

2016 Soccer Bulletin IV

Rules, Revisions, and Interpretations

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**Statewide Rules
Interpreter:
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ITEMS TO CONSIDER & REVIEW GOING INTO PLAYOFFS

- As the weather gets colder please remind officials that players may wear hats (soft ski type caps) and they do not need to be the same color. If a player wears an undergarment under their jersey or shorts that extends outside the sleeve or below the short, they must be of a solid color and all of the same color for that team. The home team must wear a solid white jersey although the undergarment may be a color other than white and all must be the same color.
- Officials will be evaluated throughout the course of post season play. Those doing the evaluations will be reminded to meet with the crews before and after the match. Officials should review the evaluation form, which can be found on the PIAA website.
- Please be sure to remind the crews to check the fields and especially the goals before each match to ensure they are secured to the ground and the nets are properly fastened.
- Overtime procedures should be reviewed for both league/district play and for inter-district play. League and District matches are 2x 15 minute sudden victory periods before proceeding to penalty kicks. Inter-district matches are 2x 15 minute sudden victory periods before proceeding to penalty kicks. Overtime at the State Championships are 2x 20 minute sudden victory periods before proceeding to penalty kicks.
- The Rawlings Soccer Ball is the only ball that can be used in League/District matches and the inter-district matches. They will be supplied by the host game site manager. Please be sure to check the balls prior to each match.
- The Double Dual system of officiating will be used in all matches. Officials are reminded to rotate positions during each match.
- Remember that noise makers, cheerleading, and band playing may occur during the run of play as long as they do not interfere with game management by the officials.

2016 TIE-BREAKING PROCEDURE

- Overtime Periods
 - 2x 15 minute periods during League/Districts
 - 2x 15 minute periods during Inter-districts
 - 2x 20 minute periods during State Championships (finals)

NOTE: There will be a 5 minute break at the end of regulation, flip coin prior to starting Overtime.

All Overtime periods are "Sudden Victory"

IF THE GAME IS TIED AT THE END OF THE TWO OVERTIME PERIODS:

- Kicks from the Mark:
 - The Head Referee will select the goal where the kicks will be taken
- Taking of the Kicks:
 - Any player on the roster (who has not been disqualified) is eligible to participate (Flip a coin, the winner shall have a choice of kicking first or second).
 - The coach will select 5 eligible players to participate in the 1st round of kicks.
 - After the 5 kickers have been identified by the coach, substitutions cannot be made unless a player is injured and has not yet taken their kicks. The injured player may be substituted.
 - **ANY** player receiving a caution within the last 5 minutes of the second overtime period **OR** in the interval between the end of overtime and the start of the kicks, will **NOT** be permitted to participate in the 1st round of kicks (5 kicks).
 - The cautioned player **IS** allowed to participate in the 2nd round of kicks.
 - Any player (including the goalkeeper) cautioned during the 1st round of PK's and / or during any subsequent round of PK's will sit out all of the remaining PK's.
 - If a goalkeeper is cautioned during the taking of **ANY SET** of 5 kicks, a substitute is permitted for the goalkeeper, and the cautioned keeper will sit out all remaining PK's.
 - If any player is disqualified, **RED CARD** (including goalkeeper), that player may no longer participate, but a substitute is permitted if their kick has not yet been taken. The disqualified goalkeeper may be replaced.

IF THE SCORE REMAINS TIED AFTER THE FIRST FIVE KICKS:

- The coach will select 5 different eligible players to participate in Sudden Victory kicks (**ONLY** if a team has less than 10 eligible players, may a player who has already participated kick again.
- If the score remains tied after the second round of 5 kicks, continue the sudden victory kicks with the coach selecting **ANY** 5 players to participate in the continuation of sudden victory.