GAME MANAGEMENT INFORMATION

- Officials should arrive at the match site one (1) hour prior to the kickoff. The head referee should confirm with the assistant referees their assignment and call the game site manager or Athletic Director the day before the match to confirm the crew’s assignments.

- Upon arrival at the field the crew should inspect the field especially the goals before each match to ensure they are secured to the ground and the nets are properly fastened. The crew should introduce themselves to the coaches and game site manager. Crews should inquire about and introduce themselves to the athletic training staff on site.

- Officials will be evaluated throughout the course of the post season play. Those doing the evaluations will be reminded to meet with the crews before and after the match. Not all matches will have an evaluator available. Districts 4, 5, 6 and 11 will again be piloting the new evaluation form this year. The use of the new form will not have any bearing on assignments throughout the playoffs.

- Overtime procedures should be reviewed for both district/league play and for inter-district play. League and District overtime periods are 2x15 minute sudden victory before proceeding to penalty kicks. Inter-district matches are 2x15 minute sudden victory periods before proceeding to penalty kicks. Overtime at the State Championships are 2x20 minute sudden victory periods before proceeding to penalty kicks.

- The Double Dual system of officiating will be used in all matches. Officials are reminded to rotate positions during each match.

- The Spalding Soccer Balls are the only balls that can be used in League/District matches and the inter-district matches. They will be supplied by the host game site manager. Please be sure to check the balls prior to each match.

- As the weather gets colder please remind officials that players may wear hats (soft ski type caps) but caps must be alike in color for each team. If visible apparel is worn under the jersey and/or short, it shall be of similar length, all solid and of a like color. The visiting team must wear a solid white jersey.

- Remember that noise makers, cheerleading, and band playing may occur during the run of play so long as they do not interfere with game management by the officials.
TIE BREAKING PROCEDURES

OVERTIME PERIODS

- 2 x 15 MINUTE PERIODS DURING LEAGUE/DISTRICTS)
- 2 x 15 MINUTE PERIODS DURING INTER-DISTRICTS)
- 5 minute break at the end of regulation, flip coin prior to starting Overtime)
- ALL OVERTIME PERIODS ARE “Sudden Victory”
- If the game is tied at the end of the two Overtime Periods:
  - KICKS FROM THE MARK-(The Head Referee will select the goal where the kicks will be taken)
  - TAKING OF THE KICKS
  - Any player on the roster (who has not been disqualified) is eligible to participate (Flip a coin, the winner shall have a choice of kicking first or second)
  - The coach will select 5 eligible players to participate in the 1st set of kicks.
  - ANY player receiving a caution within the last 5 minutes of the second overtime period OR in the interval between the end of OT and the start of the kicks, will NOT be permitted to participate in the 1st set of kicks (5 kicks).
  - The cautioned player **is** allowed to participate in the 2nd set of kicks.
  - Any player (including the goalkeeper) cautioned during the first round of PK’S and/or during any subsequent round of PK’S will sit out all of the remaining PK’S
  - If a goalkeeper is cautioned during the taking of ANY SET of 5 kicks, a substitute is permitted for the goal keeper, and the cautioned Keeper will sit out all remaining PK’s
  - If any player is disqualified RED CARD (including a goalkeeper) that player may no longer participate, but a substitute is permitted if their kick has not yet been taken. The disqualified goalkeeper may be replaced.

IF THE SCORE REMAINS TIED AFTER THE FIRST FIVE KICKS:

- The coach will select 5 different eligible players to participate in Sudden Victory kicks. (ONLY if a team has less than 10 eligible players, may a player who has already participated kick again.)
- If the score remains tied after the second set of 5 kicks, continue the sudden victory kicks with the coach selecting ANY 5 players to participate in the continuation of sudden victory
- During the taking of penalty kicks to determine a winner, if a player taking a penalty kick stops during their run up to take the kick and then proceeds to take the kick and scores, the goal is disallowed and the player is cautioned and replaced. The substitute will retake the kick and the cautioned player cannot participate in the remainder of the sudden victory penalty kick process. If the player stops, takes the kick and does not score, the player is cautioned, the kick is not retaken and the player cannot participate in the remainder of the PK process.