



Soccer Bulletin

State Championship - November 9-14

I. GENERAL INFORMATION

- A. NFHS soccer rules will apply to the DCSAA Championship unless otherwise noted.
- B. Schools choosing to enter the DCSAA Soccer Championship have the responsibility for reading and adhering to the rules and regulations of this bulletin.
- C. Eligibility rules for all participants can be found in the new 5F DCMR; Chapter 27 at dcsaasports.org.
- D. Only players on the original Certification of Eligibility are eligible in the DCSAA playoff matches.
- E. For all DCSAA playoff games the official time will be kept on the field. The time on the scoreboard must be stopped with two (2) minutes remaining in each half and any overtime period(s).
- F. **All teams must submit their weekly results to MaxPreps.**

II. MaxPreps TEAM ACCOUNT - REQUIRED

- A. All teams vying for a spot in the 2021 DCSAA Soccer Championship must submit their scores to MaxPreps after each game in order to confirm regular season standings and manage the postseason point systems for qualification to state championship tournaments.
- B. MaxPrep Setup:
 - 1. Go to MaxPreps.com and click on "Join" in the top right corner. Select the "AD/Coach Account" option.
 - 2. Enter your email address and text from the image displayed. On the next screen, fill out the required fields.



3. If you have an Access Code, please enter it when prompted. (If you do not have an access code, don't worry - you can request one after registration is complete.)
 4. To complete the form, click "**Create Account**". You are now a MaxPreps member!
 5. If you still need your Access Code, click on "**Set up Admin Accounts**" on the following confirmation page.
 6. On the next screen, click on "**Request Access**". The MaxPreps support team will get back to you within 24 hours of receiving your request with the Access Code for your team or school.
- C. MaxPreps members - Please complete the following steps:
1. Click on "**Hi, [Your First Name]**".
 2. On the next page, click on "**Set up Admin Accounts**" under Admin Accounts.
 3. If you have an Access Code, enter in the text box provided.
 4. If you do not have an Access Code, click on "Request Access". The MaxPreps support team will get back to you within 24 hours of receiving your request with the Access Code for your team or school.

III. SUBMISSION OF SCHEDULES, ROSTERS & GAME RESULTS

- A. After signing into your MaxPreps Membership account, place your mouse over "Hi, [Your First Name]" and click the link for your team under "Coach Accounts" to be directed into your admin.
1. Click on "Roster" or "Schedule/Results" in the blue header of your team's admin to access that section.
 2. To enter your schedule under the "Schedule/Results" link, click on the green "Schedule a Game" button.



3. To enter your results, click on the button under “Add/Edit” next to the specific game.

B. Technical Assistance:

1. If you have any questions, please email support@maxpreps.com or give them a call at 800-329-7324x1 and their support team will be more than happy to help! You can also contact MaxPreps District of Columbia rep Eric Frantz at efrantz@maxpreps.com

IV. STATE TOURNAMENT

A. Tournament Organization

1. The DCSAA will conduct a ten (10) team single-elimination boys soccer tournament and a ten (10) team single-elimination girls soccer tournament that will include public schools, public charter schools, independent schools and parochial schools located in the District of Columbia.
2. The dates for the tournament: **November 9–November 14.**
3. On **Tuesday, November 9 at 2:45 p.m.**, the first round of the boys and girls tournaments will be played at the higher-seeds home field. On **Wednesday, November 10 at 2:45 p.m.**, the second round of the boys and girl’s tournament will be played at the higher-seeds home field. On **Friday, November 12**, the boys and girls semifinals will be played at the higher-seeds home field. (Note: If the higher seed does not have a home field, they will be responsible for finding a location that meets NFHS standards.)
4. Home teams are responsible for providing an athletic trainer for the first round, quarterfinals and semifinal matches – DCSAA will provide an athletic trainer for the championship matches.
5. The District of Columbia State Athletic Association has adopted the National Federation recommendation that a player or coach disqualified from a state tournament game under NF Rule 12-8 (Articles 2, 3 or 4) shall be barred from participating in the team’s next game.



6. DCSAA will provide state certified officials for all tournament matches.
7. It is the responsibility of the host school to provide and enforce crowd control measures.
8. The host school is required to provide ball persons to ensure the flow of the game is continuous.
9. Each participating school must have played a minimum of twelve (12) regular season games prior to the submission of official records on **November 3** to be eligible for a position in the State Tournament. If a team plays fewer than twelve (12) matches, its index will be calculated by dividing the total number of points by twelve (12). *Subject to the discretion of the DCSAA executive director if extenuating circumstances occur.*
10. Regular-season forfeits by non-tournament team(s) that would affect the point standing of eligible team(s) must be officially confirmed in writing before the completion of the seeding meeting.
11. In subsequent rounds, if a team withdraws or is withdrawn from the tournament for any reason, the team last defeated shall replace the withdrawing team.
12. The home team (higher seed) will wear COLORED jersey.
13. Should a game be postponed due to extreme weather conditions, it will be tentatively rescheduled for the next day.
14. Individuals will be charged the following admission for the state finals:

TBD: General Admission



B. Automatic Bids

1. Boys teams located within the District of Columbia that are members of the following leagues: the Mid-Atlantic Athletic Conference (MAC), Public Charter School Athletic Association (PCSAA), Potomac Valley Athletic Conference (PVAC), Washington Catholic Athletic Conference (WCAC), and the District of Columbia Public School League (DCIAA) that have a minimum of three (3) teams located within the District of Columbia are eligible to receive an automatic invitation into the DCSAA Soccer Championship. The total number of automatic bids for boys is (4) four.
2. Girls teams located within the District of Columbia that are members of the following leagues: the Independent School League (ISL), Public Charter School Athletic Association (PCSAA), and the District of Columbia Public School League (DCIAA) that have a minimum of three (3) teams located within the District of Columbia are eligible to receive an automatic invitation to the DCSAA Soccer Tournament. The total number of girls automatic bids is (3) three.
3. The DCIAA and PCSAA tournament champions will receive the automatic bid for those respective conferences. If a DC-based WCAC, MAC, PVAC or ISL team wins its conference tournament, then that team will receive the automatic bid for their conference, otherwise the automatic bid will go to the team with the highest point index as calculated below based on regular season records.

C. Tiebreaker

If the two top District of Columbia teams of a conference end the season tied in the point index at the end of the regular season the following will be used as the tiebreaker:

1. Head to Head - If team A beats team B during the regular season than team A will advance.



2. Goal Differential - If a team scored twenty goals during the regular season, but gave up ten goals, its goal differential is +10. This will be based all regular season games.
3. Goals Scored- Total number of goals scored in conference games.
4. If teams are tied after all the above, a coin toss will determine which team will get the automatic bid.
5. If more than two teams are tied, a blind draw will be used to determine which team will get the automatic bid.

D. At-large

Teams that did not receive an automatic bid will be eligible to receive an at-large nomination based on the point index for each team as calculated below.

E. Point Index

1. A team will receive three (3) points for each regular season win.
2. A team will receive one (1) point for each regular season tie.
3. No points for a loss.
4. A bonus point will be given for playing a team whose regular season final record is .501 or better, regardless of the game's outcome.
5. An additional bonus point will be given for playing a team whose regular season final record is .701 or better, regardless of the game's outcome.
6. In order for a team to receive points for playing teams above .501 or .701 regular season winning percentages, its opponent must have played a minimum of twelve (12) varsity level games.
7. ***Bonus points will not be awarded if you play a team more than two times. A team will still be awarded three (3) points for a win regardless of the number of times the teams play.***
8. The maximum amount of points available for any contest is five (5).
9. The point index will be determined by dividing the total number of points accumulated by the number of regular season matches.
10. The team with the highest point index will be seeded #1, next highest #2, etc.
11. If a tie exists, seeding will be determined by results of head to head competition.
12. If a tie still exists after considering head to head competition, seeding will be determined by the team with the highest bonus point percentage.
13. If a tie still exists seeding will be determined by a coin flip.



14. If more than two teams are tied, seeding will be determined by a blind draw.

F. Seeding

Each tournament will be seeded one (1) through ten (10), according to the above point system.

G. Playing rules

1. A game ending in a tie shall be resolved by two (2) (if necessary) sudden-victory overtime periods of ten (10) minutes each. The game shall end with the first overtime goal. If two overtime periods are played without a goal being scored, the game will proceed to penalty kicks. The following penalty kick procedure shall be used:
 - a. Organization mechanics: The designated home team or tournament committee, (if the game is being managed by the committee), shall:
 - (1) Supply sufficient ball persons to enable the procedure to operate efficiently.
 - (2) Be responsible for providing sufficient security for the penalty procedure so that it may be conducted without interference to those involved.
2. The officials will:
 - a. Gather all eligible players in the center circle who completed the second overtime period.
 - b. Designate the goal at which the penalty kicks will be taken.
 - c. Choose three (3) balls
 - d. Begin the penalty kick procedure after a three (3)-minute intermission period. The following procedures shall apply:
 - (1) The coin toss shall occur with the visiting team calling the toss. The winner of the toss will have the choice of shooting first or defending first.



- i. If the score is tied after the five designated players have taken their shots, then a sudden death-victory begins which includes the remaining the remaining eligible players from each team who were not part of the original penalty kick phase.
- ii. If the score remains tied after the completion of (a) above, then the sudden-victory round continues with all eligible players from each team becoming eligible for a second shot. A coach may change the order from the initial round. No player can take a third shot until all eligible players from both teams have taken their second shot, and so on.

3. Coaches' Responsibilities

- a. Each coach shall be solely responsible for utilizing only eligible players as the team's participants. Participation by an ineligible player will result in forfeiture of the game by the offending team. Ineligible participation would include, but is not limited to: a field player who was not in the game at the end of the second overtime or a shooter taking a second attempt in a cycle before all of the shooter's eligible teammates have taken their first attempts in the same cycle.
- b. The head coach and one assistant will be permitted to join the players in the center circle. Remaining players, coaches, and team attendants shall be completely off the field of play and in their team bench.

4. Kicking Procedure

- a. Participants
 - (1) Only those players on the field at the end of the overtime period, including the goalkeeper, are eligible for the penalty kick tiebreaker.
 - (2) If the goalkeeper is injured during the penalty kicks and has to be removed, the goalkeeper may be replaced by a substitute. This substitute may be selected from any of the players on the team. However, a goalkeeper, once substituted for, may not be reinstated. The substitute for the goal keeper will take part in the penalty kicks.



If a player already on the field replaces the goalkeeper, an additional kicker may be brought off the bench, but cannot kick until all of the players from that team have kicked. The substitute must be the team's final kicker in each cycle.

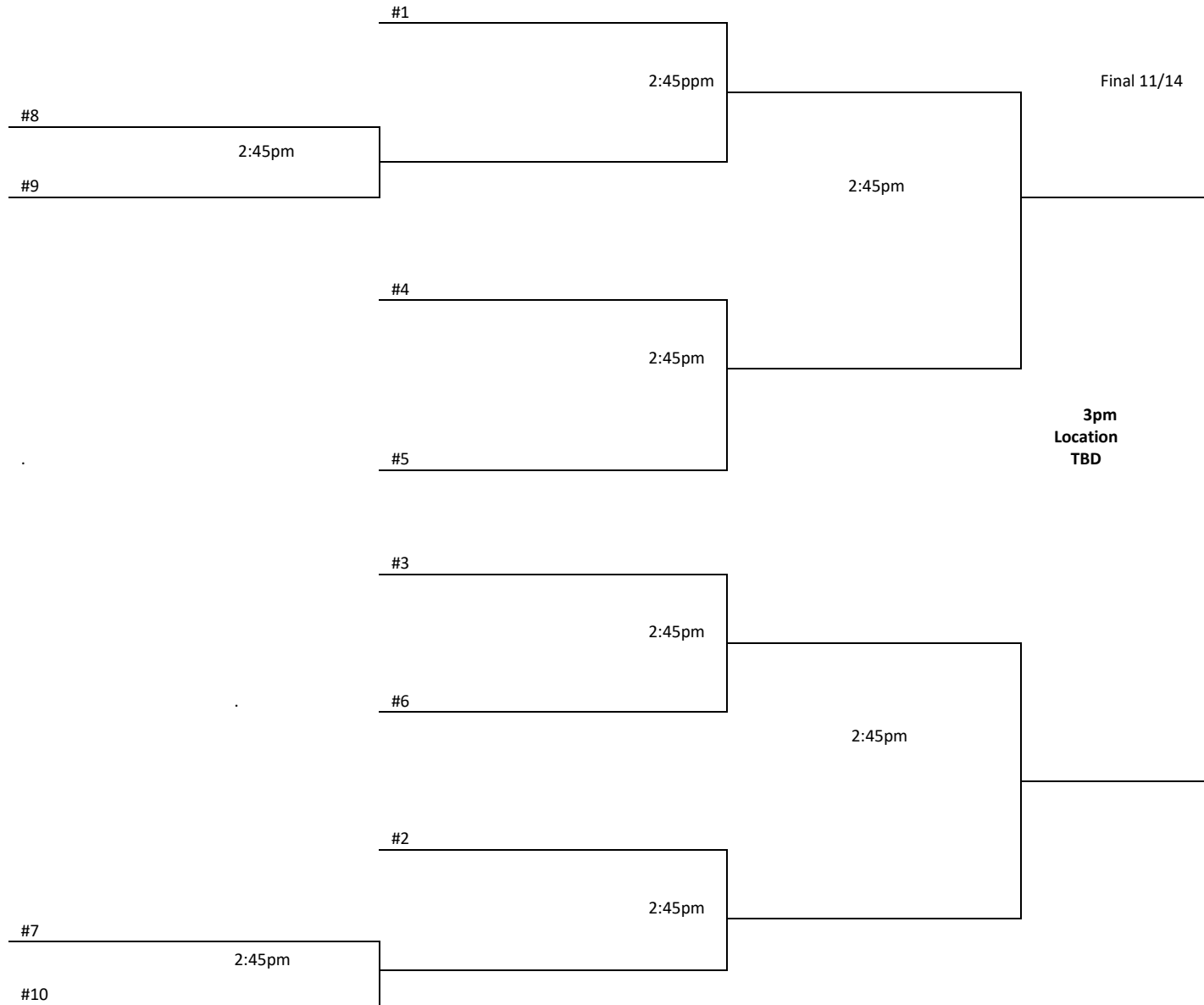
- (3) The penalty kick tiebreaker will initially be based on the performance of the five kickers designated by the coach from each team. Coaches should identify one kicker at a time. Attempts shall be made by alternating order until one team has an insurmountable advantage.
- b. The eligible shooters for each team shall take scoring attempts in any sequence the head coach desires. The head coach shall direct each shooter to report to the official at the penalty spot immediately after the completion of the previous shooter's attempt. A shooter may not be changed after reporting to the official. The shooting order need not be the same in the second cycle.
 - c. The official shall record the player's name, number, and the order in the team's cycle in which the attempt was made, and the result of the kick.
 - d. A goalkeeper who is to defend against the next penalty kick attempt shall be stationed outside the field of play at the intersection of the goal line and the penalty area boundary to the side designated by the officials.
 - e. If a player who is participating in the tiebreaker is issued a caution, then that player becomes the last player to kick in their next eligible round of kicks. For instance, if a player has not kicked in the round of kicks in which the player was cautioned, then that player must be the last to kick in that round. If a cautioned player has already kicked in the round of kicks in which the player is cautioned, then the player may not kick again until the end of their next eligible round of eleven (11) kicks.
 - f. If a goalkeeper is cautioned then rule II.B.4.e above applies. In addition, the goalkeeper may not defend the next opponent's kick but may return to goal for the subsequent kick. The player replacing the goalkeeper in the situation must be from the players already participating in the tiebreaker.



First Round 11/9

Quarterfinals 11/10

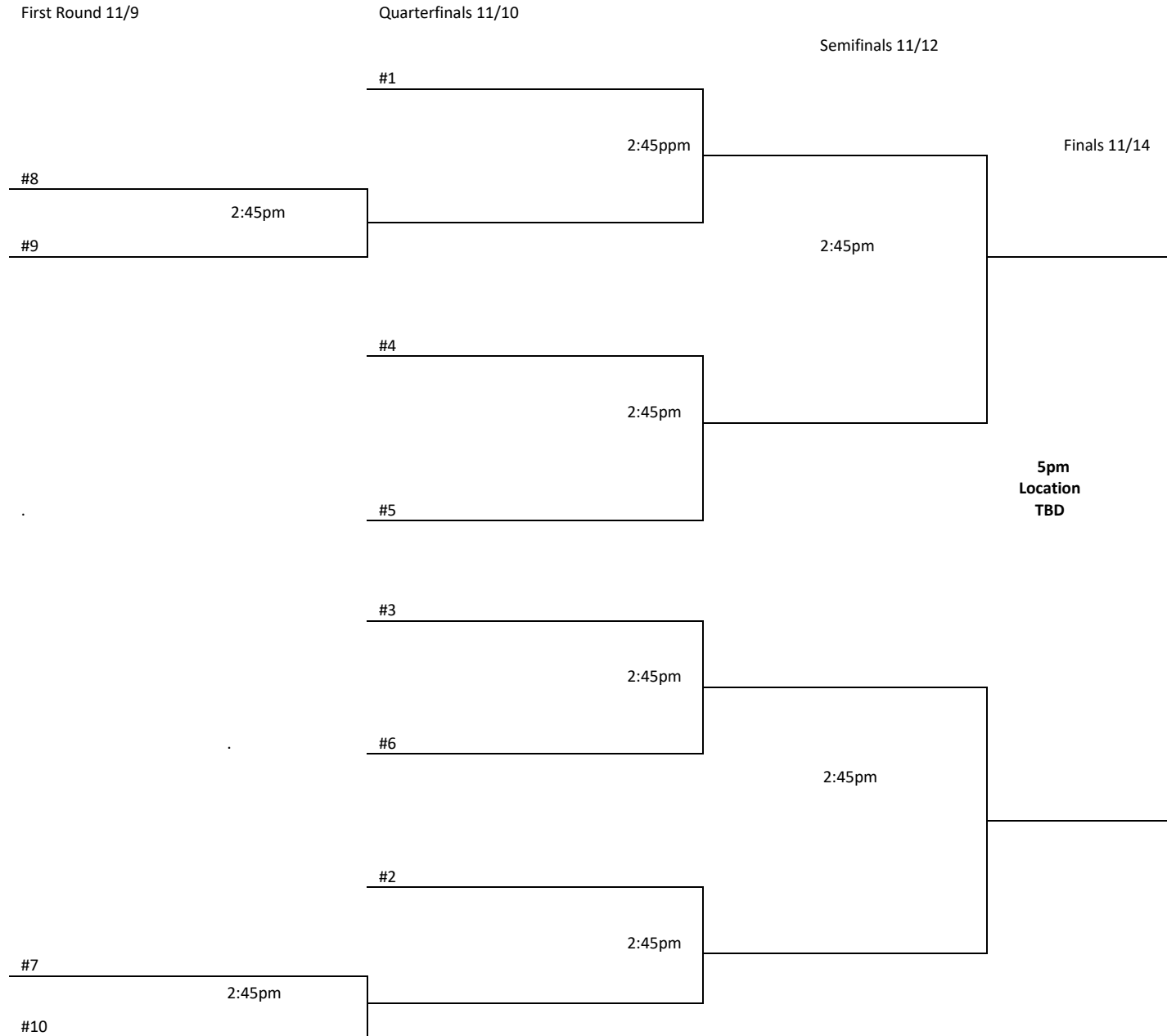
Semifinals 11/12



Note: First round, quarterfinal and semifinal matches will be played at the higher-seed's home field.



Boys Soccer Tournament Bracket:



Note: First round, quarterfinal and semifinal matches will be played at the higher-seed's home field.