

- b. No substitutions will be allowed during this stoppage of play.

PENALTY: A minor foul will be called if a team is not ready to start after two minutes, a team requests a third time-out or a team illegally substitutes.

SECTION 4 SUSPENDED/INTERRUPTED GAME

ART. 1 . . . Once play begins the officials shall have the authority to interrupt or suspend the game due to dangerous weather or field conditions. The official's decision is final. A game is considered legal and complete if 80 percent of playing time has elapsed. An interrupted game continued on the same day shall be restarted from its point of interruption.

ART. 2 . . . If a suspended game (one in which less than 80 percent of playing time has elapsed) is replayed on another day, it must be played from the point of interruption. A suspended game may be terminated and considered complete by mutual agreement of the opposing coaches. The score at the point of termination will be the official score of the game.

ART. 3 . . . All stats from a suspended game (goals, team cards, etc.) should carry over from one part of a game to another even if it is played on a separate day. Cards should be recorded in the official book.

NOTE: If 80 percent of the playing time has elapsed and the game is tied, leagues should determine their own tie-breaking procedures.

SECTION 5 FORFEITED GAME

ART. 1 . . . If a team leaves the field and refuses to play, the score of the game shall stand if the team remaining on the field was ahead at the time. Otherwise, the score of the game will be 1-0 in favor of the team remaining on the field.

ART. 2 . . . If a suspended/ejected coach or non-student team personnel refuses to leave the area, the official may declare a forfeit. The score of a forfeited game will be 1-0 in favor of the non-offending team. If the suspended/ejected individual is a student, that individual may remain in the team bench area.

ART. 3 . . . In the case of a coach being removed from the field and an assistant coach or other authorized team personnel not being available, the team shall forfeit the game.

SECTION 6 OVERTIME PROCEDURES

ART. 1 . . . When the score is tied at the end of regular playing time and overtime is to be played, both teams will have a five-minute rest and toss a coin (visiting captain calls) for choice of ends. The alternate possession shall continue from regulation. The game will be restarted by a center draw. The winner will be decided by "sudden victory." The team scoring the first goal wins the game. Each overtime period will be no more than six minutes in length of stop-clock time (clock stops on every whistle). The clock will be stopped after three minutes of play in order for teams to change ends with no delay for coaching. No substitu-