

## 5.0 TOURNAMENT RULES / PROCEDURES

### 5.1 Ties

a) In all tournament games prior to the “finals” the following shall be the procedure to resolve a tie score. After a five minute time out:

- 1) Two ten minute overtime periods shall be played.
  - 2) After the first overtime the teams will change direction without a time out. A second ten minute overtime period shall be played.
  - 3) If tied after two ten minute overtime periods, penalty kicks will be used to determine the winner.
  - 4) There is no sudden victory – both ten minute overtime periods must be played to completion.
  - 5) First Round Penalty Kicks – Five players from each team kick once alternately or until the lead is insurmountable.
  - 6) Second Penalty Kicks – Five different players from each team kick once alternately or until the lead is insurmountable.
  - 7) If a tie remains, repeat step 3, 4 and if necessary, steps 4 and 5.
- b. After each set of ten kickers from each team, players may be repeated. If a tie exists in the finals after the two fifteen minute overtime periods, co-champions will be declared. Penalty cards shall carry over into overtime periods.
- c. There will be no sudden victory during any penalty kick rounds.

**5.2 The tournament soccer ball for the 2019 tournament will be the SPALDING TF-5000.** This ball shall be used for all tournament games including first and second round games. The higher ranked team shall provide at least five (5) official tournament balls for all games. Officials must report to CIAC any school hosting a game who does not use the CIAC designated ball. The CIAC Board of Control will take appropriate action with the school.

**5.3 HIGHER RANKED TEAM MUST WEAR DARK JERSEYS (HOME UNIFORM). THE LOWER RANKED TEAM SHALL WEAR WHITE JERSEYS.**

5.4 The Site Director must provide a minimum of two “ball persons” for each tournament game. Site directors should not allow spectators to stand behind the goals.

5.5 In all cases where a toss of coin may be required, the higher ranked team will have the privilege of call on the coin.

5.6 Suspended Games – Regular season games if suspended in the first half, must be restarted from the beginning with the score 0-0. If suspended after one full half of play the game will be declared an official game.

5.7 In CIAC tournament play a game suspended either in the first half or the second half will be rescheduled and play continued from the point of suspension with the score the same as when the game was suspended.

5.8 Terminated Games – Definition – “When a game has been ended by the referee for actions of the participants or spectators such as refusal to play or disorder.”

In such cases the status of the game during the regular season may include forfeiture and is resolved by proper authority – the principals of the two schools, league rules and procedures.

During the CIAC tournament the Executive Director or his/her designee will determine the status of any terminated game along with the chair of the committee and the tournament director(s).

5.9 SEE APPENDIX C for the regulation and penalties for yellow cards.

5.10 SEE APPENDIX D for the penalty report form that must be submitted with the entry form. If you do not qualify for the tournament, the penalty report form must be submitted after your last regular season game. Failure to do so may result in probation or prohibition.

CIAC Soccer Committee requires all schools post their red / yellow card infractions after each game. Schools must continue to report all red / yellow cards issued during the league championship and the CIAC tournament when they post their scores.

### NFHS Rule 7.4.3 Substitutions

**The clock will be stopped when a substitute for the team in the lead is beckoned on the field in the final five minutes of the second period, and in the final five minutes of the second overtime.**

"beckoned on the field" is the key phrase. Not the horn, not the AR signaling for a substitution, but **after the referee beckons the substitute(s), if the clock says 5:00 or less, stop it.** The referee retains discretion to stop the clock at other times and in other situations if he/she feels that time wasting is occurring. Use the correct signal for stopping the clock, so that everyone knows what's going on. Make sure the timekeeper is aware of the rule and is watching you. It is not the timekeeper's decision, it is your signal that lets the timekeeper know to stop the clock.

This applies to regular season and CIAC tournament games. For league tournaments, apply these new rules by default unless the league says otherwise.

### **BEFORE THE GAME - Site Director has the authority to postpone games**

Field dimensions

Recommended: 65 yds X 110 yds

Minimum: 60 yds X 110 yds

**Fields that do not meet the minimum requirement cannot be used and the game must be moved to an approved site**

Easy way to measure size:

Length - The distance from the edge of the penalty area arc to the near edge of the center circle should be 23 yards (less than 23 yards means the field is less than 110 yards long)

Width – The distance from the touchline to the edge of the penalty area should be 8 yards (less than 8 yards means the field is less than 60 yards wide).

### **DURING THE GAME (Prior to Finals)**

Decisions and interpretations of the rules by the officials are final

Higher ranked team calls all coin tosses

Maximum of three (1st half kickoff, 1st OT kickoff, PK's)

2 X 40-minute halves

See "7.4.3 Substitutions" (above) for clock management

If OT is needed, 5-minute time out prior to first OT period, 2 X 10-minute OT periods, no sudden victory

Switch sides between OT periods, no time out

Penalty cards carry into OT periods