

# **Policy 5220 SOCCER (Boys/Girls)**

Approved Changes 5/5/11

## **I. Scheduling**

All teams will play a single round-robin schedule.  
Home site will alternate each year.  
Division schedule will rotate every two years with the last game being moved to the first and other games moved back accordingly.  
JV contests will be scheduled on the same day and at the same site as the varsity contest.  
Freshman contests will be scheduled by those teams that have freshman teams.  
The freshman schedule will be separate from the junior varsity/varsity schedule.

## **II. Division Championship Determination**

Points accumulated during the regular season will determine the division champion.  
A win is worth two points in the standing, a tie worth one point, and a loss worth zero points.  
If two or more teams tie for the championship, all will be named champion.

## **III. Starting Times**

<u>Without Lights</u>	<u>With Lights</u>	
Freshman	5:00 p.m.	6:00 p.m.
Junior Varsity	4:00 p.m.	5:00 p.m.
Varsity	5:30 p.m.	6:30 p.m.

## **IV. Pre-Game and Warm-Up**

The field is to be available thirty-minutes prior to the start of the JV game.  
Freshman and JV will get fifteen-minutes of on-field warm-up time.  
Varsity will get twenty-minutes of on-field warm-up time.  
Shorter warm-up times must be agreed upon by both schools.  
Teams will warm-up at their bench end of the field.

## **V. Rules of the Game**

All MHSAA and National Federation rules will be followed.

## **VI. Regular Season Game Format**

All varsity games will consist of two, 40-minute halves.

JV and freshman games will consist of two, 35-minute halves.

For divisional games only, the MHSAA tiebreaker system of two complete 10-minute overtime periods will be played. However, if the game remains tied at the end of the second 10-minute overtime, the game will end in a tie – no shoot out. Overtime periods will not be played in any crossover games.

Sub-varsity teams will not play overtime.

Half time will be ten-minutes long unless extended by mutual agreement of both teams prior to the start of the game.

## **VII. Host School Responsibilities**

Provide registered MHSAA officials:

Freshman:	Two Referees
Junior Varsity:	Two Referees
Varsity:	One Referee; Two Side Officials

Provide three game balls.

Provide one ball person for each sideline.

Water and ice for both teams.

Locker room facilities for the visiting team.

Certified athletic trainer or doctor (if possible).

Visiting teams are expected to provide its own athletic training tape.

## **VIII. Make-Up Dates**

Postponed games will be made up the next available day.

## **IX. Reporting Scores**

The host school will report scores to:

*Jackson Citizen Patriot* (877-270-9533)

Email [rmcgowan@mlive.com](mailto:rmcgowan@mlive.com) or [ehammis@mlive.com](mailto:ehammis@mlive.com)

*Lansing State Journal* (800-365-1068)

Email [sports@lsj.com](mailto:sports@lsj.com)

## **X. League Tournament (conducted by Game Sheet Committee)**

Higher seeded team, according to regular season standings, will play at home.

JV teams will go to the same site as the varsity team

All tie games will be settled by shootout. The CAAC must apply for a MHSAA variance for this rule.

Ties in the standings will be broken for seeding purposes as follows:

The two teams tied will use head-to-head competition in the division game as the first criteria. If still tied after head-to-head, goals against [from league contests] will be tallied and the team giving up the fewest goals will get the higher seed. If still tied after goals against, then a coin flip will determine the higher seed.

If three teams are tied for a position, goals against versus each other will be the first criteria used to break the tie. Teams will be ranked from fewest to most goals given up and seeds will be set with the higher seed going to the team that allowed the fewest goals. If two teams remain tied, then head-to-head will be used to break the tie. If two or more teams remain tied at this point, a coin flip will be used to break the tie.

The tournament will be broken down as follows:

Eight teams will be placed in the first level tournament. Three teams from the Blue Division, two teams from Red and Gold Divisions, and one team from the White Division.

Eight teams will be placed in the second level tournament. Two teams from each division will be included.

Six teams will be placed in the third level tournament. Three teams will be placed in each pool. Each pool will play a round-robin for seeding. Top seeds in each pool will play, second place in each pool will play, and third place in each pool will play.

Four teams will be placed in the fourth level tournament. These teams will play a round-robin over three dates.

Pairings will be set on an eight team bracket for the first and second level Tournament.

Pairings for the six team tournaments will be broken into two, three team brackets for a round-robin positioning (two games). Teams will be ranked one, two, three and will play a crossover game with the other side of the bracket.

Pairings of all levels of the tournament will be predetermined each year.