

SOCCER (Boys and Girls)

Procedures and Regulations

1. All contests shall be governed by High School Federation Rules where applicable and/or as amended by the Connecticut Interscholastic Athletic Conference and the Central Connecticut Conference.
2. The length of conference contests shall be as follows:

Varsity: Two, forty minute periods. If the score is tied at the end of regulation, the score is recorded as a tie (**Eliminated OT 1/30/20**).

Junior Varsity: Two, forty minute periods- no overtime.

Freshman: Two, forty minute periods- no overtime.

1. A top grade ball shall be used for all contests. Three balls of the same design shall be available for play in all contests.
2. The host school shall be responsible for all game arrangements.
3. An adult timer must be used for all varsity contests or the time will be kept on the field by the head official.
4. Games will be scheduled on Tuesdays and Fridays except when a three game week is necessary, or when the scheduling format requires the league scheduler to alternate days. Adjustments will be made when Rosh Hashanah or Yom Kippur fall on a Tuesday or a Friday.
5. Starting time will be no later than 3:45 p.m. (after daylight saving time, no later than 3:00 p.m.) unless mutually agreed upon by the schools involved.

Scheduling

-Play teams in your division once for a total of nine (9) divisional games. These games would be used to determine the divisional champs. There will be three (3) divisional champs. Should teams end up with the identical records, divisional champ(s) would be recognized (There are no tie breakers to be used in recognizing Divisional Champions).

-Rank all thirty (30) teams in each division 1-30 based on a two (2) year record – current school year record and previous year.

-Establish five tiers of six (6) - Tier 1 (1-6), Tier 2 (7-12), Tier 3 (13-18), Tier 4 (19-24), Tier 5 (25-30)

-Play each team in your tier once for a total of five (5) games.

This allows for two outside contests to be scheduled by the school.

-Tie breaker to be used when ranking teams (*approved 4/8/21*):

o When two (2) schools are tied (same winning percentage)

- Head to Head using the results of the most recent year.
- If the two teams did not play in the previous year, skip to the next tiebreaker.

o When there are multiple schools tied (same winning percentage)

- Most recent season record.
- Overall division record (complete record of the north, south, central division's CCC assigned games).
- By lot

Points to keep in mind

- Only CCC assigned games will be used for records.
- Head to head will only be used in the instance where two schools are tied.
- By lot numbers will be the CIAC randomly generated by lot numbers.

-Schedule fifteen (14) contests for the following sports: B/G Soccer

-League scheduler will provide rankings (1-30).

Selection of 22 per division, all-conference players must be based on merit and a total season's effort. **Format for selecting all conference:** Adopted 10/1/15

- Coaches would submit nominees to each divisional coach advisor
- Nominations form will be created and provided to coaches
- Coaches will have an opportunity to discuss players
- A numbered ballot will be provided to coaches for voting (1-22 in each division)
- Coaches cannot vote for their own players
- Each coach will vote for their top athletes (#1 being top choice and so on)
- The top player gets 22 points
- The top 22 (from each division) will be named all-conference

**CCC League Tournament 2025: Quarterfinals – 10/23/25 (Higher Seed),
Semifinal – 10/25/25 (TBA),
Final – 10/28/25 (Sage Park, Berlin)**

- Eight (8) team tournament. Top two teams from each of the four divisions. Higher seeds will host first round games. Semifinals and finals will be at a predetermined site.
- Overtime Procedures for Tournament Play
 - In all tournament games the following shall be the procedure to resolve a tie score. After a five minute time out:
 - First Round Penalty Kicks – Five players from each team kick once alternately or until the lead is insurmountable.
 - Second Penalty Kicks – Five different players from each team kick once alternately or until the lead is insurmountable.
 - If a tie remains, repeat step 5 and if needed step 6. **10/1/24- AD Committee**

(Revisions: 7/08/09 JT, 7/15/21, 10/1/24 TW)

Reviewed: 10/12/09 BS 11/5/15; 10/27/16, 6/19/17, 7/15/21, 7/6/22, 8/24/23