

## MID PENN SOCCER GUIDELINES

### I. Length of contest

- A. Varsity – the National Federation Rule of forty, (40) minute halves shall be used. If a tie exists at the end of the regulation game; Two- (10) minute " Sudden Victory" overtime periods shall be played. If a tie still exists after the second overtime, the game shall end in a tie. Teams will alternate the ends of the fields before each of the overtimes. **For Tournaments** when a winner must be decided for advancement – If tied after regulation, there shall be no more than Two (2) "SUDDEN VICTORY" periods not to exceed 15 minutes each. If still tied, then penalty kicks will be used to determine a winner.
- B. JV – shall play two, (30) minute halves. If a tie exists at the end of regulation, the game will end in a tie.
- C. Junior High/Middle School Varsity – shall play two, (30) minute halves. If a tie exists at the end of regulation, the game will end in a tie.
- D. Junior High/Middle School JV – shall play two, (25) minute halves. If a tie exists at the end of regulation, the game will end in a tie.
- E. Half-time will be 10 minutes.

### II. Uniforms

- A. The home team will wear dark uniforms ( any color that contrasts with white ) and socks of the same color but not necessarily the color of the jersey and the away team will wear solid white jerseys and solid white socks.

### III. Participation

- A. All participating schools must abide by the eligibility rules as stated in the PIAA Constitution and the Mid Penn Constitution and By-Laws.

### IV. Officials

- A. Officials shall be PIAA approved.
- B. Two officials will be assigned to each contest. School may request to have three officials assigned for Varsity games.

### V. Game Operations

- A. PIAA rules apply.
- B. Recommended starting times – Afternoon games 3:45 p.m. – Evening games 5:00 p.m. Starting time may be changed by mutual consent.
- C. If the JV game is played first, a minimum of 15 minutes is required for warmup between the JV and Varsity games. If Varsity plays first, the JV game will start as soon as possible.
- D. Game balls must be top grade of the popular brand names and must have the NFHS seal on them.

- E. There will be unlimited substitution allowed in all games, including extra periods and play-offs.
- F. All goals will count as one (1) point.
- G. All schools must use corner flags on posts not less than five (5) feet high.
- H. It is required that each school should supply nets for the goals.
- I. First aid equipment should be made available by the home team.
- J. A timer shall be supplied by the home team and serve as the official timer. It is recommended that the timer be a faculty member or an adult. The timer should sit on the same side as the teams at mid-field and use an appropriate sounding device (horn) to indicate the end of playing periods.

**VI. Guidelines for Handling Contests During Lightning Disturbances**  
**Proactive Planning**

- A. Assign staff to monitor local weather conditions before and during events.
- B. Develop an evacuation plan, including identification of appropriate nearby shelters.
- C. Develop criteria for suspension and resumption of play:
  - 1. When thunder is heard, or a cloud-to-ground lightning bolt is seen the thunderstorm is close enough to strike your location with lightning.
  - 2. Thirty-minute rule. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.
  - 3. Any subsequent thunder or lightning after the beginning of the 30 minute count, reset the clock and another 30-minute count should begin.
- D. Hold periodic reviews with appropriate personnel.

**VII. Postponement of Contests**

- A. When a game is postponed, it should be rescheduled on the first available date. Saturdays will be considered an available date. If a game is suspended in the first half, you resume the game from the point of the suspension. If a game is suspended anytime in the second half, the game will be declared a complete game.

**VIII. Divisional Championship**

- A. Divisional Champions will be determined by win/loss record. Three points for a win; one point for a tie; and 0 points for a loss will be awarded in divisional competition only. If there is a tie or ties, then Co or Multiple Champions will be named. **There will be no Mid Penn Soccer Tournament to allow our teams better flexibility in scheduling 18 games.**

**IX. Determining entries into the District III Tournament**

- A. District III will use a Power Rating System to determine entries into the District Tournament

**X. Reporting Games to the District 3 Power ranking System**

- A. Both teams are responsible for updating the District 3 power ratings.

**XI. All-star Selection Process**

- A. At the end of the season coaches meeting, a first and second all-star team only will be selected for each division. Each team will consist of 11 players.

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