## MINNESOTA MODIFICATIONS

### Soccer

**A. Jewelry (Rule 4-2-4a)**: A religious medal or other religious items must be taped to the body and worn under the uniform if possible. Note: this is for religious purposes as stated in Rule 4-2-4 and is not meant as an opportunity to tape or cover jewelry worn for adornment.

**B. Officials Uniform (Rule 5-1-3):**

The officials shall be dressed alike in uniforms primarily consisting of:

a. Smitty MSHSL green & black striped shirt with MSHSL logo on the left (expected for all games – regular season, section, and state).
b. Black shorts or pants
c. Mostly black shoes & black knee socks with three white horizontal stripes
d. Solid black cap, if worn
e. Other required equipment: two whistles, yellow and red cards, stopwatch, flipping coin, pencil, linesman's flags, and scorecard

**C. Official Scorekeeper (Rule 6-3):**

The official scorer's table may be located in one of three places:

1. At the halfway line, which is a distance of 10 yards from the start of each bench.
2. In the press box.
3. In a position on the end of the team bench closest to the halfway line.
   The host school must inform the official prior to the start of the game as to the location of the official scorer. **Substitutions will report to the halfway line. Entry onto the field of play by a substitute is prohibited until approved by the referee.

**D. Suspended Games:**

**Regular Season**

**Suspended Games (Rule 7-1-3):** If less than one-half of the game has been played, the game will be replayed from the point of suspension unless game completion is mutually agreed upon by head coaches in which case the existing score would be final. The host school has the authority to suspend a game for inclement weather.

**Post Season:**

**Suspended Games (Rule 7-1-3):** Games that have been suspended before the completion of the first half, or are tied at the point of suspension shall be replayed from the point of suspension unless game completion is mutually agreed upon by head coaches and tournament manager in which case the existing score would be final.

**E. Tie Games (Rule 7-3):**

1. Regular season games that end tied after regulation time shall be recorded as a tie.
2. The following procedure must be used to break a tie at the end of regular play in all tournament games that advance to the championship bracket, including the MSHSL section and state tournament games. ***There will be no tiebreaker or overtime for third-place games.***
   a. Teams remain in the bench area for a 5-minute rest period.
   b. The choice of ends will be determined by a toss of a coin with the visiting team captain making the call while it is in the air.
   c. A 20-minute sudden death overtime period will be played. At the start of the period, the clock will be set at 10 minutes. A kickoff shall initiate the play. Teams will change ends after ten minutes of play. Teams do not go to their bench; coaches do not talk to the captain; play should be continued immediately.
   d. If a tie still exists, each coach selects five players, on or off the field (except those who were disqualified), to take penalty kicks. A coin toss will determine which team shoots first. The referee designates which captain will call the coin toss. The team winning the coin toss has the choice of shooting first or second.
   The team's alternate kickers with the goalkeeper being any eligible team member. The team scoring on the greater number of kicks shall be the winner.
   e. If the score is still tied, each coach will select five additional players and continue with the same procedure: except that beginning with the 6th kick, a winner will be declared if one team scores and the opponent fails to score on a turn. Each kick shall be taken by a different player, and not until 10 players of any team have

attempted a kick, may a player of the same team have a second kick. When repeating the procedure, a winner will be declared if one team scores and the opponent fails to.

f. If the score is still tied, follow the procedures in (e) above and repeat until a winner has been determined.

**F. Mercy Rule (Rule 7-4):** In the second half, if the goal differential is five goals or more, the clock will only stop for serious injury.

**G. Policy for Disqualified Players (Rule 12-8):**

1. Any player disqualified from the game for any reason, shall be disqualified from that game and the next game of that season. Application of the following progressive game disqualification structure applies throughout each season, including playoff games:
   a. 1st disqualification - that game plus the next scheduled game.
   b. 2nd and all subsequent disqualifications - that game plus the next four scheduled games in that sport.