

STATE SOCCER GAME PROTOCOL

GENERAL

- **Official Rosters.** Coaches must verify official rosters at the coaches meeting. A copy of submitted roster is included in the coaches' packet. If there are any changes to roster (name, jersey number), turn in a corrected roster at that time. Coaches should have extra copies of their rosters (with correct jersey numbers) to hand to the scorekeeper for each game. After the roster for the first game is submitted, no changes to roster personnel may be made.
- **Bench Personnel.** Only participants that are in uniform and on rosters, a maximum of three your team's coaches, and a maximum of three support personnel (managers, statisticians, trainer) are allowed on the bench for a total of 28 individuals. Additional personnel requests must be cleared with the ASAA representative. Any player or coach who is ejected in a previous game may NOT sit on the bench for the next game.
- **Seating.** The team at top of bracket is home and sits on right bench facing the field. Visiting team's bench is on left of scorer's table facing field.
- **Uniform colors.** Jerseys and stockings of opposing teams shall be of contrasting colors, and, in the event of a similarity of color, the home team shall be responsible for making the necessary change. (see Rule 4.1)
- **Balls.** Teams will provide balls for warm-ups. Game balls are provided by Anaconda---sponsor for ASAA.
- **Water.** Teams are responsible for providing their own water. Ice will be available in case of emergencies. Medical coverage will be provided.
- **Photography.** Only credentialed media and ASAA's official photographer are allowed to photograph at field. All yearbook and school/team photographers or videographers must remain in the bleachers or on the balconies. Team photos will be taken before the warmup period for each team's first game. Video service of each game will not be provided by ASAA. Teams are encouraged to make other arrangements if they wish a video copy of their game.

PRIOR TO GAME TIME

- **Warm-ups.** Each team is guaranteed 15 minutes of warm-up time prior to the game start. If we are ahead of schedule, that time will be extended to the proper beginning game time. **No game will begin before its scheduled time.** Warm up time remaining will be noted on the clock.

- **Warm-up Areas:** Teams may warm up outside of the end zones during the second half as long as balls do not enter the field of play. They may also warm up on the track surface except behind team benches and anywhere outside the fenced in area.

- **Introductions.** Introductions shall start 5 minutes before scheduled game time. World Cup formation will be followed. Officials will lead both teams out in single file to face the main bleachers and the peel off in one single line facing the audience. As players are introduced, they will step forward.

First Game

The ENTIRE TEAM will be introduced before their first game.

All rest of Games except for Championships:

Only the STARTERS will be introduced.

Championship Games:

The ENTIRE TEAM will be introduced before their game.

National Anthems: will be played/sung at these times:

Thursday at 11:00AM at both fields.

Friday at 11:00AM and 5:00PM at Adair-Kennedy only.

Saturday before both the girls and boys championship games.

❖ LATE/ABSENT TEAM PROCEDURE

If a team is late to their scheduled game time due to weather or travel difficulties, arrangements will be made by tournament staff for the appropriate rescheduling of that game.

If a team is late due to other reasons not related to weather or travel, the game may be delayed for a maximum of 15 minutes. After that period of time, if the team has not appeared and has not contacted ASAA, the game shall be recorded as a forfeit.

A team arriving 0-15 minutes after their scheduled time of play will have a maximum of 5 minutes of warm up time.

DURING THE GAME

- **Medical Procedure.** When an athlete goes down or needs attention as judged by the officials, a member of the medical personnel may accompany the coach onto the field. The final decision to remove the athlete from the game lies with the APV medical personnel. Players who are removed from the game should be cleared by a medical doctor before playing in future games.
- **Overtime.** The tie game procedure found on pages 81-82 of the NFHS rule book will be followed.

When the score is tied at the end of regulation time, there will be a 5 minute break and head referee will instruct both teams as to this procedure:

- 1. There shall be two, full 10-minute overtime periods (not sudden victory)**
 - a. A coin toss shall be held as in Rule 5-2-2**
 - b. At end of first 10 min. period, teams will change ends.**
 - c. There shall be a 2-minute interval between periods.**
- 2. If tie still exists, there shall be two 5-min. sudden victory periods in which the first team to score wins.**
- 3. If the score still remains tied, there shall be penalty kicks as follows:**
 - a. Head Referee shall choose the goal at which all kicks from the penalty mark shall be taken.**
 - b. Each coach will select any five players, including GK, on or off the field (except those who may have been disqualified).**
 - c. The team winning the coin toss shall have the choice of kicking first or second.**

- d. **Teams will alternate kickers. There is no follow-up on the kick.**
 - e. **The defending team may change the GK prior to each kick.**
 - f. **Following five kicks for each team, the team scoring on the greatest number of kicks shall be declared the winner.**
- 4. If the score remains tied after each team has had five kicks:**
- a. **Each coach will select five different players than the first five who already have kicked to take kicks in a sudden-victory situation, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken.**
 - b. **If a team has fewer than ten available players at the end of the first set of kicks from the penalty mark due to either injuries or disqualification, the coach must use all players who have not participated in the first five kicks. The coach may choose players from the first five kickers to ensure that five different players participate in the second set of kicks.**
 - c. **If the score remain tied, continue the sudden-victory kicks with the coach selecting any five players to take the next set of alternating kicks.**
- 5. During all tie-breaker penalty kicks, the ball remains alive until its momentum is spent, goes out of bounds, or it is retouched by the kicker.**

AFTER THE GAME

- Players and coaches will shake hands of the other team demonstrating good sportsmanship.
- Teams will wait until the *Players of the Game* from both teams are announced before exiting the field.
- Teams must clean up the bench area of all personnel items including jerseys, warm-ups, water bottles, towels, etc.
- Teams that play next shall wait until the teams that just played have exited the field before approaching their assigned benches.
- After each championship game, both teams will remain on the field at their respective benches for the awards ceremony. The two teams playing in the next championship game may not approach the bench nor warm up on the field until the Awards Ceremony is completed.

