

BY-LAW ARTICLE XXX

Soccer

Boys and Girls

Sect. 1: Soccer shall be administered by the NHIAA Soccer Committee and the rules of the National Federation will govern the sport when applicable.

Sect. 2: Scheduling Standards

- A. Only games with NHIAA schools or with member schools of state associations may be counted.
- B. All games are to be officiated by no less than two (2) NHIAA registered officials. Exceptions to this may be sought by contacting the NHIAA office prior to the game.
- C. Interscholastic games will not be permitted following the last date to play.

Sect. 3: Tournament Selection

The maximum number of teams allowed per By-Law Article IV: Classification; Sect. 10; Tournament Selection Requirements will qualify for the tournament in each division and gender. (CM 5.2016)

Sect. 4: Site Selection

The tournament sites for the preliminary and quarterfinal round will be determined by the seeding position of each team with the highest seeded teams playing on their *home* field. Selected sites will be determined by the Soccer Committee for all semifinal and final games.

Sect. 5: Tournament Rosters

All tournament teams will be limited to a maximum of 25 players, two (2) coaches and two (2) managers. Rosters shall be completed via the NHIAA website. If a team is going to make the tournament, a team photo in uniform (no warm-ups and no mascots allowed) must be submitted with a photo lineup. If no photo is received a logo will be supplemented.

Sect. 6: Awards

Official NHIAA championship and runner-up plaques, in addition to 29 team medals will be awarded to the respective champion and runner-up teams in each division for boys and girls.

Sect. 8: Official Time

Time shall be kept on the field by the official nearest to the team benches. Official timer may be used with the mutual consent of the officials and both coaches prior to the game.

Sect. 9: Diagonal Officiating System

Schools may use the diagonal system of control (one referee and two linesman - NHSOA Certified) with mutual consent of both coaches prior to game day.

Sect. 10: Mercy Rule

If a game reaches a goal differential of five (5) or more goals in the second half, the clock will be official running time. Should the goal differential become less than five (5) goals the clock will return to stop time.

Sect. 11: Make-Up Games

No make-up games may be scheduled during the last week of the regular season unless they are games that were regularly scheduled for that week. Teams must complete their *entire* schedule that has been submitted to the NHIAA. To be eligible for tournament seedings and play, the Soccer Committee will consider completed schedules only. Any scheduled game(s) not played will be forfeited by both teams unless the circumstances are made known to the NHIAA Executive Director *prior* to the pairings meeting date. Forfeit appeals will be conducted in compliance with NHIAA Policy By-Law Article VII.

Sect. 12: Overtime Procedures for Regular Season Play

When the score is tied at the end of regulation time, the referee will instruct both teams to return to their respective team benches. There will be a five (5) minute intermission during which both teams may confer with their coaches and the head referee will instruct both teams as to how the overtime periods will be conducted. A coin toss shall be held in accordance with Rule 5-2-2 (d) (3) of the National Federation Rules Book. The teams will play a ten (10) minute sudden victory overtime period. If the score is still tied, the teams will change ends without leaving the field of play (Substitutions are allowed). A second ten (10) minute sudden victory period will be played. The match will be considered a draw if the score is still tied after these two (2) periods. (CM 1.2016)

Sect. 13: Tournament Overtime Procedures

When the score is tied at the end of regulation time, the referee will instruct both teams to return to their respective team boxes. There will be five minutes during which both teams may confer with their coaches and the head referee will instruct both teams as to proper procedure. A coin toss shall be held as in Rule 5-2-2 (d) (3) of the National Federation Rules Book. (CM 1.2016)

A. Sudden Victory Overtime Procedure:

1. Preliminary and Quarterfinal Games

- a. The teams will play one ten (10) minute sudden-victory overtime period.
- b. If the score is still tied, the teams will change ends after a 2 minute intermission (substitutions are allowed) and a second ten (10) minute sudden-victory period will be played.
- c. If the score still remains tied, all coaches, officials and team captains shall assemble at the halfway line to review the procedure for penalty kick as outlined below.

2. Semifinal and Finals Games

- a. The teams will play one fifteen (15) minute sudden-victory overtime period.
- b. If the score is still tied, the teams will change ends after a 2 minute intermission (substitutions are allowed) and a second fifteen (15) minute sudden-victory period will be played.
- c. If the score still remains tied, all coaches, officials and team captains shall assemble at the halfway line to review the procedure for penalty kick as outlined below.

B. Penalty Kick Procedure:

1. The head referee shall choose the goal at which all of the kicks from the penalty line shall be taken.
2. Each coach will select any five (5) players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the kicks.
3. A coin toss shall be held. The team winning the toss shall have the choice of kicking first or second.
4. Teams will alternate kickers. There is no follow-up on the kick.
5. Following five (5) kicks for each team, the team scoring the greatest number of these kicks shall be declared the winner.
6. Add one goal to the winning team score and credit the team with a victory. An asterisk (*) may be placed by the team advancing to indicate the advancement was the result of a tiebreaker system.

C. If the score remains tied after each team has had five (5) kicks:

1. Each coach will select five (5) different players than the first five (5) who already have kicked, to take the kicks in a sudden victory situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken.
2. If the score remains tied, continue the sudden victory kicks with the coach selecting any five (5) players to take the next set of alternating kicks.
3. If a tie still remains, repeat C-1.

Sect. 14: Interrupted Games

Whenever a game is interrupted in the first half because of events beyond the control of the responsible administrative authorities, it shall be continued from the point of interruption. Both officials should sign the official scorebook and note the time on the clock and the period when the game was interrupted.