

2018 MPA SOCCER BULLETIN

(updated 08/30/18)

SOCCER SEASON

July 23	First Practice for Harvest Teams
July 30-Aug. 12	Hands-off Period (Sport Season Policy)
August 10	First Countable Game for Harvest Teams (after 3:00pm)
August 10	Deadline for Harvest Team Coaches to View Video and Email mbisson@mpa.cc
August 13	First Practice
August 17	First Interschool Scrimmage (After 5 days of conditioning)
August 30	Deadline for Coaches to View Video and Email mbisson@mpa.cc
August 30	First Countable Game (After 3:00 p.m.)
October 12	Recommended Officials Due
October 16	Last Countable Game
October 22-28	On-line voting for Sportsmanship Banner (Closes 11:59 pm Oct. 28)
October 19	*Boys' (and Girls' Class D) Regional Prelims
October 20	Girls' Regional Prelims
October 23	Boys' Regional Quarter Finals
October 24	Girls' Regional Quarter Finals
October 26	*Girls' and Boys' Class C & D Semi Finals
October 27	Girls' and Boys' Class B & A Semi Finals
October 31	Regional Finals All Classes
November 3	^State Finals Class A & D: Site – McMann Field, Bath Class B & C: Site – Hampden Academy

*May move the 10/19 game to 10/20 and the 10/26 game to 10/27 by mutual agreement.

^Potential SAT conflict.

State championship games will rotate from a Southern Maine to Northern Maine site every year with the 5th year of a rotation looking to schedule games at an Aroostook County location.

*Each coach must complete the NFHS "Concussion in Sport – What You Need to Know" video that is available at the NFHS website (www.nfhslearn.com).

*Each coach must complete the NFHS "A Guide to Heat Acclimatization and Heat Illness Prevention" video that is available at the NFHS website (www.nfhslearn.com).

*Each coach must complete the NFHS "Sudden Cardiac Arrest" video that is available at the NFHS website (www.nfhslearn.com).

MANDATORY RULES CLINICS

There will not be a mandatory rules clinic held in soccer this fall. The 2018-2019 NFHS Rules video can be found using this link - <https://youtu.be/vrf7BITrdg8>. School administration should verify the coach's viewing of the video and email Michael Bisson at mbisson@mpa.cc with a list of the coaches who have watched the video by August 30. Harvest teams need to certify and email mbisson@mpa.cc prior to August 10.

Officials Clinics are not mandatory but are open to any coaches wishing to attend.

Tuesday, July 31st, 7pm - Northern Maine - NMCC

Sunday, Aug. 5th, 3pm - Acadia Board - Ellsworth HS

Monday, Aug. 13th, 6pm - MidCoast - Lincoln Academy

Wednesday, Aug. 15th 6:30pm – Central Maine - Lawrence High School
Sunday, Aug. 12th - 5:00pm - South Central - Edward Little
Sunday, Aug. 19th - 6pm - Eastern Maine - Husson University
Sunday, Aug. 26th - 6pm - Western Maine - Gorham Middle School
TBA - Downeast Board

HANDS-OFF PERIOD

To provide a window of personal time like the time available prior to the winter and spring sports seasons, summer recess is defined as the time between the last day of the spring sport season to **July 30** or fourteen (14) days prior to the beginning of the fall sport season. This does not exclude individual students from attending camps during this two-week period of personal time if all other Sport Season Policy requirements are met. Individuals choosing to attend camps during this two-week period may use school protective gear or track and field implements.

The only contact a coach may have with athletes during this time is to continue the supervision of an off-season conditioning program that they had been involved with prior to the start of the hands-off period. Sport-specific drills used in any off-season conditioning program are not appropriate. Please refer to the MPA Coaches Handbook for additional information concerning this policy.

*Please note – Coaches may not organize, or be involved with, team activities during the hands-off period

The soccer season, for member schools of the Aroostook League, may begin three weeks prior to their school's first regularly scheduled game. Games may not be scheduled any earlier than **August 10, 2018.**

OFF-SEASON TRAINING

A school's comprehensive off-season conditioning program may include such activities as muscular strength and endurance exercises, cardiovascular fitness activities, agility, speed, power, balance, coordination, and flexibility training. The program must be voluntary, open to all students, and should not include sport-specific skill development or coaching.

SCHEDULES / HEAL POINTS

Schedules and Heal Point standings will be maintained through the MPA website. Athletic Administrators must report all results as well as any rescheduled games to the MPA website.

A MAXIMUM of fourteen regular season games may be played. The MINIMUM divisor in computing the final Heal Point Standings shall be eight.

In the event of a tie in the Heal Point Standings head-to-head competition will be used as the tiebreaker. If a tie remains, a coin toss will determine placement, unless it is for the last play-off spot, where a play-in game will be played.

TERMS AND CONDITIONS

PRESEASON SCRIMMAGES: Schools may not scrimmage or play a contest with another school until **Friday, August 17th**. Every player, whether during the preseason or during the season, must practice for five calendar days prior to participating in a game, scrimmage, or jamboree. Schools are limited to 5 exhibition dates throughout the season. If a team qualifies for the tournament then one additional exhibition game may be added.

GAME SCHEDULES

1. All regular season postponed games must be made up at the next mutually available date. Saturdays and Columbus Day are to be considered playable dates.

Tournament- Game postponements must be approved by the committee chair.

Postponement of Games - For the purpose of tournament selection, no soccer game may be postponed or rescheduled except for one of the following reasons:

- A. One of the two schools are closed by the superintendent or Board for:
 - stormy weather causing dangerous traveling conditions,
 - an epidemic in the community,
 - the death of a school official, teacher or student.
 - B. The death of a father, mother, brother or sister of a student player.
2. The cut-off date is the final playing date - **10/16/18**
3. In case of postponement for any of the reasons listed above, the Soccer Committee may disregard such games if, in their judgment, the game cannot be rescheduled on a satisfactory date. For games postponed for reasons other than those listed above, the Soccer Committee may assign a loss to either or both teams.
4. Games suspended in the first half will be replayed in their entirety. If termination of the game occurs at any point after the completion of the first half the game is considered complete.

NATIONAL FEDERATION RULES/MPA TERMS AND CONDITIONS

2018 National Federation Soccer Rules are official for all games. In addition, the terms and conditions in this bulletin will govern all regular season and tournament games as indicated. In all tournament games, the game shall consist of two 40-minute halves. The Soccer Committee recommends that regular season games be 40-minute halves. Schools should be aware that all tournament games must be played on fields that are at least 110 x 60 yards. If a home school does not have a field which meets minimum standards, a suitable field must be found or the game will be played at the opponent's home field.

BONA FIDE TEAM RULE

A member of a school team is a student athlete who is regularly present for and actively participates in team practices and competitions. Bona fide members of a school team are prevented from missing high school practice or competition to compete or practice elsewhere.

- * A single waiver per student athlete per sport season may be granted by the principal on a case-by-case basis for extraordinary circumstances. (e.g. If a student/athlete were invited to participate in a prestigious weekend event then a

waiver may be granted. If a student/athlete were invited to participate in a nationally recognized tournament over a school vacation then **that** waiver may be granted for that activity. If a request to miss practice every Friday because he/she is receiving specialized coaching from an outside team/coach, then a waiver should not be granted **because it violates the spirit and intent of the rule.**)

** This policy is not intended to restrict dual sport participation in schools that allow dual participation.

*** Penalty for violation of this policy:

1 st Violation	Suspension from play for one game/contest
2 nd Violation	Removal from team for remainder of season

(Effective Date: 2011 Fall Sport Season)

TIE GAMES

Regular season games ending in a tie at the end of regulation play shall be extended by two five-minute sudden victory overtime periods. Games still tied after the second five-minute overtime will be recorded as a tie game. (Teams change ends at the end of the first overtime.)

CUMULATIVE CARD SYSTEM

Indirect yellow cards that are assessed to a coach for an illegal equipment violation (mouth guard, shin guard, uniform) will not count toward the cumulative total for the coach. Any card given to an athlete for such a violation, which occurs after the first card has been given to the coach, will count toward the total.

Cards received during the preseason will not count toward the cumulative total. Any athlete or coach that receives three yellow cards or 1 red card during the preseason will be suspended for the remainder of the preseason as well as the first regular season contest.

Any red card given during the season, including the playoffs, suspends the athlete or the coach for the next game at the same level where the card was given. All red cards will count as one card in the cumulative card policy. It is important to note that any athlete that receives a yellow card must, by NFHS rule, be removed from the game. The length of time that the athlete is held from the game is now a local decision.

Below are the guidelines that will be in place during the regular season and the playoffs:

3 Total Cards (Yellow or Red)	1 game suspension
4 Total Cards (Yellow or Red)	3 game suspension
5 Total Cards (Yellow or Red)	Suspension for the remainder of the season

The suspended athlete/coach may not participate at other levels of play until the suspension has been served at the level that the card was given. Any athlete or coach that was suspended beyond the last game of the season must sit out the first countable contest in which they compete.

It is the responsibility of each school to monitor the number of cards given to athletes and coaches and to follow the guidelines that have been developed.

EJECTION RULE

In all team and individual sports (varsity or sub-varsity), ejection or disqualification from a game, meet, or match for unsportsmanlike behavior of any form, by a coach or a player shall result in the suspension of that player or coach. The coach or player ejected from a contest must sit out all contests, at all levels, until the coach or athlete completes the ejection penalty by sitting out the next game at the level from which he/she was ejected. This rule applies to a game, meet, or match suspended before completion as well as a completed contest. This penalty may not be served by sitting out an exhibition, subvarsity, or other competition.

A suspended coach may not be present at the game site. Not being physically present at the site means the disqualified coach is not to be present in the locker room, on the sidelines, in the stands, or site area before, during, or after the game/meet.

Prior to their return to the sideline any coach ejected from a game must complete the NFHS *“Teaching and Modeling Behavior”* video that is available at the NFHS website (www.nfhslearn.com).

Any coach or player ejected from the last game, meet, or contest of a sports season shall serve a one game suspension in the opening countable game, meet, or contest in the next varsity sport in which he/she participates. The player/coach may participate fully in the preseason prior to serving the one game suspension.

This policy will not prevent standing committees from imposing more restrictive disciplinary action. (Effective Date: 1996-97 Winter Sport Season; Revised 2008, 2009)

SPORTSMANSHIP AWARD

The Soccer Committee is committed to promoting and recognizing outstanding sportsmanship during the regular season and throughout the tournament. Good sportsmanship is conduct which imposes a type of self-control involving honest rivalry, courteous relations among the players, coaches, and officials, and graceful acceptance of results. To make the sportsmanship banner selection process meaningful the committee asks that coaches and athletes from all levels of the program be involved in the voting process.

Areas to be considered:

- A. Neat attire by players, coaches, and managers.
- B. Players supporting one another on the field/court/ice and from the bench.
- C. No acts of unnecessary roughness/taunting.
- D. No inappropriate gestures, language, or expressions.
- E. Players using appropriate and positive communication to their coach.
- A. Players and coaches treating officials with respect—no inappropriate gestures, language, or expressions.
- G. Positive community involvement.

Sportsmanship banners will be presented in all classes in both the North and South division.

Sportsmanship voting will take place after the season using the on-line sportsmanship voting link provided on the MPA website. Any school that receives an ejection, at any level

in the program, shall be ineligible for the award. Schools that do not submit a sportsmanship ballot may not be considered for the award.

QUALIFICATION FOR INVITATIONAL SOCCER TOURNAMENT

Teams will be seeded for regional tournament play according to their finish in the Heal Point standings. If more than eight teams qualify in any region, there will be preliminary play-off games to determine the eight teams that will play in the quarterfinals. Games will be held at the site of the higher seeded team until the state championship game.

SCHEDULE

The submission of the Schedule Form, due **August 3, 2018**, for **Fall 2018** competition, will constitute a school's eligibility for the regional tournament. It is imperative that coaches and athletic administrators include phone numbers on the form. Class D schools may play three games with an opponent when necessary.

TEAM SIZE

For all tournament games, thirty (30) medals will be supplied and only individuals on the bench will be recognized during the awards ceremony. All players and coaches must be listed on the MPA Eligibility Form.

VIDEOTAPING

It is recommended that only personnel from the schools involved in a soccer game videotape that game live without prior permission from the schools involved. Any other use of videotaping will be considered unethical.

TIMER / FIELD MARKINGS

Schools are asked to comply with the NFHS Field Markings Rule (Rule 1, Section 5, Art. 1-3) including the marking of team and officials' area. For timers located in a scorers/timer's box above the field some form of communication with the box should be provided. The official timer at all tournament games shall be an adult. The signal signifying the end of the official time of each period of play in all tournament games shall be ended by the scoreboard horn or a hand-held air horn blown in the proximity to a game official.

- a. Countdown verbally the last 10 seconds of each period of play to the nearest official.
- b. Be aware of the position of the ball when it becomes dead.
- c. Signal when time for a period has expired.
- d. Signal two minutes after the end of the first and third quarters when applicable.
- e. Signal two minutes before the end of the interval between the first and second halves.

EQUIPMENT

All equipment shall conform to Rules 1 and 4 in the National Federation Rule Book. All game balls shall conform to National Federation Rule 2 to include the NFHS authenticating logo.

UNIFORMS

National Federation Soccer Rule 4, Section 1 is in effect. The **visiting team shall wear solid white jerseys and solid white socks, and the home team shall wear dark jerseys and socks.** Prior to, and during the game, jerseys shall be tucked into the shorts, unless

manufactured to be worn outside. Each jersey, including the goalkeeper's jersey, must be numbered on the front and the back. Players may wear caps under the following conditions: (1) knit, with no visor; (2) single color and all the same color; (3) no tassels; and (4) worn for warmth only; goalies' caps may be of different color from teammates (see Rule 4-2-1H).

MOUTH PIECES

All players shall wear a mouth guard that is made of a readily visible color (may be multicolored but not clear or white) that must cover all upper molars, as well as upper front teeth. Shock mouth guards are acceptable. Mouth guards must be worn in all practices and competitions (including during pregame warm-ups) and are required of all participants at all levels (e.g. freshman, junior varsity, and varsity for boys and girls).

MOUTH GUARD ENFORCEMENT PROVISION

Play should not be stopped immediately for infringement of this rule.

1. Coaches assume the responsibility to make certain that each player is wearing a legal mouth guard.
2. If an official observes a violation prior to the start of the game, the coach will be notified, and the offending team members required to comply.
3. During play, if an **illegal** mouth guard is detected, or a player is not in possession of a mouth guard, it shall be administered as any other illegal equipment violation. (Rule 4, Section 3)
 - 1st Offense Coach is cautioned (yellow card)
 - Subsequent Offenses Player in violation is cautioned (yellow card)
4. Should a player be on the field, during play and in the vicinity of the play, be **improperly** wearing a mouth guard, the official will send the player off; at the next stoppage of play that player may be allowed to reenter. A substitute for that player may enter at the next legal substitution opportunity.

WEATHER CONDITIONS

The safety of athletes (*participants*), spectators, coaches/directors, school personnel, and all others present at an athletic contest must be the first and foremost concern to the contest officials and building administrators.

1. When an interscholastic contest has been scheduled and dangerous playing conditions exist, or severe weather is anticipated, the following should be considered:
 - a. Prior to beginning an athletic contest, when severe weather is anticipated, the head contest official and the principals of each school, or their designees, will meet to review the suspension and/or postponement procedures. This would include any playing rule book coverage.
 - b. The host school administrator will be responsible for informing contest officials, visiting school administrators and, if applicable, the individual responsible for public address announcements of designated shelter areas.
 - c. When lightning is observed, or thunder is heard in the vicinity of a contest conducted outdoors, play should be suspended.
 - d. If any other life-threatening condition occurs, play should be suspended immediately, and predetermined directions to safe locations will be announced.
2. When a suspension of a contest occurs, the following should be considered:

- a. If the suspension is forty-five minutes or greater, resuming later should be considered, **unless deemed a countable game (per NFHS rules of the first half of the game being completed).**
 - b. Play shall not be resumed until **30 minutes after the last flash of lightning or clap of thunder.**
 - c. When it appears that weather conditions are no longer a threat to the safety of participants, spectators, or contest officials, administrators from all schools involved will meet with the head contest official to determine if play will continue.
 - d. If play is to be resumed, contestants will be given at least a fifteen-minute warm-up period prior to competition.
3. If evacuation is necessary, the following should be considered:
- a. If lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators should evacuate to available safe structures or shelters. A list of the closest safe structures should be announced.
 - b. All personnel, athletes and spectators should be clearly informed of available safe structures or shelters in the event a thunderstorm approaches. A list of the closest safe structures should be announced. The person in authority must be aware of the amount of time it takes to get to each structure and the number of persons each structure can safely hold. For large events, time needed for evacuation is increased and there must be a method (i.e., announcement over loud speaker) for communicating the need for evacuation and directing both athletes and spectators to the appropriate safe shelters.
 - c. The most ideal structure is a fully enclosed, substantial building with plumbing, electrical wiring and telephone service, which aids in grounding the structure. A fully enclosed automobile with a hard metal roof and rolled up windows is also a reasonable choice. School buses are an excellent lightning shelter that can be utilized for large groups of people. However, it is important to avoid contact with any metal while inside the vehicle.

Avoid using shower facilities for safe shelter and do not use showers or plumbing facilities during a thunderstorm as the current from a local lightning strike can enter the building via the plumbing pipelines or electrical connections. It is also considered unsafe to stand near utilities, use corded telephones or headsets during a thunderstorm, due to the danger of electrical current traveling through the telephone line. Cellular and cordless telephones are considered reasonably safe and can be used to summon help during a thunderstorm.

When caught in a thunderstorm without availability or time to reach safe structures, you can minimize the risk of lightning-related injury by following a few basic guidelines:

- Avoid being the highest object. Seek a thick grove of small trees or bushes surrounded by taller trees or a dry ditch.
- Avoid contact with anything that would be attractive to lightning. Stay away from freestanding trees, poles, antennas, towers, bleachers, baseball dugouts, metal fences, standing pools of water, and golf carts.
- Crouch down with legs together, the weight on the balls of the feet, arms wrapped around knees, and head down with ears covered.

PRELIMINARY AND REGIONAL GAME SITES

Play off brackets will be available on the MPA website (www.mpa.cc). Schools with boys and girls both playing a mid-week game on the same field on even-numbered years, girls' games will be played the following day. The reverse is true for odd-numbered years. Date changes within this paragraph must be by mutual consent. All tournament games are to be played at the site of the higher seeded team provided that the home field meets the minimum requirements of 110 x 60 yards.

A restraining line rope must be in place at all tournament sites and enforced by the local administrators. If minimum requirements cannot be met, the game will be played at an available field which meets minimum requirements. If the host school cannot obtain such a field, the game will be played at the opponent's home field.

REGIONAL CHAMPIONSHIPS

The higher seed school will host this contest with officials being secured by the MPA assigner. Schools/coaches are asked not to contact the assigner unless it is for a postponement. Host schools may charge for admission to defer costs. Awards will be shipped directly to the host school following the regional semifinal games.

GAME TIMES

Saturday games may be played on Friday by mutual consent. Game time shall be set by mutual agreement between the administrations of the two schools involved. If agreement cannot be reached, the game time will be 2:00pm for a weekday game and 1:00pm on Saturday. If a host school has a lighted field, then the game time shall be 4:00pm. Schools are asked to notify the assigner and officials of the agreed starting time.

TOURNAMENT SITE/HOST PLAYOFF SITE POLICY

If a site conflict occurs with a school hosting an MPA regional or state championship game and a home regular season or playoff game then the game will be rescheduled, at the request of the host school, to the day prior to the championship game.

ADMISSION

The host school shall establish the admission fee to preliminary and regional play-off games. The host school should advise the visiting school of the fee at least twenty-four hours prior to playing the game.

STUDENT AND ADULT SPECTATOR EXPECTATIONS

- Bare-chested individuals are not allowed.
- Noisemakers that in any way interfere with the play of the game are not permitted.
- Placards, signs, pennants and shakers on sticks that restrict the view of other spectators are prohibited. Signs or banners may be hung, provided they are not obscene, inappropriate and do not contain profane language.
- Any person throwing objects on the field will be removed immediately from the site.
- Security will be instructed to detain any student perceived to be under the influence of an illegal substance. They will then contact parents.
- Mascots or other individuals are not allowed on the field.

OFFICIALS

The MPA Soccer Committee, or its designee, in conjunction with the Maine Association of Soccer Officials will assign officials for championship games based on the pool formed from coaches' and local board recommendations. Three person crews will be used for quarterfinal and semifinal contests when available. Assignment of officials through the semifinal contests in the regional tournament will be made upon request by regional assignors; assignors will not assign the same official as a referee to a school in successive games. Officials for regional championship games will be assigned by the MPA assigner and the DSC (3-man system) will be utilized. Class II officials will be used only when Class I officials are not available from the local or adjoining assignment area.

FEES

DSL/Diagonal (three-person officiating team) fees are as follows:

Regular Season: Referee - \$86.25; Two Assistant Referees - \$52.50
 Play-offs (125%): Referee - \$108.00; Two Assistant Referees - \$65.50
 State Championship: Referee - \$129.50; Two Assistant Referees - \$78.75
 Table Official (4th Official) - \$52.50

TIMERS

The official timer at all tournament games shall be an adult. The signal signifying the end of the official time of each period of play in all tournament games shall be ended by the scoreboard horn or a hand-held air horn blown in the proximity to a game official.

AWARDS

Due to the limited number of committee members, the committee requests that the host school's principal or his/her designee presents the awards at regional final contests.

STATE TOURNAMENTS

STUDENT AND ADULT SPECTATOR EXPECTATIONS

- Bare-chested individuals are not allowed.
- Noisemakers that in any way interfere with the play of the game are not permitted.
- Placards, signs, pennants and shakers on sticks that restrict the view of other spectators are prohibited. Signs or banners may be hung, provided they are not obscene, inappropriate and do not contain profane language.
- Any person throwing objects on the field will be removed immediately from the site.
- Security will be instructed to detain any student perceived to be under the influence of an illegal substance. They will then contact parents.
- Mascots or other individuals are not allowed on the field.

STATE CHAMPIONSHIP GAME SITES

2018	North Site	South Site
10:00 a.m.	Class C – Girls	Class A – Girls
12:30 p.m.	Class C – Boys	Class A – Boys
3:00 p.m.	Class B – Girls	Class D – Girls
5:30 p.m.	Class B – Boys	Class D – Boys

2019	North Site	South Site
10:00 a.m.	Class D – Boys	Class B – Boys
12:30 p.m.	Class D – Girls	Class B – Girls
3:00 p.m.	Class A – Boys	Class C – Boys
5:30 p.m.	Class A – Girls	Class C – Girls
2020	North Site	South Site
10:00 a.m.	Class C – Girls	Class A – Girls
12:30 p.m.	Class C – Boys	Class A – Boys
3:00 p.m.	Class D – Girls	Class B – Girls
5:30 p.m.	Class D – Boys	Class B – Boys

2021	North Site	South Site
10:00 a.m.	Class B – Boys	Class D – Boys
12:30 p.m.	Class B – Girls	Class D – Girls
3:00 p.m.	Class C – Boys	Class A – Boys
5:30 p.m.	Class C – Girls	Class A – Girls

2022	North Site	South Site
10:00 a.m.	Class A – Girls	Class C – Girls
12:30 p.m.	Class A – Boys	Class C – Boys
3:00 p.m.	Class D – Girls	Class B – Girls
5:30 p.m.	Class D – boys	Class B – Boys

*Sites are subject to change under extenuating circumstances

2020

Classes C & D – Presque Isle

Classes A & B – TBA

Schools may not practice on the site of the championship game unless it is the home field for a team participating in the game. Schools will then be permitted one practice on the field prior to the championship game. The North teams will be the home team at Northern Maine sites and the South teams will be the home team at the Southern Maine sites.

EACH SCHOOL IS RESPONSIBLE FOR THE BEHAVIOR OF ITS STUDENTS AND FANS AT ALL MPA GAMES.

STATE CHAMPIONSHIP GAME POSTPONEMENT POLICY

1. The decision of whether to postpone a championship game rests solely with the soccer committee and site director in charge of the game. The decision will be made after consulting with the person in charge of the facility.
2. Once the game begins, decisions relative to suspending a game are the responsibility of the game officials.
3. Schools traveling a great distance, possibly staying overnight, are reminded that they do so with the understanding that the game may be postponed.
4. Postponed games shall be played on a date established by the committee.

GAME BALL

The official ball for the tournament and state championship games is the **Select Numero 10**. All game balls used must be stamped with the NFHS authenticating logo.

BANDS

Band members in uniform will be admitted free of charge to state championship games. Bands will be allowed to perform only outside of the playing surface at all state championship games.

TIE GAMES - ALL TOURNAMENT & STATE CHAMPIONSHIP GAMES

Play-off games ending in a tie will be extended by a maximum of 2 fifteen-minute sudden victory overtimes. (Teams will change ends after each overtime.) A player that is issued a yellow card during the overtime may return to play at the coach's discretion, including the penalty kick tie breaker. If still tied after the second overtime, the penalty kick alternative (listed below) will be used.

First Round

1. If the score remains tied, all coaches, officials, and team captains shall assemble at the halfway line to review the following procedure:
 - a. The head referee shall choose the goal at which all the penalty kicks shall be taken.
 - b. Each coach will select five players, including the goalkeeper from the team roster, (except those who may have been disqualified) to take the penalty kicks. A player who receives a yellow card after the completion of the two overtime periods, and/or during the taking of the penalty kicks tiebreaker, is ineligible to participate for the remainder of that contest.
 - c. A coin toss will be held. The team winning the toss shall have the choice of kicking first or second.
 - d. Teams will alternate kicks. There is no follow-up on the kick.
 - e. Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner. **However, when a team is mathematically eliminated the contest is over.**
 - f. 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 the tie-breaker system.

Second Round

- a. Each coach will select five different players, including the goalkeeper from the team roster, (except those who may have been disqualified) to take the penalty kicks. A player who receives a caution during the penalty kick tiebreaker is ineligible to participate for the remainder of that contest. (If there are less than 10 players on a team each team will play with an equal number of players. Ex. 4 or 3)
- b. Teams will alternate kicks. There is no follow-up on the kick.
- c. Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner. **However, when a team is mathematically eliminated the contest is over.**

Third Round

- a. If the score remains tied, continue penalty kicks with the coach selecting any five players from the roster to take the next set of alternating penalty kicks. Teams will alternate kicks. There is no follow-up on the kick.
- b. Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner. **However, when a team is mathematically eliminated the contest is over.**

Fourth Round

- a. If the score remains tied, continue penalty kicks with the coach selecting any five players other than those used in the third set. Teams will alternate kicks. There is no follow-up on the kick.
- b. Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner. **However, when a team is mathematically eliminated the contest is over.**
- c. If the score remains tied the same process will continue in subsequent rounds until a winner is declared.

SUSPENDED TIE GAMES

Tournament games which are suspended with the score tied shall be replayed in their entirety on a date determined by the MPA Soccer Committee.

SOCCKER CLASSIFICATION

CLASS A 665+	CLASS B 400-664	CLASS C 175-399	CLASS D 0-174
<u>NORTH</u>	<u>NORTH</u>	<u>NORTH</u>	<u>NORTH</u>
<ol style="list-style-type: none"> 1. Lewiston (1428) 2. Bangor (1129) 3. Oxford Hills (1050) 4. Edward Little (982) 5. Skowhegan (777) 6. Messalonskee (759) 7. Brunswick (746) 8. Mt. Ararat (734) 9. Hampden (718) 10. Mt. Blue (669) 11. Camden Hills (667) 12. Cony (667) 	<ol style="list-style-type: none"> 1. Brewer (659) 2. Lawrence (659) 3. Nokomis (644) 4. Gardiner (632) 5. Erskine (581) 6. Medomak (553) 7. Presque Isle (548) 8. Waterville (544) 9. Mt. Desert (526) 10. John Bapst (513) 11. Hermon (504) 12. Belfast (501) 13. Oceanside (488) 14. Maine Central (479) 15. Old Town (478) 16. Ellsworth (448) 17. Foxcroft (448) 18. Winslow (446) 19. Caribou (430) 20. Mt. View (412) 21. Washington (417) 	<ol style="list-style-type: none"> 1. Orono (354) 2. Central (324) 3. Houlton (324) 4. George Stevens (321) 5. Mattanawcook (321) 6. Dexter (304) 7. Bucksport (299) 8. Fort Kent (281) 9. Sumner (248) 10. Penquis Valley (213) 11. Calais (211) 12. Narraguagus (196) 13. Lee (192) 14. Piscataquis (176) 	<ol style="list-style-type: none"> 1. Penobscot (160) 2. Madawaska (151) 3. Schenck/Stearns (G) (141) / (B) (129) 4. MSSM (145) 5. C. Aroostook (137) 6. Hodgdon (137) 7. Fort Fairfield (134) 8. Washburn (118) 9. Machias (B) (115) 10. Deer Isle-Ston. (112) 11. Woodland (112) 12. Katahdin (104) 13. Shead (101) 14. S. Aroostook (100) 15. Wisdom (95) 16. Bangor Christian (94) 17. Ashland (79) 18. Van Buren (76) 19. Jonesport-Beals (B) (67) 20. Easton (66)
<u>SOUTH</u>	<u>SOUTH</u>	<u>SOUTH</u>	<u>SOUTH</u>
<ol style="list-style-type: none"> 1. Thornton (1412) 2. Bonny Eagle (1100) 3. Deering (1086) 4. Scarborough (1021) 5. Windham (1004) 6. Sanford (1000) 7. Massabesic (985) 8. Portland (970) 9. South Portland (892) 10. Noble (835) 11. Gorham (823) 12. Biddeford (784) 13. Marshwood (781) 14. Westbrook (743) 15. Falmouth (696) 16. Kennebunk (678) 17. Cheverus (467) 	<ol style="list-style-type: none"> 1. Greely (656) 2. Morse (613) 3. York (607) 4. Lincoln (579) 5. Leavitt (572) 6. Fryeburg (562) 7. Yarmouth (546) 8. Cape Elizabeth (537) 9. Gray-NG (532) 10. Lake Region (512) 11. Freeport (494) 12. Poland (462) 13. Wells (432) 14. Oak Hill (420) 15. Spruce Mountain (408) 16. Mountain Valley (407) 	<ol style="list-style-type: none"> 1. Maranacook (390) 2. Lisbon (336) 3. Sacopee Valley (332) 4. Hall-Dale (320) 5. Dirigo (263) 6. Carrabec/Madison (B) (263) 7. Waynflete (260) 8. Traip (257) 9. Old Orchard (G) (251) 10. Winthrop (248) 11. Mt. Abram (236) 12. Madison (G) (231) 13. Monmouth (221) 14. Boothbay (G) (215) 15. Carrabec (G) (215) 16. Telstar (G) (212) 17. Wiscasset/Boothbay (B) (183) 18. St. Dominic (180) 	<ol style="list-style-type: none"> 1. Wiscasset (G) (173) 2. Searsport (173) 3. Buckfield (156) 4. Hyde (G) (122) 5. Richmond (144) 6. North Yarmouth (142) 7. Vinalhaven/North Haven (B) (83) 8. Greenville (78) 9. Rangeley (66) 10. Pine Tree (61) 11. Temple (55) 12. Valley (53) 13. Seacoast (B) (45) 14. Greater Portland (36) 15. Islesboro (B) (31) 16. Chop Point (B) (21)