

GENERAL INFORMATION

Please read these procedures carefully and follow them accordingly.

- You should be checking the arbiter daily. Many games and sites may be listed as TBA so you will need to re-accept when the information is published.
- Whoever is the first referee listed on the arbiter is responsible for calling your partner and school to confirm all responsibilities of the game. We can't have any NO shows or people late to games!!!
- Pre-game is very important. Make sure you check the field, game balls and remember the ball people are required, supplied by the home team (higher seed) this is not an option!! (The balls must be Spalding), nets etc. You still need to read the sportsmanship card to the captains and coaches. Make sure there is no jewelry on the players so that is not an issue. Stress this in the captains meeting but spot-check the players as well.
- Remember your game fee for all games through quarter finals is \$93 dollars.
- When the match is over the lead official must file the game report on arbiter, make sure the score is correct and also call German Lesmes, CCSOA President, after the game with the scores and issues. (785-7087)
- You must also list all cautions and if necessary fill out the DQ form if a red card is issued.
- All assignments from CCSOA will be made by our Section VI Chairman Chris Durr.

OVERTIME PROCEDURES

- When the score is tied at the end of 80 minutes of regulation time, the referee will instruct both teams to return to their respective team areas.
- There will be five minutes during which both teams may confer with their coaches, and the head referee will instruct both teams as to proper procedures
- There shall be Two, fully played 10-minute overtime periods.
 - A coin toss shall be held the visiting team captain shall call the coin while it is in the air.
 - The winner of the toss shall choose a goal to defend or to kick off first.
 - At the end of the first 10-minute overtime period, teams shall change ends.
 - There shall be two-minute intervals between periods.
- If at the conclusion of the two 10-minute overtime periods, a tie still exists, there shall be two five –minute sudden-victory overtime periods.
 - A coin toss shall be held the visiting team captain shall call the coin while it is in the air.
 - The winner of the toss shall choose a goal to defend or to kick off first.
 - At the end of the first sudden-victory period, teams shall change end.
 - There shall be a two-minute interval periods.

- If the score still remains tied, all coaches, officials and team captains shall assemble at the halfway line to review the following procedures for penalty kicks: See your last year's NFHS Soccer Rule book
 - The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken
 - Each coach will select any five players, including the goalkeeper, on or off the Field to take the kicks.
 - A coin toss shall be held, the team winning the toss shall have the choice of kicking first or second.
 - Teams shall alternate kickers. There is no follow-up on the kick.
 - Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
- If the score still remains tied after each team has had five kicks.
 - Each coach will select five different players than the first five who already have kicked this then becomes a Golden Goal situation again, one team makes and the other misses the game is over.
 - This will continue until a winner is determined.