

SCAC
YVIAA DISTRICT 5
SOCCER TOURNAMNET
2010

Admissions

1st and 2nd Rounds

Adults - \$5.00

Students w/ASB - \$4.00

Senior Citizens - \$4.00

Students under 12 yrs. - \$4.00

Season/League passes are not valid for the District Tournament

3rd Round

Adults - \$6.00

Students w/ASB - \$5.00

Senior Citizens - \$5.00

Students under 12 yrs. - \$5.00

Season/League passes are not valid for the District Tournament

Supervisors

Each school can have 10 District Supervisors.

Round 1 Saturday, October 30

SCAC #5 at SCAC #4 (Game 1)

SCAC #6 at SCAC #3 (Game 2)

Game Time: 11:00 a.m. Game time may be changed by mutual agreement.

Home Team supplies Officials and balls

Round 2 Tuesday, November 2

Winner of Game 1 at SCAC #1 (Game 3)

Winner of Game 2 at SCAC #2 (Game 4)

Game time: 6:00 p.m. for field with lights, 4:00 p.m. for field without lights.

Game time may be changed by mutual agreement.

Home team supplies Officials and balls.

Round 3 Thursday, November 4 at Royal High School

4:00 p.m. Game - Winner is 3rd seed to State, loser out.

Loser of Game 3 (home team) vs. Loser of Game 4 (visiting Team

6:00 p.m. Game – Winner is District Champions

Winner of Game 3 (home team) vs. Winner of Game 4 (visiting team)

Teams will have 20 minutes of warm up time on the field following the completion of the first game.

- Current National Federation Rules will be used.
- The Home Teams and fans will be on the south side of the field
- The Visiting Teams and fans will be on the north side of the field.
- Each school will provide their own practice balls
- Home Teams will provide Game Balls
- All WIAA and SCAC rules apply.

Squad Size - 22 players, 6 designated school personnel (coaches, managers, statisticians, medical personnel, etc)

Length of Periods - All regular season and playoff games are to be played in two equal halves of 40 minutes each. All schools must follow playing time rules (Rule 7, Article 1.)

Tie Games - State Tournament - The method of breaking ties will be as follows. – Two (2) sudden victory five (5) minute overtimes. A coin toss shall be held prior to the first overtime as per NFHS Rule 5-2-2. At the end of the first overtime period, teams shall change ends. If still tied at the end of the second overtime, penalty kicks will decide the outcome. The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken. Each coach will select five (5) players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the kicks. A coin toss shall be held as in rule 5-2-2 with the winning team having choice of kicking first or second. Teams will alternate kickers. There is no follow up on the kick. The defending team may change goalkeepers prior to each penalty kick. Following the five (5) kicks, the team scoring on the greatest number of kicks shall be declared the winner. If the score remains tied, each coach shall select five (5) different players than the first five to take kicks in a sudden victory situation.