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## WOMEN'S RULES CHANGE PROPOSAL for 2018 General Assembly

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Rule Change Proposal #7	2018 W Field - 7		Descriptor
Edit Tournament Rules	Rule 25.F	Update	Overtime Procedures

### CURRENT DESCRIPTOR:

F. Overtime Procedures – Playing off a tie game when required.

1. When the score is tied at the end of regulation playing time, both teams will have 5 minutes rest and toss the coin for choice of ends. The lower seeded team or the team dressed in the dark shirts will call the coin toss for choice of end to defend.
2. Each team may request one 90 seconds time out during overtime (see Rule 11.H).
3. A full 6 minutes of stop-clock overtime will be played in sets of two 3 minute periods. At the end of the first 3 minute period, the teams will change ends with no delay for coaching, and the game will be restarted with a center draw. The team that is leading at the end of the full 6 minutes wins the game.
4. If the teams are still tied after the full 6 minutes of overtime, they will have 3 minutes of rest and change ends.
5. The winner will be decided in a “sudden victory” stop clock overtime of not more than 6 minutes. If a winning goal is not scored in the first 3 minute period, teams will change ends with no delay for coaching, and the game will be restarted with a center draw. The team scoring the first goal wins.
6. Play will continue with “sudden victory” stop-clock overtime periods of 6 minutes in length. Teams will continue to change ends after each 3 minutes of play. Teams will have 3 minutes of rest between every 6 minutes period until a winning goal is scored.

### NEW DESCRIPTOR:

Remove 25.F and add to Duration of Play

### Rationale:

- Helps to keep games within 2 hours and helps with scheduling.
- Is compatible with the current Trial Rule of a running clock.
- Helps with reducing injuries to players and officials during a tournament.
- Helps to create a thrilling climax to a close game.\
- Aligns with a rules proposal for men's lacrosse to also move to sudden victory overtime