



MPSSAA SOCCER BULLETIN

State Finals - November 16-18, 2023
 Loyola University - Ridley Athletic Complex

I. GENERAL INFORMATION

- A. The Maryland Public Secondary Schools Athletic Association is the official governing body for the Soccer tournament. Plans for the tournament were formulated by the State Soccer Committee and approved by the Board of Control.
- B. Schools choosing to enter the tournament have the responsibility for reading and adhering to the rules and regulations stated in the front section of this publication as well as those appearing within this Soccer Bulletin. Unless specifically stated, all rules and regulations stipulated in the NFHS Soccer Rule Book will be followed.
- C. Eligibility rules for all participants are defined in MPSSAA Bylaw .02, found in the current MPSSAA Handbook.
- D. General regulations for all state tournaments are contained in MPSSAA Bylaw .07, found in both the current Handbook and in the front section of this publication.
- E. *During the regular season*, a player disqualified under National Federation (NF) Rule 12-8-2 can be permitted to play in the next game, depending on the ejection policies of the local school system or conference. *Starting with the first region contest and continuing throughout the tournament*, a player who is disqualified under NFHS Rule 12-8 (Article 2, 3) shall be barred from participating in the team’s next game. For interpretation refer to Misconduct Detrimental to a Tournament, see Rule .07C(11) in the MPSSAA Handbook.
- F. All region games must be played on the designated date shown below unless there is a facility conflict.
- G. Games postponed during the regular season shall be made up on the first available date and in the order originally scheduled. Subsequent games shall not be moved. Local Supervisor(s) of Athletics shall be consulted and will make final decisions on postponed games.
- H. Ties and suspended games (regular season)
 - 1. A game ending in a tie shall be resolved by two (if necessary) sudden-victory overtime periods of 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 shall be declared a tie. A coin shall be flipped prior to the first overtime period. The coin flip procedure is the same as used to start a game. The interval between the second half and the first overtime period shall be five minutes. The interval between the first overtime period and a second overtime period (if necessary) shall be two minutes.
 - 2. *A game suspended prior to the completion of the first half* shall be continued from the point of suspension (see NFHS Rule 7-1-3).

2023 SOCCER TIME LINE		
	REGION TOURNAMENT	STATE TOURNAMENT
Aug. 9.....First practice date		
Sept. 1First play date		
Oct. 21.....Last play date for seeding consideration		
Oct. 23.....Tournament seeding		
Oct. 24Last play date		
Nov. 1Application deadline for tournament qualifiers		
	Oct. 25.....Region Quarterfinals	Nov. 3/4B&G Quarterfinals
	Oct. 27/28.....Region Semifinals	Nov. 10/11B&G Semifinals
	Oct. 31.....Region Finals	Nov. 16/17/18B&G Finals

3. A game suspended after the completion of the first half shall be considered an official game unless the local supervisor(s) gives permission to complete the game from the point of suspension.

II. REGION AND STATE TOURNAMENTS

A. Tournament Organization

1. Every team is automatically entered into the region tournament unless the MPSSAA office receives written notification to the contrary prior to the seeding meeting. Request for withdrawal shall be by letter, signed by the school principal.
2. A TEAM ENTRY FORM utilized for State Semifinals and Finals must be filled out by teams winning their Region Final. Instructions on filling out the TEAM ENTRY FORM are available on mpssaa.org.
3. Each region will conduct a single elimination tournament, with the champion advancing to state play.
4. Doubleheaders will be played where boys and girls matchups exist for both schools, unless the draw or facility prohibits it. For the 2023 tournament, the boys game will be the early game. Each subsequent year, the order will be reversed.
5. A suspended tournament game shall be continued from the point of suspension unless the game is declared complete by mutual agreement between the two schools.

B. Playing Rules

1. The State Soccer Committee has adopted the National Federation recommendation that a player or coach disqualified from a region or state tournament game under NFHS Rule 12-8 (Articles 2, 3) shall be barred from participating in the team's next game. For interpretation, refer to "Misconduct Detrimental to a Tournament", Rule .07C(11) in the MPSSAA Handbook.
2. The overtime procedure for tournament progression is the same as used during the regular season (refer to the preceding section I.H.1). In the event the match remains tied after two sudden victory overtime periods, there will be a penalty kick tiebreaker to determine a winner. The following Penalty Kick Procedure shall be used.
 - a. This procedure will be used for all region and state tournament contests.
 - b. 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 kick procedure so that it may be conducted without interference to those involved.
3. The officials will:
 - a. gather all eligible field 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 game balls for use.
 - d. begin the penalty kick procedure after a three-minute intermission period. The following procedures shall apply:
 - (1) A 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.

- (2) The penalty kick tiebreaker will initially be based on the performance of five kickers designated by the coach from each team. Coaches should identify one kicker at a time. Attempts shall be made in alternating order until one team has an insurmountable advantage.
 - (a) If the score is tied after the five designated players have taken their shots, then a sudden-victory round begins which includes the remaining eligible players for each team who were not part of the initial penalty kicking phase.
 - (b) 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.

4. 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 not be 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. Only 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 areas.

5. Kicking Procedure

a. Participants

- (1) Only those players on the field at the end of the second 10-minute sudden-victory overtime period, including the goalkeeper, are eligible for the penalty kick tiebreaker.
 - (2) If the goalkeeper is injured during the penalty kicks and must be removed, the goalkeeper may be replaced by a substitute. This substitute may be selected from any players on the team. However, a goalkeeper, once substituted for, may NOT be reinstated. The substitute for the goalkeeper will take part in the penalty kicks. If a player already on the field replaces the goalkeeper, an additional kicker may be brought in from the bench, but cannot kick until all of the players from that team have kicked. This substitute must be the team's final kicker in each cycle.
- 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 kick stripe 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 subsequent cycle.
 - c. The official shall record the player's name, number, 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 **during the administration of penalty kicks**, 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 is cautioned, then that player must be the last kicker 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 11 kicks.

- f. If a goalkeeper is cautioned, then rule II.B.5.e. above applies. In addition the cautioned goalkeeper may not defend the next opponent's kick but may return to goal on the subsequent kick. The player replacing the goalkeeper in this situation must be from the players already participating in the tiebreaker.
 - g. Any player, including the goalkeeper, who is disqualified may not participate any further and may not be replaced. Any player disqualified who has not kicked in the cycle of 11 becomes the last kicker and the kick is considered a miss. The same applies to subsequent cycles of 11.
6. The game shall end and the team declared the winner which has:
- a. attained an insurmountable lead over its opponent before the initial phase of five penalty kickers is completed; or
 - b. scored more goals than its opponent upon completion of the initial phase of five penalty kickers; or
 - c. scored one more goal than its opponent at any point after each has taken an equal number of shots during the "sudden victory" phase of the penalty kick tiebreaker.

III. REGION TOURNAMENT

A. Tournament Organization

1. The region director is responsible for the assignment of officials and the notification of schools as to the tournament bracket, site, and starting times.
 - a. The region director is responsible for the employment of local officials for region games plus qualified adults as scorers and timers. Two- or three-person crews will be used based upon the wishes of the local jurisdiction of the designated home team.
 - b. The region director shall inform the State Committee Director and the MPSSAA Office of the schedule established for competition.
2. The seeding meeting for bracket positions (including the breaking of ties) will take place Monday, October 23 in the MPSSAA office via conference call with the state tournament chair. Tournament pairings will appear on the MPSSAA web site <mpssaa.org> the same day.
 - a. Region directors will verify and submit the official records of all teams through October 21 to the respective state director by noon on October 22.
 - b. All teams in each region will be seeded as determined by regular season winning percentage, excluding the one additional tournament and any city, county, or conference championship.
 - c. Teams with fewer than nine varsity games played will be seeded based on a regular season winning percentage using a divisor of nine games.
 - d. Ties among teams in a region will be first broken by head-to-head competition to determine the higher seed. This applies if all tied teams meet the criteria. If head-to-head does not break the tie, a coin toss will be used to determine the order of seeding.
 - e. The higher-placed team is defined as one who occupies the lower-numbered line position (the favored position), on the bracket in any given round.
3. Unless a specific alternative plan has been approved, all teams in regional play will abide by the following guidelines.
 - a. All region games will be played at the site of the higher seed throughout the tournament.

- b. When setting game times hosting sites must be mindful of other school activities and provide appropriate travel time for any schools with students taking the SAT or ACT Tests. Local Supervisors of Athletics shall be contacted and make the final decision when conflicts occur.
 - c. If circumstances render a home site unplayable and the game is scheduled at any alternate site, the designated home team will remain unchanged.
 - d. A site suitable for a regular season game may be unsuitable for a playoff game. Region directors should work with local supervisors to assure that region sites meet field and safety criteria.
4. Uniforms shall comply with current NFHS rules. The designated home team will wear the dark jersey and dark socks. The designated visiting team will wear solid white jersey and solid white socks.
 5. The Soccer Committee will approve for use only those sites that meet the following field criteria:
 - a. The field shall be a minimum size of 110 yds. x 55 yds.
 - b. The field of play shall conform to current NF Rule 1-2, (Articles 1-11).
 - c. It is the responsibility of the host school to provide and enforce crowd control measures.
 - d. There must be a qualified game manager other than the participating coach.
 6. When a school cannot meet the game site criteria above, the region director shall designate an alternative site, after consultation with the local supervisor(s) of athletics.
 7. When a school cannot meet the NFHS uniform specifications, the region director in consultation with local supervisor(s) of athletics may assign the designation of home team (including site of contest) to the opposing school without change of tournament seeding.
 8. Local MPSSAA districts will collect all revenue and pay all expenses. Site directors shall pay officials and required workers. When funds are not available, fees should be referred to the host district.

B. General Policies

1. Individuals 7 years of age and older will be charged an admission of \$6.
2. Region champions will receive a team plaque and 25 individual certificates.

IV. STATE TOURNAMENT

A. State Quarterfinals

1. The region champions from each classification shall advance to a State Quarterfinal round.
2. The eight region champions will be seeded 1-8 based on their regular season winning percentage used to seed each region. Ties among teams in the State Quarterfinals will be first broken by head-to-head competition to determine the higher seed. This applies if all tied teams meet the criteria. If head-to-head does not break the tie, a coin toss will be used to determine the order of seeding.
3. Unless a specific alternate plan has been approved, all State Quarterfinal games will be played at the site of the higher seed.
4. Schools hosting a State Quarterfinal game may schedule the contest on Friday, November 3 or Saturday, November 4. When setting game times hosting sites must be mindful of other school activities and provide appropriate travel time for any schools with students taking the SAT or ACT Tests. Local Supervisors of Athletics shall be contacted and make the final decision when conflicts occur.
5. A three-person officiating crew from the association local to the higher seeded team will be assigned

to the State Quarterfinal contest.

6. Local MPSSAA districts will collect all revenue and pay all expenses. Site directors shall pay officials and required workers. When funds are not available, fees should be referred to the host district.

B. State Semifinals

1. The winners of the State Quarterfinal round shall advance to the State Semifinals.
 - a. The winners of the No. 1 versus No. 8 seeded game will play the winners of the No. 4 versus No. 5 seeded game.
 - b. The winners of the No. 2 versus No. 7 seeded game will play the winners of the No. 3 versus No. 6 seeded game.
2. When all four Boys and the Girls semifinals are played on a Saturday, the games shall be played at 12:00, 2:30, 5:00, and 7:30 p.m. When two games are played on Friday and two on Saturday, game times on Friday shall be at 5:00 and 7:30 p.m., and two games on Saturday shall be scheduled between 12 7:30 p.m. with 2.5 hours between any two games. Schedules and times are tentative and a definitive schedule will be set after teams have advanced out of the State Quarterfinals. Locations for each boys and girls classification are as follows:

Hosting Sites

Crofton HS, Gaithersburg HS, Glen Burnie HS, Tuscarora HS, Bel Air HS, and Kent Island HS. The MPSSAA will set the schedule with sites and game times as teams advance throughout the tournament. The MPSSAA will, as best as possible, factor in travel and school conflicts with other tournaments when setting the state semifinal schedule.

3. A three-person officiating crew will be assigned by the MPSSAA Office.
4. The Soccer Committee shall appoint a Game Manager for each Semifinal game. The Game Manager is responsible for the field preparation, finances, the safe conduct of the game, and should be in contact with both teams as to time, uniforms, and game procedures. The manager is responsible for tickets received, monies collected, monies paid out, and shall submit a financial report to the Association following the games.

C. State Championships

1. The winners of the State Semifinal round shall advance to the State Championships.
2. Both the Boys and the Girls Tournament Finals will be held at Loyola University's Ridley Athletic Complex on November 16-18th, with times and pairings to be determined. Check MPSSAA.org for the "Fan Focus" with details on directions and parking information.
3. For the Finals, two games will be played on Thursday, November 16th at 5:00 and 7:30 p.m. and two games will be played on Friday, November 17th at 5:00 and 7:30 p.m. Four games will be played on Saturday, November 18th at 12:00, 2:30, 5:00, and 7:30 p.m.
4. Member schools shall not schedule practice or scrimmage sessions at the site of the final championship games.
5. A three-person officiating crew will be assigned by the MPSSAA Office.
6. If a final game is tied at the end of the overtime periods, the penalty kick procedure will be used to determine a State Champion.

D. General Policies

1. Individuals 7 years of age and older will be charged the following admission:
 - a. **State Quarterfinals - \$6.**
 - b. State Semifinals - \$8.
 - c. State Finals - \$10.
2. **State Quarterfinal winners will complete the Media Information Form (found on the Soccer page of mpssaa.org) and bring the requested copies to the State Semifinals. This form shall be revised following the State Semifinals and new requested copies brought to the State Final game.**
3. The team champion in each classification will receive a plaque, 25 individual awards, and the game ball. The finalist team will receive a plaque, 25 individual awards, and a game ball.

PROJECTED MPSSAA SOCCER TOURNAMENT DATES

2024 - November 14/15/16

2025 - November 13/14/15

2026 - November 12/13/14

STATE SOCCER COMMITTEE AND REGIONAL DIRECTORS ARE LISTED ON MPSSAA.ORG

2023 ALIGNMENT FOR BOYS & GIRLS SOCCER

CLASS 4A-WEST		CLASS 4A-NORTH		CLASS 4A-SOUTH		CLASS 4A-EAST	
REGION I		REGION I		REGION I		REGION I	
1. Frederick 2. Thomas Johnson 3. Urbana 4. Clarksburg 5. Northwest 6. Seneca Valley	Fre Fre Fre Mtg Mtg Mtg	1. Dundalk 2. Kenwood 3. Parkville 4. Perry Hall 5. Woodlawn 6. Mergenthaler (Boys) 7. Western (Girls)	B Co B Co B Co B Co B Co Balt Balt	1. High Point 2. Laurel 3. Northwestern 4. Montgomery Blair 5. Northwood	PG PG PG Mtg Mtg	1. Glen Burnie 2. Meade 3. North County 4. Old Mill 5. Crofton	AA AA AA AA AA
REGION II		REGION II		REGION II		REGION II	
1. Bethesda-CC 2. Walt Whitman 3. Walter Johnson 4. Quince Orchard 5. Winston Churchill 6. Gaithersburg	Mtg Mtg Mtg Mtg Mtg Mtg	1. Albert Einstein 2. Richard Montgomery 3. Paint Branch 4. Springbrook 5. Wheaton	Mtg Mtg Mtg Mtg Mtg	1. Bladensburg 2. Charles H. Flowers 3. Dr. Henry A. Wise 4. Eleanor Roosevelt 5. Duval 6. Parkdale	PG PG PG PG PG PG	1. Annapolis 2. Broadneck 3. North Point 4. Leonardtown 5. Bowie 6. Suitland	AA AA Cha Stm PG PG
CLASS 3A-WEST		CLASS 3A-NORTH		CLASS 3A-SOUTH		CLASS 3A-EAST	
REGION I		REGION I		REGION I		REGION I	
1. Manchester Valley 2. Westminster 3. Linganore 4. Oakdale 5. Tuscarora 6. North Hagerstown 7. South Hagerstown	Car Car Fre Fre Fre Was Was	1. Catonsville 2. Dulaney 3. Franklin 4. Lansdowne 5. Overlea 6. Towson	B Co B Co B Co B Co B Co B Co	1. Howard 2. Marriotts Ridge 3. Mount Hebron 4. Chesapeake 5. Northeast	How How How AA AA	1. Arundel 2. Severna Park 3. South River 4. James M. Bennett 5. Stephen Decatur	AA AA AA Wic Wor
REGION II		REGION II		REGION II		REGION II	
1. Col. Zadok Magruder 2. John F. Kennedy 3. James Hubert Blake 4. Rockville 5. Sherwood 6. Thomas S. Wootton 7. Watkins Mill	Mtg Mtg Mtg Mtg Mtg Mtg Mtg	1. Baltimore City College 2. Polytechnic 3. Digital Harbor (Boys) 4. Patterson 5. Aberdeen 6. Bel Air 7. Edgewood	Balt Balt Balt Balt Har Har Har	1. Atholton 2. Long Reach 3. Reservoir 4. River Hill 5. Oakland Mills	How How How How How	1. Northern 2. St. Charles 3. Oxon Hill 4. Chopticon 5. Great Mills	Cal Cha PG StM Stm
CLASS 2A-WEST		CLASS 2A-NORTH		CLASS 2A-SOUTH		CLASS 2A-EAST	
REGION I		REGION I		REGION I		REGION I	
1. Century 2. Winters Mill 3. Middletown 4. Walkersville 5. Williamsport	Car Car Fre Fre Was	1. Chesapeake 2. Eastern Tech 3. Patapsco 4. Sparrows Point 5. Paul Laurence Dunbar (Boys)	B Co B Co B Co B Co Balt	1. Crossland 2. Fairmont Heights 3. Frederick Douglass 4. Gwynn Park 5. Potomac 6. Henry E. Lackey	PG PG PG PG PG Cha	1. Elkton 2. North East 3. Rising Sun 4. C. Milton Wright 5. Fallston 6. North Harford	Cec Cec Cec Har Har Har
REGION II		REGION II		REGION II		REGION II	
1. Southern 2. Centennial 3. Glenelg 4. Hammond 5. Wilde Lake 6. Poolesville 7. Damascus	AA How How How How Mtg Mtg	1. Hereford 2. Milford Mill Academy 3. New Town 4. Owings Mills 5. Randallstown	B Co B Co B Co B Co B Co	1. La Plata 2. McDonough 3. Thomas Stone 4. Westlake 5. Calvert 6. Huntingtown 7. Patuxent	Cha Cha Cha Cha Cal Cal Cal	1. North Carolina 2. Kent Island 3. Queen Anne's 4. Easton 5. Parkside 6. Wicomico	Cin QA QA Tal Wic Wic
CLASS 1A-WEST		CLASS 1A-NORTH		CLASS 1A-SOUTH		CLASS 1A-EAST	
REGION I		REGION I		REGION I		REGION I	
1. Allegany 2. Fort Hill 3. Mountain Ridge 4. Northern 5. Southern	All All All Gar Gar	1. Carver A&T 2. Loch Raven 3. Pikesville 4. Western Tech 5. Liberty 6. South Carroll 7. Francis Scott Key	B Co B Co B Co B Co Car Car Car	1. Chesapeake Science Point 2. Central 3. CMIT - North 4. College Park (Girls) 5. Int. HS at Langley Park	AA PG PG PG PG	1. Bohemia Manor 2. Perryville 3. Colonel Richardson 4. Kent County 5. St. Michael's (Boys)	Cec Cec Cin K Tal
REGION II		REGION II		REGION II		REGION II	
1. Brunswick 2. Catocin 3. Boonsboro 4. Smithsburg 5. Clear Spring	Fre Fre Was Was Was	1. Edmondson-Westside (Boys) 2. Frederick Douglass (Boys) 3. ACCE (Boys) 4. Benjamin Franklin 5. Harford Tech 6. Havre de Grace 7. Joppatowne 8. Patterson Mill	Balt Balt Balt Balt Har Har Har Har	1. Friendly 2. CMIT - South (Boys) 3. Intern. at Largo 4. Largo 5. Surrattsville	PG PG PG PG PG	1. Cambridge-SD 2. North Dorchester 3. Crisfield 4. Washington (Boys) 5. Mardela 6. Pocomoke (Boys) 7. Snow Hill	Dor Dor Som Som Wic Wor Wor