

## SECTION VI– Soccer

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### **Article 1            Operating Structure**

- 1.1      Eligible Grades: Each member school may form teams composed of 7th and 8th grade students.
- 1.2      Roster Size: 32 players maximum (14 minimum to field a Varsity only). All participating athletes must be in 7th or 8th grade and all rosters may be mixed grade level but should be based on ability/skill level. It is recommended Varsity teams carry a roster of 16 total players and JV teams carry a roster of 16 total players.
- 1.3      Levels: Varsity, JV
- 1.4      Divisions: n/a
- 1.5      Scheduling: The district athletic office will create a schedule that allows each member school to play every other member school once during the season. Each team will also compete in two postseason box-bracketed games. Scheduling will be based on the previous year’s standings.

In addition to the district competition schedule, one scrimmage will be scheduled by the district athletic office prior to the first regular-season game. Scrimmages will be assigned annually.

### **Article 2            Event Administration**

- 2.1      Competition Days and Locations: Games will be played on Mondays or Wednesdays. Varsity and JV games will be played at the same location as stacked contests.
- 2.2      Start Times: Varies at each school according to dismissal times.
- 2.3      Warm-up Time: Varsity teams will have 30 minutes prior to the start of the Varsity game. JV will have a 10-minute warm up time to begin immediately after the conclusion of the Varsity game. During pregame warm-ups and halftime, the field shall be divided, and neither team may enter the opposing team’s designated area.
- Before the game: Each team shall occupy the area in front of its own bench, from the midfield line to the end line of its goal line.
  - Re-entering the field before the game and at halftime: Each team shall use the portion of the field between its bench and the near edge of each goalpost (field divided lengthwise).
- 2.4      Competition Length: Varsity will play two 30-minute halves with a 10-minute halftime. JV will play two 30-minute halves with a 10-minute halftime. If there is a weather delay or concern about completing the JV contest, the length of each half and/or halftime may be shortened by mutual agreement of both coaches and confirmed by the home team Athletic Director or designee.
- 2.5      Time between Contests: Ten (10) minutes.
- 2.6      Tied Games: If either the Varsity or JV game is tied at the end of regulation, the game will end as a “Tie” for standings purposes. Tie-breakers will be used during the final two bracketed Varsity games of the season. No tie-breakers used for any JV contests.

2.7 Mercy Rule: If a team is ahead by 10 or more goals at any time during the second half of a match, that match will end.

2.8 Event Staff: Score Keeper (1) and an event supervisor (admin)

2.9 Facilities: When available, field dimensions shall be 100 yards in length by 60 yards in width (minimum length 100 yards not to exceed 120 yards). Equipment Requirements:

- Goals (24 ft x 8 ft) with netting and goal weights
- Corner flags
- The home team will provide a minimum of three game balls (size 5) and ball shaggers as necessary.

### **Article 3 Additional Sport Specific Considerations**

3.1 Coaches are not permitted on the field during games.

3.2 There are no timeouts in soccer.

3.3 There are no limits on substitutions during PSDMSAL soccer matches.

3.4 Athletes who start in the Varsity match may not play in the JV match.

3.5 Filming is permitted only when your team is playing in the game. Filming of other opponents' games or practices is prohibited.

3.6 Officials will keep game time and halftime length their own timing device. Officials will be instructed to not add minutes to any game. Serious injury will stop the clock.

3.7 Sanctions:

- Red Card: the player is ejected for the remainder of the game and will receive an additional one-game suspension.
- Two Yellow Cards: a player who receives two yellow cards in a single contest will be suspended for the remainder of that contest only. No additional suspension will apply.

Common reasons an official may issue a yellow card are personal misconduct, stalling, and hard fouls.

3.8 Uniforms: The home team will wear dark uniforms. The visiting team will wear white uniforms. Goalkeepers must wear jerseys that clearly contrast with both teams.

3.9 The current edition of the NFHS Soccer Rules Book shall serve as the official rulebook for league contests and the championship game, except where modified by PSDMSAL rules.

### **Article 4 Championship/Playoffs**

4.1 Postseason Seeding: Postseason seeding will be based on total points earned during the regular season using the following criteria:

- 3 points for each win
- 1 point for each tie

4.2 Tie-Breaking Criteria: If Teams are tied in total points, the following criteria will be applied in order:

1. When two teams are tied with total points:
  - a. Head-to-head result. *If the match between the two tied teams ended in a tie, then:*
    - i. Quality wins (starting with wins against the highest-ranked team)
    - ii. Goal differential, capped at four (4) goals per match for the entire season
    - iii. Coin flip
2. In the event of a three-way tie in points:
  - a. The team with the most wins among the tied teams will receive the higher seed among the tied teams.
  - b. Quality wins (starting with wins against the highest-ranked team)
  - c. Goal differential, capped at four (4) goals per game among the 3 tied teams
  - d. Goal differential, capped at four (4) goals per game the entire season
  - e. Coin flip
3. Once the 3-way tie is broken, head-to-head results among the remaining tied teams will be used for seeding.

4.3 Championship Format: The top four seeds will compete in a Gold Bracket to determine the District Champion. All remaining teams will be seeded by record and placed in a Silver Bracket. Varsity and JV teams will both compete during the first round of the tournament in either the winners' bracket or consolation bracket; however, JV teams will not compete in the final round.

Tiebreaker Procedure: The tiebreaker will consist of two separate five-minute periods, both played in their entirety (no golden goal). Teams will switch goals after each tiebreaker period with a one minute break between..

If the teams remain tied after the two tiebreaker periods, a minimum of a five-player penalty kick shootout will be conducted to determine the winner. If tied after 5 kicks, teams take 1 kick each until one team scores and the other misses. The home team will choose if they want to shoot first, defend first or what goal they want to defend. The visiting team will then have their choice of the remaining two options.