

*Coaches unable to attend one of the mandatory rules clinics listed above may attend a scheduled rule interpretation meeting for officials. For a complete list of those meetings please visit the Maine Association of Soccer Officials website (www.masoref.com).

HANDS-OFF PERIOD

In order to provide a window of personal time similar to the time available prior to the winter and spring sports seasons, summer recess is defined as the time period between the last day of the spring sport season to August 1st or fourteen (14) days prior to the beginning of the fall sport season, whichever occurs later. This does not exclude individual students from attending camps during this two-week period of personal time as long as 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.

The soccer season may be adjusted for member schools of the Aroostook League, up to the number of weeks the school is expected to be closed for the potato harvest.

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 of Heal Point Standings for the last play-off spot a play-in game will be played. All other ties will be decided by a coin toss.

TERMS AND CONDITIONS

PRESEASON SCRIMMAGES: Schools may not scrimmage or play a contest with another school until Friday, August 19th after 3:00pm. A player must practice for five calendar practice days in preseason or during the school year 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 unless the schools can agree to play within a two-week period. 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 is 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 - 10/18/11.
 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

2011-12 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. Every attempt will be made to play a State Championship game on a field at least 110 x 65 yards.

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 student requests 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 | Report violation to MPA office, suspension from play for one game/contest |
| 2 nd Violation | Report violation to MPA office, 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.)

YELLOW CARD SYSTEM

When an athlete receives a yellow card he/she will sit out 10 minutes of game time. (This could carry into second half or overtime periods.) Two yellow cards equal red card disqualification.

RED CARD 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.

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)

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.

SCHEDULE

The submission of the Schedule Form, due August 5, 2011, for Fall 2011 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, the number of team personnel (coaches, players, managers, scorers, etc.) shall not exceed thirty (**only 25 medals will be supplied**). 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/timers 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 close 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. Note re: striped shirts that are one color (such as gold) will not suffice as both home and away uniforms. 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). Striped, tie-dyed, and bumblebee socks may not be worn.

MOUTH PIECES

All players shall wear a mouth guard that is made of a readily visible color (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 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 without penalty.
3. During the course of 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 the course of 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 at a later date should be considered.
 - 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.

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.

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.

GAME TIMES

Saturday games may be played on Friday by mutual consent. Game time shall be set by mutual agreement between the principals 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 than 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

In the event that 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.

OFFICIALS

The MPA Soccer Committee, or its designee, will assign officials for championship games based on the pool formed from coaches' 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 assigners; assigners will not assign the same official 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. Schools will be notified by a Soccer Committee member about officiating assignments for state championship games. If one official is unavailable or unable to participate, the dual system will be utilized.

MINIMUM OFFICIALS' QUALIFICATIONS

Referees must meet the following qualifications:

1. Must be Class 1.

2. Must have officiated at least ten high school/college games and will have worked a high school schedule of no fewer than four varsity MPA countable games in the current year.
3. Must have officiated a minimum of four full-length assigned high school varsity or college games as the referee in the DSC in the past two years, at least two in the current year. (regular/postseason)
4. Must have at least two year's experience of full-length assigned high school varsity or college games as the referee in the DSC.

Linesman (assistant referees) must meet the following qualifications:

1. Must be Class 1.
2. Must have officiated at least ten high school/college games and will have worked a high school schedule of no fewer than four varsity MPA countable games in the current year. (may be preseason)
3. Must have officiated a minimum of four full-length assigned high school varsity or college games as the linesman (assistant referee) in the DSC. An official with a minimum of four games in the past two years, at least two in the current season, one of which could have been a full length preseason scrimmage, would be eligible for selection.

FEES

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

Regular Season: Referee - \$69.75; Two Assistant Referees - \$43.00 each

Play-offs (125%): Referee - \$87.25; Two Assistant Referees - \$53.75 each

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 close 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

NOISEMAKERS

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.

STATE CHAMPIONSHIP GAME SITES

Four championship games (two boys and two girls) will be held at an Eastern Maine site and four games will be held at a Western Maine site. The following year the schedule will rotate with games being scheduled in the other region. The committee will attempt to schedule championship games in Aroostook County once every five years. 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.

When there are boys and girls playing at the same field, the boys will play the first game and the girls will play the second on odd-numbered years. The reverse is true for even-numbered years. The starting time will be 10:00am, 12:30pm, 3:00pm and 5:30pm.

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 or not 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 will be the Wilson WTH8005 Optima soccer ball. All game balls used must be stamped with the NFHS authenticating logo.

HOME SCHOOL TEAM

When games are played at an Eastern Maine site the Eastern Maine teams will be the home team and when the games are played at a Western Maine site the Western Maine teams will be the home team.

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.) If still tied after the second overtime, the penalty kick alternative (listed below) will be used.

First Round

1. If the score still 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 of 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 in the **second** overtime and is sitting out at the conclusion of that overtime may not re-enter for penalty kicks until after the first round of penalty kicks have been taken. A player who receives a caution during the penalty kick 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.

Third Round

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.

Fourth Round

If the score remains tied, continue penalty kicks with the coach selecting any five players other than those used in the third set.

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.

SOCCER CLASSIFICATION

CLASS A <u>725+</u>	CLASS B <u>400-724</u>	CLASS C <u>200-399</u>	CLASS D <u>0-199</u>
<u>EAST</u>	<u>EAST</u>	<u>EAST</u>	<u>EAST</u>
Bangor Brewer Brunswick Cony Edward Little Erskine Hampden Lawrence Lewiston Messalonskee Mt. Ararat Mt. Blue Oxford Hills Skowhegan Waterville (13)	Belfast Camden Hills Caribou Ellsworth Foxcroft Gardiner Hermon John Bapst Maine Central Medomak Mt. Desert Mt. View Nokomis Oceanside Old Town Presque Isle Washington Acad. Winslow	Bucksport Calais Central Dexter Fort Kent George Stevens Hodgdon/Greater Houlton Chr. Houlton Lee Madawaska Mattanawcook Narraguagus Orono Penquis Piscataquis Searsport Sumner	Acadia Christian (B) Ashland Bangor Christian Calvary Chapel Central Aroostook Deer Isle-Stonington East Grand Easton Fort Fairfield Highview Christian (B) Jonesport- Beals(B) Katahdin (B) Limestone/MSSM Machias (B) Penobscot Schenck Shead So. Aroostook Van Buren Washburn Wisdom Woodland
<u>WEST</u>	<u>WEST</u>	<u>WEST</u>	<u>WEST</u>
Biddeford Bonny Eagle Cape Elizabeth (13) Cheverus (15) Deering Gorham Greely (13) Kennebunk Marshwood Massabesic McAuley (G) (13) Noble Portland Sanford Scarborough South Portland Thornton Westbrook Windham	Carrabec/Madison (B) Falmouth Freeport Fryeburg Gray-New Gloucester Lake Region Leavitt Lincoln Academy Maranacook Morse Mtn. Valley Oak Hill Poland Spruce Mountain Wells Yarmouth York	Boothbay (G) Carrabec (G) Dirigo Hall-Dale Lisbon Madison (G) Monmouth Mt. Abram NYA (13) Old Orchard (G) Sacopee Valley St. Dominic Telstar (B) Traip Waynfilete Winthrop Wiscasset	Buckfield Chop Point (B) Gould, Arthur R. (B) Greenville Gr. Portland Christian Islesboro (B) Rangeley Richmond Valley (B) Vinalhaven (G) Vinalhaven/No. Haven (B)

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