

Pregame Protocol

Start time minus 30 minutes	Officials arrive at the field properly dressed and ready to work.
While teams warm up	<p>The officials:</p> <ol style="list-style-type: none">1. Show their credentials to the site manager.2. Inspect the field, goals, and flags and report any problems to the host school.3. Introduce themselves to the coaches of both teams, request rosters, and ask "Do any players have casts or other special equipment? Is there anyone that you would like us to check?"4. Casually inspect the players' equipment during warm-up activities and deal with individual problems as required. Do <i>not</i> line up players for formal inspection.5. Meet with the timer and scorer and inquire about:<ul style="list-style-type: none">• Game clock• Buzzer or horn• Scorer's table• Any issues from previous matches• Any pregame ceremonies (national anthem, player introductions, etc.) or halftime ceremonies (parents night, senior night, etc.)6. Inspect the game balls and instruct the ball holders.7. Conduct a pregame conference among themselves.
With 5 minutes left in warm-up	<p>The referee:</p> <ol style="list-style-type: none">1. Calls head coaches and team captains together.2. Delivers a brief statement encouraging positive sporting behavior.3. Reminds coaches and captains to set a good example.4. Asks each head coach "Will your players be properly and legally equipped at kick-off?"5. Asks "Does anyone have any questions?"6. Conducts the coin toss.7. Ends with "Good luck and have fun!"
Start time minus 3-10 minutes	Pregame ceremonies (national anthem, etc.)
Start time minus 1 minute	Officials enter field as a team.
Start time	Referee signals for opening kick-off.

Tiebreaker Procedures

Regular Season (required for varsity; optional for subvarsity)

1. There is a five-minute interval after the end of the second half, followed by two **complete** five-minute overtime periods. **No sudden victory!**
2. There is a two-minute interval between the first and second overtime periods. Teams exchange ends.
3. If the game remains tied after ten minutes of overtime, it ends as a tie.

Section and State Tournaments (varsity only)

1. There is a five-minute interval after the end of the second half, followed by one twenty-minute overtime period. The period is **sudden victory**: the first team that scores wins the game. If neither team scores during the first ten minutes, the referee stops play and teams exchange ends. Play resumes immediately; there is no interval and teams do not go to their benches.
2. If the game remains tied after twenty minutes of overtime, each coach selects five players, **on or off the field** (except any who have been disqualified) to take kicks from the penalty mark.
3. The referee chooses the goal at which all of the kicks will be taken.
4. The referee designates which captain shall call the coin toss. The team that wins the toss may choose to kick first or second.
5. Teams alternate kicks. The team scoring the greater number of kicks shall be the winner.
6. If the game remains tied after five kicks by each team, each coach selects five additional players and alternating kicks resume. However, beginning with the sixth kick, if one team scores and the other fails to score during the same turn, the team that scores shall be the winner.
7. If the score remains tied after each team has taken ten kicks, repeat step 6 until one team scores and the other fails to score during the same turn.
8. During the first ten turns, a different player shall take each kick. A player may take a second kick only after ten different players from the same team have kicked. Goalkeepers are eligible to participate as kickers.