDUCED PLAYER, sudden victory overtime

ONE-ON-ONE-A series of five shots on goal shall be taken by individual players in a one-on-one situation (attacker vs. goalkeeper). To begin this procedure, the attacker stands on the 25 yard line and the goalkeeper stands on the goal line. Play continues for 10 seconds with follow up shots permitted.

Note: The one-on-one play could be conducted with follow-up shots not permitted. A foul or violation by the attacker ends the procedure. A goal is awarded for a foul or violation against the goalkeeper.

The procedure also ends when: (1) the 10 seconds has elapsed; (2) a goal is scored; (3) the ball goes out of play over the end line, sideline or outside the circle.

(a) Each coach will present a list of 5 players to the official and the shots will be taken by the players in the order they are listed. The team attempting the first shot will be decided by a coin toss, with the visiting captain calling the toss. If a player participates out of order, that one-on-one is over and no goal is awarded. The next correct player is to play the team's next one-on-one.

(b) The five players listed for each team will attempt the shots on goal on an alternating basis and the team scoring the most goals is declared the winner.

(c) If after completion of the first five one-on-ones the score is still tied, teams shall REPEAT the one-on-one procedure and the following provisions apply:

2 minute intermission prior to beginning this second set of one-on-ones.

Coaches may change the players and/or order of players to take this set of one-on-ones. The team that defended first in the previous set of one-on-ones will go first for the second set. If the game is still tied, each team will attempt "sudden victory" shots on an alternating basis. This procedure



will continue until the tie is broken. You may allow a repeat of the first 5 players. The order of the players may be changed at this time.

GOLF TIEBREAKER RULES

Breaking Team Ties-Team ties for conference, regional and state champions and qualifiers for the next level of play, and for place finishers at the state tournament will be resolved in the following manner:

(1) The playoff holes for state golf events will be chosen based upon availability and the format of the final round. The appropriate representative with input from the VSGA and/ or course manager will determine the appropriate playoff option. Competitors involved will be informed of the intended rotation prior to teeing off in the playoff. All playoffs are stroke play therefore NO concessions can be made and all shots of the winner necessary to finish play must be completed.

(2) Each coach will select 4 players to represent the school in the playoff.

(3) The playoff will start on a hole designated by the tournament director.

(4) A sudden victory format will be used. The aggregate total, after each hole, of the four-member teams, will count.

(5) Each coach must rank his/her players 1 through 4.

(6) In a two team playoff, the third and fourth ranked player from each team will be paired together in a foursome. In a three or four way tie, one player from each team will be paired with equally ranked members of each team.

(7) Play should be continuous. When the first group finishes the first hole, they should move directly to the second hole and continue play.

(8) Play will continue until all ties are broken.

(9) In the event a playoff cannot be completed, all ties will be broken using the acceptable method of matching cards as prescribed in Appendix I of the USGA Rules of Golf.

70-4-10 Breaking Individual Ties:

(1) In the event of a tie in a stroke play competition for medalist, a hole-by-hole playoff will be used to determine placement. The playoff holes for state golf events will be chosen based upon availability and the format of the final round. The appropriate representative with input from the VSGA and/or course manager will determine the appropriate playoff option. Competitors involved will be informed of the



intended rotation prior to teeing off in the playoff. All playoffs are stroke play therefore NO concessions can be made and all shots of the winner necessary to finish play must be completed.

(2) In the event a playoff cannot be completed, all ties will be broken using the acceptable method of matching cards as prescribed in Appendix I of the USGA Rules of Golf.

SOCCER REGULAR SEASON TIEBREAKER RULES

Breaking Ties, Regular Season Play-If a tie exists in regular season play, the teams shall play two five-minute overtime periods. At the end of the first overtime period, teams shall change ends of the field. If a tie still exists, the game shall be recorded as a tie.

SOCCER POST SEASON TIEBREAKER RULES

When a District, Region or State Tournament match is tied at the end of regulation time, the referee shall instruct both teams to return to their respective team boxes. There will be five minutes during which both teams may confer with their coaches and the head referee will instruct teams as to proper procedures below.

1. There shall be two five-minute overtime periods.
 - a. A coin toss shall be held as in Rule 5-2-2(d-3).
 - b. At the end of the first five-minute overtime period, teams shall change ends and begin play immediately.

2. If a tie still exists after two five-minute overtime periods, there shall be one five-minute sudden victory overtime period.
 - a. There shall be a two-minute interval between periods.
 - b. A coin toss shall be held as in Rule 5-2-2(d)(3).
 - c. If a tie still exists, teams shall change ends and play a second five-minute sudden victory overtime period.

3. If a tie still exists, all coaches, officials and team captains shall assemble at the halfway line to review the procedures for penalty kicks as outlined below.
 - a. The head referee shall choose the goal at which all the kicks from the penalty line shall be taken.
 - b. Each coach will select any five players, including the goalkeeper, on or off the field (except those who were disqualified) to take the kicks.

- c. A coin toss shall be held as in Rule 5-2-2(d)(3). The team winning the coin toss has the choice of kicking first or second.
- d. The teams will alternate kickers. There is no follow-up on the kick.
- e. The defending team may change the goalkeeper prior to each penalty kick.
- f. Following five kicks for each team, the team scoring the greater number of kicks is declared the winner.
- g. Add one goal to the winning team score and credit the team with a victory. An asterisk (*) may be placed by the team declared the winner to indicate the win was the result of the tie breaker system.

4. If the score is still tied, repeat the procedures in (3) and add the sudden victory element wherein if one team scores and the other team does not score, the game is ended without more kicks being taken. Any or all of the same players may or may not be used again. A winner will be declared if the team scores and opponent fails to score.

5. If the score is still tied (after a series of 5 "sudden victory" penalty kicks), repeat the procedures in (4) until there is a winner.

SOFTBALL TIEBREAKER RULES

Resolving Ties During the **Regular Season**-If an appropriate council has opted not to use the Suspended/Interrupted Game Rule and a regulation called game ends in a tie score, the game shall be counted as one-half (1/2) game won and one-half (1/2) game lost (NFHS Softball Rules Book). Tie games shall not be completed (or made up) by mutual agreement.

Softball Tie-Breaking Procedure:

(1) The VHSL Softball Tie-Breaking Procedure is to be used beginning in the 9th inning of any regular season contest. The tie-breaking procedure (often referred to as the "International" or "Olympic" tie-breaker) shall use the following procedure:

(a) Each half-inning shall begin by placing a runner on second base.

(b) That runner is the player in the batting order who precedes the lead-off batter in that inning and this procedure is maintained until a winner is determined in that inning or subsequent innings.

(2) Prior to the beginning of the season, District Councils may opt to not use this tiebreaking procedure.

(3) This procedure may NOT be used in conference, region or state tournament play.

(4) Local commissioner of officials shall be contacted so their association may be prepared to implement this rule.

(5) If opponents are in conflict over implementation of this rule, the home team's policy will prevail for that contest.



FOOTBALL TIEBREAKER RULES

1. When the score is tied at the end of the fourth quarter, the referee will instruct both teams to return to their respective team boxes. There will be a three-minute intermission during which both teams may confer with their coaches.
2. All officials will assemble at the 50 yard-line, review the procedure and advise the team of the number of time-outs remaining.
3. The visiting team captain shall be given the privilege of calling the coin while it is in the air. The winner of the toss shall be given his choice of defense or offense or of designating which end of the field the ball will be put in play.
4. To start the overtime, the offensive team shall put the ball in play first and goal on B's 10-yard line anywhere between the inbounds line. Team A shall have a series of four downs. The series shall be terminated by any score of A or if B has possession at the end of any down. Team A shall be awarded a new series when:
 - (a) the penalty for defensive pass interference or roughing the kicker (or holder) is accepted; or
 - (b) team A recovers a scrimmage-kick (field goal attempt) between the goal lines after it has been touched first by B beyond the neutral zone.
5. If team A scores a touchdown, it is entitled to the opportunity to try for point, except when it is unnecessary to break the tie. A field-goal attempt is permitted during any down. If the defensive team gains possession by recovering a fumble or intercepting a pass, the ball becomes dead immediately and A's series is ended.
6. If team A has completed its series, team B will become the offensive team with the ball in its possession at the 10-yard line anywhere between the inbounds lines. The same end of the field will be used for both possessions in order to insure equal game conditions and conserve time.
7. The team scoring the greater number of points in the overtime shall be declared the winner. The final score shall be determined by totaling all points scored by each team during the regulation and overtime periods.
8. If the score remains tied after each team has been given one series, the procedure shall be repeated until a winner is determined. There will be an intermission of 2 minutes during which the loser of the coin-toss will be given first choice of the options. If additional periods are required, first choice of options will be alternated.



9. Each team shall be permitted one time-out during each overtime period.

10. All game rules will apply except:

- a. The line-to-gain shall always be the goal line.
- b. No extra try will be made if the winner of the game has been determined.
- c. If team B scores a safety the game is ended.
- d. If team B gains possession, the down and series for A ends immediately.
- e. No free-kick privileges are awarded following a fair catch or an awarded fair catch.
- f. The field clock does not run in the overtime period(s).

BASEBALL AND SOFTBALL REGULAR SEASON TIEBREAKER

If an appropriate council has **opted not to** use the Suspended/Interrupted Game Rule, and a regulation called game ends in a tie score, the game shall be counted as one-half (1/2) game won and one-half (1/2) game lost (NFHS Baseball Rules Book). Tie games shall not be completed (or made up) by mutual agreement.