

Special Olympics New Jersey Floor Hockey State Tournament Rules

General Tournament Guidelines:

- Teams must report to their games 30 minutes prior to the scheduled start of the game.
- Coaches are responsible for turning in their Lineup/score sheets to the scorer's table 10 minutes prior to their scheduled start time. If the sheet is not submitted in this timely manner, a 1 minute delay of game penalty will be assessed on the 1st line.
- If a team arrives more than 15 minutes after their scheduled game, it will be declared a forfeit.
 - The tournament will continue with the team who forfeited the game to receive a 1-0 loss, and the opposing team to receive a 1-0 win.
- Only the athletes and coaches on the competing teams during the scheduled game may sit on the team benches.
 - All others must sit in the bleachers or designated seating area.
 - All coaches must stay near their respective benches while coaching.
- If a coach has a question/conflict with an official, please approach the Floor Hockey Director. Do not interrupt the flow of the game with inquiries.
- League rules for athlete and coach misconduct will be enforced during tournament play.
 - Please refer to the Athlete & Coaches Code of Conduct

OVERTIME

In the event of two teams being tied at the end of regulation during this tournament, overtime shall be played with the first team to score a goal being declared the winner. Overtime will consist of:

- 3 minute lines of stoppage time. Teams will continue to play 3 minute lines of stoppage time until one team scores a goal and is declared the winner.
 - (+/-) 1 line up rules remain in effect and must encompass the entire game.
 - Coaches are allowed to submit their lineup prior to the start of each overtime line to assist in following the (+/-) 1 rule.
- If the score is still tied after the 3rd overtime line, there will be a 5 minute break before the start of the 4th overtime line.
 - Game play will resume after the 5 minute break following the same overtime rules as above.
- If the score is still tied after the 6th overtime line there will be a 7 minute break before the start of the 7th overtime line
 - Game play will resume after the 7 minute break following the same overtime rules above.

- If the score is still tied after the 9th overtime line, there will be a 10 minute break before the start of the 10th overtime line.
 - Game play will resume after the 10 minute break following the same overtime rules above
 - If necessary, all subsequent breaks will be provided at the end of lines 12, 15, 18, etc and will be 10 minutes in length.

- If there is a tie in team records after all division games are competed, The following will be used to break the tie:
 1. Head to Head competition
 2. Least Goals allowed (total)
 3. Most Goals scored (total)
 4. Tournament goal differential: Goals scored minus goals points surrendered

Notes: Use steps 1 to 4 until one team is eliminated.

 - If 2 teams have identical records use Step 1 to determine top finishing position.
 - If 3 teams have identical records, use Steps 2 – 4 to determine top place ONLY.
 - Once the top team is determined, go back to Step 1 to determine finishing position of the remaining two teams.
 - If the tie can not be broken using the system above, all three teams will receive the highest place medal
 - ***In the event a forfeiting team is tied with two other teams, the forfeiting team will automatically lose the tie-breaker. The established tie-breaker rules will then be used to determine a winner between the remaining two teams.***

ALL PROTESTS MUST BE SUBMITTED IN WRITING WITHIN 30 MINUTES OF INCIDENT