

## **NJSIAA TIE-BREAKER FOR ALL Varsity Games and TOURNAMENT PLAY (Rule 11, C)**

Ties may be broken during regular season play by using the tie-breaking procedure for tournament play, by conference adoption or by mutual agreement of the competing schools.

Conferences and/or competing schools must notify the officials chapters serving their schools, if a tie-breaker will be used.

1. When the score is tied at the end of regular playing time, both teams will have a five (5) minute rest and toss a coin for choice of ends.
2. Six minutes (two 3 minute periods) of stop-clock overtime will be played. The clock will be stopped after 3 minutes of play in order for teams to change ends with no delay for coaching. The game will be restarted by a center draw.

**The team which is ahead at the end of six minutes wins the game.**

3. If teams are still tied after six minutes have elapsed, the teams will have a 3 minute rest and change ends.
4. The winner will then be decided on a “sudden victory” stop-clock overtime of no more than six minutes in length with the teams changing ends after 3 minutes. The game will be restarted by a center draw.

**The team scoring the first goal wins the game.**

5. Play will continue with “sudden victory” stop-clock overtime periods of six minutes in length with 3 minutes in between and change of ends until a winning goal is scored.
6. There is no time-out during overtime play.

### **FOR STATE FINALS ONLY:**

**IF A TIE STILL EXISTS AFTER THE TWO (2) SIX (6)-MINUTE  
OVERTIME PERIODS, A CO-CHAMPIONSHIP WILL BE DECLARED.**