

1. Varsity and Middle School soccer is governed by National Federation rules except as modified within this Enclosure.
2. 40-minute halves for regular-season varsity games. 30-minute halves for middle school.
3. 35-minute halves for varsity tournament games. 30-minute halves for middle school.
4. No overtime in regular-season games.
5. Two 5- minute overtimes then penalty kicks for tournament games (See details below).
6. Team rosters (typed) should be exchanged before every game and must be given to the tournament director.
7. A red card issued against a player only applies within the conference. Explanation: If a player receives a red card while playing a conference game, that player must sit out that game and at least the next conference game. If a player receives a red card while playing in a non-conference game, that player is not prohibited from playing the next game if it is a conference game.

SOCCKER OVERTIME RULES - FOR TOURNAMENTS ONLY:

If overtime is required, teams receive a 5-minute break between the end of the game and the first of two 5-minute overtime periods. These two overtime periods are played without a break in between. Both periods are played regardless of the outcome of the first period of overtime.

(This allows both teams a chance to defend each goal once.) Should penalty kicks be required, only the 11 players on the field at the end of the 2nd overtime period may be used as kickers. At the end of the 2nd overtime period, all players that were playing at the end of the game will go directly to the center circle. Players on the bench

(substitutes) remain on the sidelines. Each team designates its first five kickers and the order in which they will kick. Teams will alternate kicks and all 5 kickers from each team will kick unless one team has an insurmountable lead at any point (ie: after 3 kicks one team is ahead 3-0 - there is no possible way for the opponent to tie) in which case they will be declared the winner of that match.

If after the first five kicks the teams are still tied, teams select their next 5 kickers from the 6 who have not yet kicked, and the order in which they will kick. Kicks will proceed in a manner similar to the first five kicks except that these will now be "sudden death" - if one team kicks and scores and the other team misses, the team which scored will be declared the winner of that match.

Should the kicks continue after the second round of five, teams select their next five kickers, with the 11th player kicking first and the next four chosen in any order from the original ten kickers.

If at the end of the 2nd overtime period, one of the teams has fewer than 11 players on the field (because of a red card or an injury with no substitute available), the other team must reduce its number of kickers to match (ie

: Team A has 11 players at the end of the match and Team B has 9 - both teams will use 9 kickers).