

IPSD 204 Middle School Soccer Rules and Guidelines

Roster Size

- A team **should** consist of a minimum of 16 players and teams play 11 v 11.
- If a team has less than 14 players (short roster), the coach of the short roster may contact the opposing coach prior to a scheduled game to request an alternative game format. Alternative formats may be as small as 8V8 (7 field players plus a goal keeper). The coaches will notify the official of the adjustment prior to the game.
- Alternative format games will be considered an official game.
- Playing time rules are still to be observed.
- If a team has less than 8 players available for a game, the coach should contact that opposing coach to
 - Reschedule the game
 - If a reschedule date is not available, the teams should scrimmage, sharing players as necessary, in order to give players a chance to participate.
The “short roster” team will forfeit the game.
- Alternative format options are not available for tournament play.

Playing Time

- Each player on the team’s roster will make an appearance in each half of play. This includes tournament games. *Exception – if a team has more than one goalie, then the goalies need not play in each half but all goalies must make an appearance in the game.*
- Overtime – Not all players must make an appearance during overtime play.

Length of Game

- Two (2) – 30 minute periods with a 5 minute half time.
- If it is necessary to shorten a game, each half may be reduced by 5 minutes and the half time by 2.5 minutes.

Pre-Game Warm-Up Time

- A 10 minute warm-up period will be given once both teams have arrived at the field (may be adjusted with agreement of both coaches).
- If the visiting team bus is late, the home team should warm up prior to the visiting team arriving. The visiting team should keep warm up time to a minimum in order to start game as close to 4:15pm as possible.

Player Substitutions

- Players may be substituted when team has possession of the ball (goal kicks & sidelines).
- Player substitutions may occur when a goal is scored.
- It is OK to substitute players when opposing team substitute’s players (i.e. Courtesy Substitution).

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Yellow Cards

- Player - Must leave field of play until the next legal substitution can be made to return the player to the game.
- Coach - See NPC Bylaws.

Red Cards

- Player
 - Must leave the field of play for the remainder of the game.
 - Player will NOT play in the team's next competition.
- Coach - See NPC Bylaws.

Overtime Play

- Regular Season
 - Start with the visiting team calling a coin-toss for choice of field of play.
 - Two (2) – 5 minute periods will be played with a 2 minute break to switch sides. *If the game is still tied after the additional 10 minutes, the game ends in a tie.*
 - Winner will be determined by “*Golden Goal*”
- Tournament Play
 - Start with the visiting team calling a coin-toss for choice of field of play.
 - Two (2) – 5 minute periods will be played with a 2 minute break to switch sides. Winner determined at end of 10 minute overtime.
 - If the score is still tied after the additional 10 minutes a *Shoot-out* will be conducted with the 5 players on the field at the end of the final 5 minutes.
 - Coin-toss by visiting team to choose shooting goal/order.
 - Start with a “*Best of Five*” if still tied, then a “*Head-to-Head*” Shoot-out will finally determine a winner.

Game Cancellation/Replay

- Follow IHSA guidelines for stopping play due to weather.
- If game has been stopped, reschedule as follows:
 - Stopped before half – Replay entire game
 - Stopped @ half – Reschedule and play second half
 - Stopped during second half
 - Regular season – game ends as complete game where stopped.
 - Tournament
 - If stopped in the first 15 minutes of the second half, reschedule and replay the second half.
 - If stopped after the first 15 minutes of the second half, the game is complete where stopped.

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Seeding for Tournament Play

- Ranking for the Tournament Bracket will be determined by “Winning Percentage.” In the event of an equal “Winning Percentage” then the teams “Head-to-Head” record will determine higher seeding. If this still results in a tie, then the “Coin-Toss” will be done by WAA staff to determine who will have the higher seeding.
- Winning Percentage
 - Winning percentage is calculated by adding a team’s wins to half its ties and dividing by the total number of games played. (i.e. A tie counts as half a win and half a loss)
 - $\text{winning\%} = [\text{wins} + (\text{ties} \div 2)] \div [\# \text{ games played}]$