

NCGSOA Play-off Procedures

1. Call the home school to verify the time and location of the game. All officials are to be ready to go a half hour before the start time of the game.
2. Walk the field with your partner, checking nets and field conditions.
3. Introduce yourself to the coaches together with your partner and get rosters.
4. Check game balls, home team to supply six (6) game balls. Check that all the balls are properly inflated. Ask coaches to provide ball people for the entire game.
5. Five minutes prior to the start of the game, meet with the coaches and the captains. Ask Coach's if their players will be legally and properly equipped at kickoff. Lower seed calls the coin toss for the whole game in case of ties.
6. Play-in to Quarters there will be three officials on the field. Two assistant referees and one center referee. Semi and Finals there will be three officials on the field and one 4th official. The center referee will keep the unofficial time with both assistant referees backing up the center referee. The score board clock is the official clock and if needed must be adjusted during the match. **Discuss with the timer to announce 1:00 minute and to count down the last 10 seconds including 0.**
7. Discuss the timing procedure with the timer from the home team before the game; **each official is responsible to bring a rulebook and this procedure sheet to the field.** In case of a tie at the end of regulation play, teams will get a **(5) minute break**. A coin toss will take place; once more the lower seed will call the toss, and have the choice of the ball, or pick a goal to defend. There will be **two (2) (15) minute SUDDEN VICTORY. First goal wins.** There will be a **(2) minute interval** between overtime halves if the second half is needed. At the end of the first 15 - minute overtime half, teams will change ends. If the score is still tied at the end of the second 15 - minute overtime half, you will proceed to kicks from the mark.

PROCEDURE FOR BREAKING A TIE (SHOTS FROM THE MARK)

1. The lower seed will once more call the coin toss. The winner will have a choice to shoot first or last. This order will remain the same until a winner is determined.
2. Each coach will submit a list of 5 players in the order in which they will shoot. These players can be anyone on the team including the keeper and they did not have to be on the field at the end of the sudden victory overtime. This list goes to completion or until a winner is determined. Disqualified players may not be used.
3. All players and coaches are permitted on the field at the half line. All players participating in the first round of shooting shall be placed in front of their team, about ten yards in front of the half line closest to the goal they will be shooting at.
4. If still tied after the first five shooters, the coaches submit a new list of 5 different players from the first list. This group **is sudden victory. One vs One.**
5. If still tied after the second group of shooters, the coaches will submit a new list of 5 players. These players can come from the first two lists, or anyone listed on the roster, and once again a sudden victory situation exists after each pair of shooters.
6. If still tied after three rounds, the coaches will submit a new list of five players different from the last list of five players and once again **is sudden Victory.**
7. If still tied continue step 5 and 6 until there is a winner.

8. During all tie-breaking kicks, the ball remains alive until its momentum is spent, it goes out of bounds, or it is retouched by the kicker
9. Teams will alternate kickers. There is no follow-up on the kick
10. The defending team may change the goalkeeper prior to each kick.
11. Following the first five kicks for each team, the team scoring the greatest number of these kicks shall be declared the winner. If tied proceed with sudden victory after that. Second team shooting gets to shoot to tie or win in sudden victory.

Fourth Official Duties

1. The fourth official can wear long pants and a jacket if it is cold. But they must wear the referee shorts and referee jersey underneath to match what the crew is wearing.
2. Be part of the pregame talk with the crew and ask questions if you are not sure of something or if something that is important was not discussed.
3. Get both team rosters.
4. Walk the field with the crew.
5. Get game balls and check pressure in all the balls.
6. Record all goals and cards.
7. Continuously monitor the clock when it is supposed to stop and when it is supposed to run. Notify the center referee if the clock needs to be adjusted.
8. Monitor both sidelines to keep the bench personnel well off the touchline so the coaches can stand in front of the bench personnel, and it still gives AR1 room to run up and down the line with no obstructions.
9. Control both benches, if that means walking down the sideline and talking with the coach, then do it. If the coach is yelling about a call and continues to yell go down the line and talk to the coach. We want the coach talking to the fourth official rather than yelling onto the field. Don't answer any questions for the center referee. Tell the coach you will find out and get back to them. Most of the time it is good enough for them.
10. Stand on the half line out of bounds and monitor the game. Helping with fouls and out of bounds that are very close to you.
11. Control the substitutions and help the referee as per their pregame to signal to the referee when they can restart play after a substitution.
12. If a shootout occurs, write and keep track of the list of shooters and who scores with the other AR.

**IF THERE ARE ANY QUESTIONS WITH THESE PROCEDURES, PLEASE
CALL DAVID POLI (516) 644-1839**

SECTION VIII (Nassau) Playoffs - Match Result by Penalties

DATE _____

HOME _____

VISITORS _____

Round I Best of 5

Team Color

--	--

Team Color

--	--

(Shooters 1 thru 5)

	#1	#2	#3	#4	#5	Total
Player #						
X (Hit) 0 (Miss)						

	#1	#2	#3	#4	#5	Total
Player #						
X (Hit) 0 (Miss)						

Round II 1 v 1 (Sudden Victory)

Team Color

--	--

Team Color

--	--

(Shooters 6 thru 10, MUST be Different from 1-5)

	#1	#2	#3	#4	#5	Total
Player #						
X (Hit) 0 (Miss)						

	#1	#2	#3	#4	#5	Total
Player #						
X (Hit) 0 (Miss)						

Round III 1 v 1 (Sudden Victory)

Team Color

--	--

Team Color

--	--

(Shooters 11 thru 15, Can be any 5 on roster)

	#1	#2	#3	#4	#5	Total
Player #						
X (Hit) 0 (Miss)						

	#1	#2	#3	#4	#5	Total
Player #						
X (Hit) 0 (Miss)						

Round IV 1 v 1 (Sudden Victory)

Team Color

--	--

Team Color

--	--

(Shooters 16 thru 20, MUST be Different from 11-15)

	#1	#2	#3	#4	#5	Total
Player #						
X (Hit) 0 (Miss)						

	#1	#2	#3	#4	#5	Total
Player #						
X (Hit) 0 (Miss)						

IF NO RESULT, REPEAT ROUNDS III, IV PROCEDURES FOR SUBSEQUENT ROUNDS - ALL 1 V 1 SUDDEN VICTORY