

MIAA TOURNAMENT      November 2021

Game duration: two 40 minute halves. 10 minute half-time. Official time is kept on the field by the officials. Time is not stopped unless indicated by the officials.

Timeouts – each team is allowed one time out per half and each extended time period. The time out may be called by a coach or player on the field during any offensive re-start. Either team may call a timeout after a goal, cautions or disqualifications, after an injury timeout, and at the taking of a dropped ball. *No time outs are allowed during overtime PKs.*

If the team leading starts to substitute in the last 5 minutes of the second half the clock shall be stopped for these substitutions. Make sure both coaches and captains are reminded about this rule prior to the start of the game.

On field warmup time allowed for each team: minimum of 20 minutes.

In the event a game must be suspended because of conditions that make it impossible to continue play, the referee shall declare it an official game if one complete half or more of the game has been played. (see MIAA rules for a tied game that is suspended)

**Tie-Breaking Procedures:**

- Five minute rest period after regulation.
- Coin toss is held, same as start of the game. *Ten-minute sudden victory overtime period* (15 minute in state final only). Each team is allowed one timeout per overtime period. These cannot be carried over to the next period of play.
- If still tied after first overtime period, *second ten-minute sudden victory overtime period* will be played. Teams will change ends, no break. (15 minute in state final only)
- \*\*\*GOOD CLOCK MANAGEMENT is important for all the overtime periods.
- If still tied after second overtime period, move to *kicks from the penalty spot*.
- The referee(s) shall choose the goal at which all kicks will be taken. No spectators are allowed behind the goal.

- Review the procedures for this with all coaches, team captains and officials at the halfway line.
- A coin toss shall be held and the team winning the toss shall have the choice of kicking first or second.
- Each coach can select any 5 players from their final roster (excluding any players who may have been disqualified) for the first round of kicks. These five selected players will all shoot, unless a winner can be determined in three shots. These five players can shoot in any order according to the coach's decision. The coach may substitute for **ANY AND ALL PLAYERS** in this original group, **PRIOR TO THEIR TURN**.
- The defending team may change the goalkeeper prior to each penalty kick. Once a kicker has been beckoned to the spot by an official substitutions are not allowed. (**IMPORTANT**: review all substitution protocols with coaches and captains prior to kicks)

Everyone **MUST** review and know the procedures for this tie-breaking method. Discuss them with your crew **PRIOR** to the start of the game so everyone knows their responsibility when and if you get to this point. One member of the crew shall keep a score of all kicks, including the player#s and the order in which they kicked. **Know which goal will be used prior to the start of the game. Infringements to watch for during penalty kicks:**

**\*\*\*** Goalkeepers moving off their line prior to the ball being in play. Note that the new rule requires that a goalkeeper have at least one foot on or in-line with the goal line until the ball is kicked. No touching of the goal posts, crossbar, or nets until the ball is kicked.

**\*\*\*** Kickers interrupting their movement on the approach to the ball. (Review NFHS Rule 14 in detail)

There is no follow up on the kick. During the tie-breaker penalty kicks, the ball remains alive until its momentum is spent, it goes out of bounds, or it is re-touched by the kicker.

If the score remains tied after each team has had five kicks, each coach will select another five players who did not participate in the preceding round. This round is "sudden victory" mode. The team with the most goals after an equal number of

attempts is declared the winner. The team that kicked first in round 1 is the team that kicks first in ALL subsequent rounds.

**Other details:**

- At neutral sites the site director shall assign ball persons. In early rounds the home team shall provide. Talk to site directors and home coaches early to confirm and identify who the ball persons will be.
- Uniforms: home team (higher seed) shall wear dark jerseys, visiting team (lower seed) shall wear light jerseys. Under garment colors must be same or similar as jerseys. Socks must match for ALL field players on a team and must be different than the opponent. The jersey of the goalkeeper must distinctly differ in color from that of any teammate or opposing team field player. The GK jersey MUST be numbered. The socks of the goalkeeper are not required to be the same as his/her teammates but MUST differ in color from the opposing team field players.