

# Mid-Columbia Conference Soccer Standard Operating Procedures

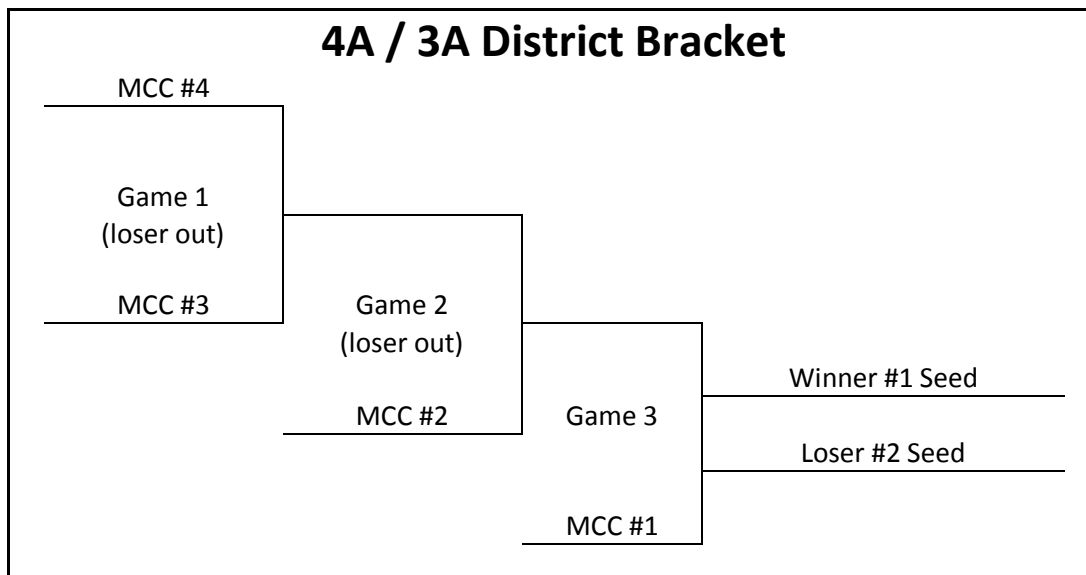


1. SCHEDULE - The MCC will consist of 8 schools. Schools will play each school twice (home and home). A district tournament will be played at the conclusion of the season to determine teams that will advance to regional competition against the Greater Spokane League representatives.
2. LENGTH OF GAME - All Varsity and JV games will consist of two 40-minute halves with a 10-minute halftime as recommended by the WIAA Rule Book.
3. STARTING TIMES – Start times will be determined based on individual school facilities. It is recommended that games are played on Tuesdays at 4:00 PM (JV) and 6:00 PM (V) and Saturday at 10:00 AM (JV) and 12:00 PM (V) when possible. Upon mutual agreement start times and/or dates may be adjusted. Officials will bring captains and a coach together for pre-game instructions and the coin toss 5 minutes prior to schedule starting times.
4. WARM UP TIMES - When the JV game precedes the Varsity game, at the conclusion of the JV game a minimum of 20 minutes will be provided for Varsity teams to warm up on the field.
5. OFFICIALS - Varsity games must have a center official and two sideline officials or the game will be rescheduled. JV games must have a certified center official.
6. SUBSTITUTIONS - **FIFA rules pertain to substitutions. (Unlimited number during stoppage of play)**
7. TIMING AND SCORING – Host schools have the option to use an official timer for contests or have the official time be kept by the center official. When official time is kept by this center official, a running scoreboard clock is to be stopped at 2 minutes prior to end of each half. Prior to start of games, visiting coaches are to be informed of the time procedure to be used for the contest.
8. TEAM BENCH - It is the decision of each member school whether team benches are located on the same side of the field or on opposite sides of the field.
9. COACHES BOX - When both teams are located on the same side of field, coaches must remain on the sidelines of the field 10 yards on either side of the center line and no further than 10 yards back from the field. They may not come onto the field to attend to an injured player until beckoned by an official.
10. OFFICIAL BALL - The home team must provide three National Federation approved soccer balls for each Conference game.
11. ROSTERS - Both teams must provide 3 team rosters that include player's full name, number, position, and year in school. One roster is to be provided to the opposing team before the game, one to the official and one to the game manager. JV and Varsity swing players (any player that may participate in both JV and Varsity) shall be designated before play begins on both JV and Varsity rosters.
12. UNIFORMS - Home team is light and visiting team is dark.
13. SPECTATORS - Must be kept a minimum of 10 feet back from the sideline and 10 feet away from the team and coach.
14. CONFERENCE GAME TIES- VARSITY LEVEL: Play the regulation game and if a tie exists, play two (2) five minute **sudden death overtime periods**. (Sudden Death is defined as the first team to score in the overtime period wins the game.) If a tie still exists, each team shall take five penalty kicks. During this Penalty Kick format, **coaches can be on the field** and anyone on the field of play at the end of regulation **only may participate in the shoot-out**. Team "A" will take one penalty kick, then team "B", then team "A", etc., until each team has taken five penalty kicks. The kicks shall be taken alternately. Only players on the field of play at the end of regulation may be used when taking the

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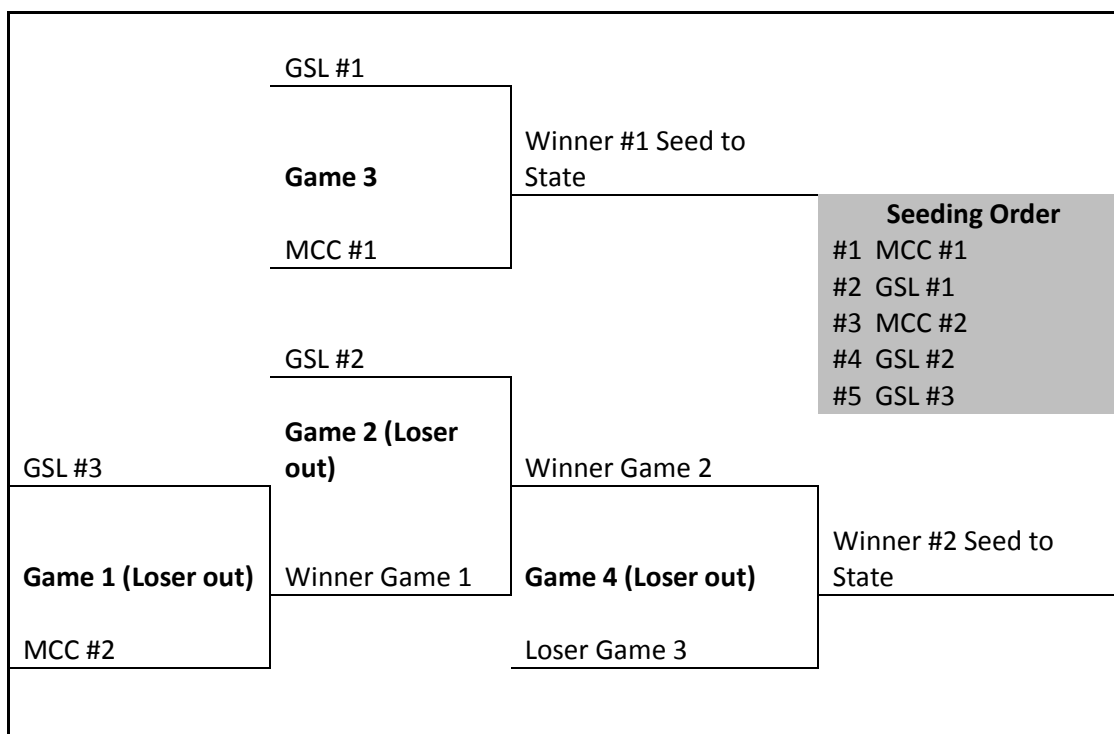
five penalty kicks to break the tie. After each team has taken five penalty kicks and score is still tied, the taking of the penalty kicks shall continue until such time as each team has taken the same number of kicks and one team has scored one goal more than the other. The kicks shall not continue after one team has scored enough goals to win. JUNIOR VARSITY LEVEL AND THIRD TEAM: Will use the penalty kick format only and will not play sudden death overtime.

15. **4A & 3A DISTRICT TOURNAMENT** – A district tournament, utilizing the following 4A / 3A District Bracket, will be played at the conclusion of the regular season to determine the MCC representatives in regional events.



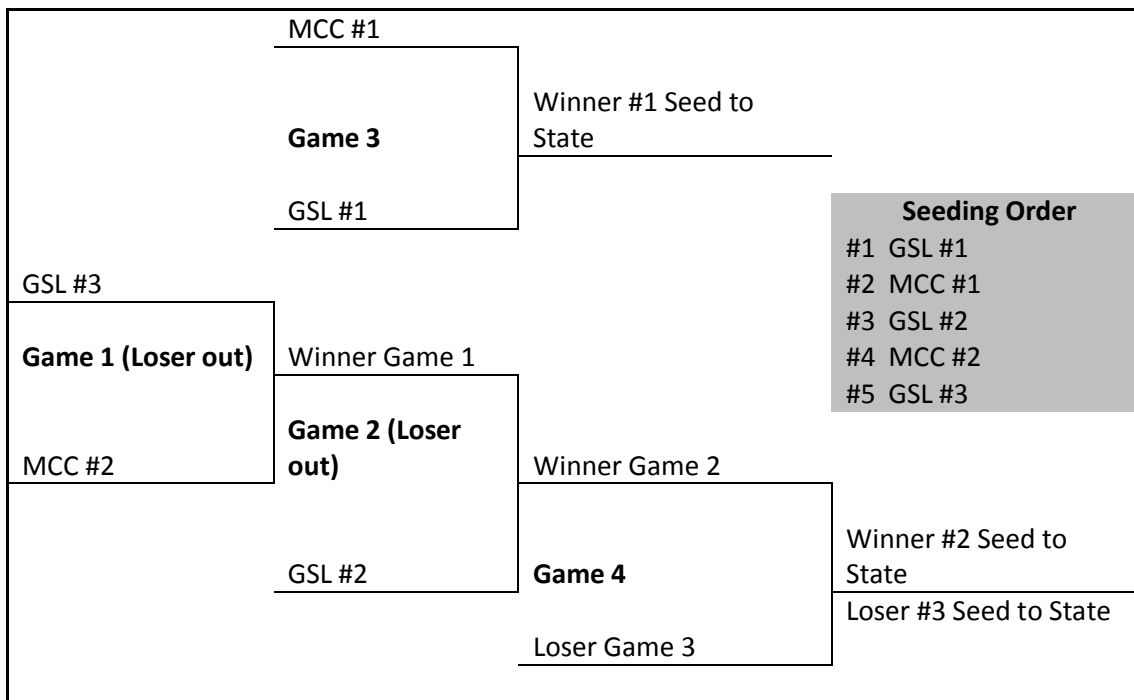
**4A REGIONAL TOURNAMENT** – A regional tournament versus the GSL will be played to determine the WIAA State participants.

### 4A REGIONAL 2 berth-year – MCC Hosts (2014)

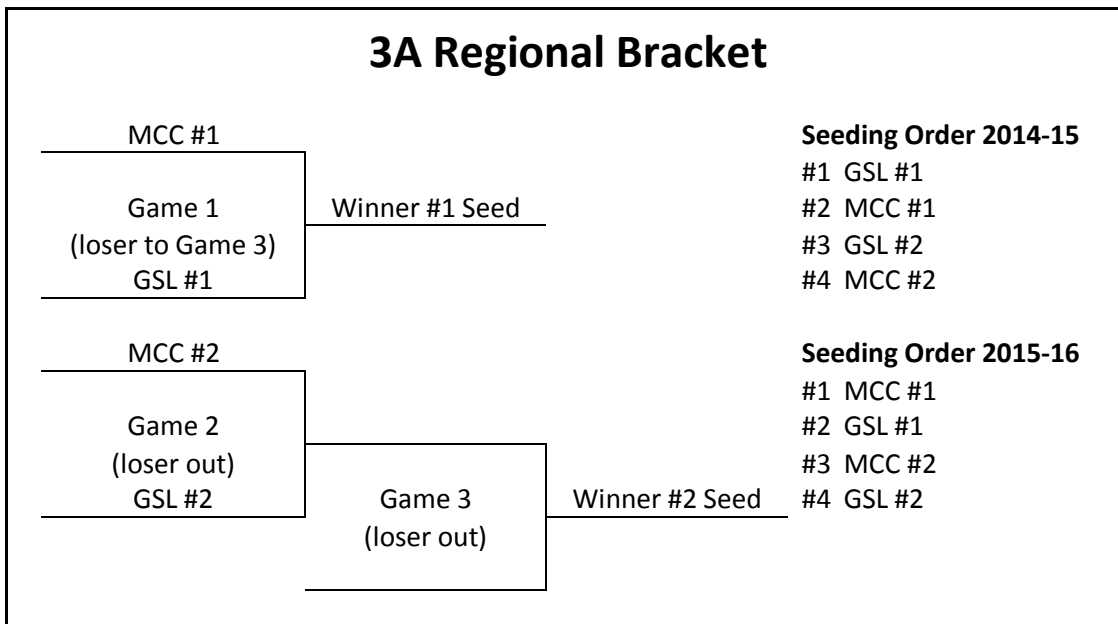


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## 4A REGIONAL 3 Berth Year – GSL Hosts (2015)



**3A REGIONAL TOURNAMENT** – A regional tournament against the GSL will be played to determine the WIAA State participants.



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16. PROCEDURES FOR RESOLVING FINAL STANDING TIES (goals scored in overtime and/or shootouts shall not be counted when utilizing c, d, e or f below.)

- a. Maintain Conference Standings based on WINS and LOSSES (No Ties).
- b. HEAD TO HEAD COMPETITION will be defined as one team having clear advantage against all other teams involved in the tie. IE: One team must have beaten all teams tied in order to have a clear advantage.
- c. If head-to-head conference competition does not resolve a tie, then use the regular season conference match scoring system. In the event of multiple teams tied, once the top seed is determined by the conference match scoring system, head to head will again be the first tie breaker criteria for remaining teams involved in tie; then refer back to points, if no clear advantage.

Conference Match Scoring System:

Regulation play during regular season Conference matches will be used for scoring as follows:

WIN	3 Points
GOALS	1 Point per goal – up to 3 points
LOSS	0 Points
POINTS FOR SHOOTOUT WIN	2 Points
POINTS FOR SHOOTOUT LOSS	1 Point

- \*Maximum Points for win 6 Points.
- \*Maximum Points for a shootout win 5 Points.
- \*Losing team may score, for goals up to 3 Points.

- d. If HEAD TO HEAD and/or CONFERENCE SCORING SYSTEM points do NOT resolve ties: Count the LEAST amount of GOALS scored AGAINST for the teams tied. Team with LEAST GOALS AGAINST will fill district playoff positions 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> from the teams in the tie situation.
- e. GOAL DIFFERENCE- Number of GOALS SCORED FOR, divided by the Number OF GOALS SCORED AGAINST.
- f. NUMBER OF GOALS SCORED FOR during the regular season.
- g. Games that are forfeited will result in a final 1-0 score with the winning team earning 4 points and the losing team earning 0 points.

17. ALL-CONFERENCE SELECTION –

- a. One MCC All-Conference team will be voted on at the conclusion of the regular season.
- b. The soccer coordinator will send each coach a nomination form at the conclusion of the regular season via email. Coaches will nominate their own players and send names and player information back to the coordinator via fax or email prior to deadline established by the coordinator. If coaches feel it appropriate, coaches will also nominate one of their own players for Player of Year consideration.

Number of nominations will depend on final standings.

<u>Conference Finish</u>	<u>Number of Nominations</u>
1	8
2	7
3	6
4	5
5-8	4

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- c. The soccer coordinator will compile nominations and return them to coaches via email prior to voting. Coaches will vote for first team and second team at a scheduled post-season meeting to select the following: 3 first team and 3 second team forwards, 5 first team and 5 second team midfielders, 4 first team and 4 second team defenders and 1 first team and 1 second team goalkeeper. Honorable mention teams will consist of the same position specific numbers as above provided each player received votes on more than one ballot. Coaches will also vote for Coach of the Year and Player of the Year (this player must be on the All-Conference Team).
- d. The soccer coordinator will compile the All-Conference lists and send them to each school and the local newspaper in each community.