

2007 NIAA 4A Northern Nevada State Girls Soccer Championship tournament information packet

FINAL ON NOVEMBER 3

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2007 NIAA 4A Northern Nevada State High School Girls Soccer Championship tournament

The 2007 NIAA Class 4A Northern Nevada State High School Girls Soccer Championship tournament, presented by the Las Vegas Review-Journal and Farmers Insurance Group, is scheduled to be contested **Friday, October 26** (quarterfinals at Damonte Ranch High School), **Wednesday, October 31** (semifinals at Damonte Ranch High School) & **Saturday, November 3** (final at Damonte Ranch High School).

TOURNAMENT BRACKET

Please return to the NIAA's main soccer page to view and print a tournament bracket (Adobe file).

MASTER SCHEDULE (final on November 3)

Friday, October 26, 2007 – Quarterfinals @ Damonte Ranch High School

Game A – DOUGLAS (#3 Sierra) def. ELKO (#2 High Desert), 2-1 in overtime.

Game B – McQUEEN (#3 High Desert) def. CARSON (#2 Sierra), 3-1.

Game C – REED (#1 High Desert) def. RENO (#4 Sierra), 2-0.

Game D – SOUTH TAHOE (#1 Sierra) def. SPANISH SPRINGS (#4 High Desert), 2-1 (2-1 SO)
(1-1 at end of regulation... no golden goal in overtime(s)... shootout score 2-1).

Wednesday, October 31 – Semifinals @ Damonte Ranch High School

REED (C-winner) def. McQUEEN (B-winner), 1-0

SOUTH TAHOE (D-winner) def. DOUGLAS (A-winner), 1-0

Saturday, November 3 – Final @ Damonte Ranch High School

Semifinal Winners, REED def. SOUTH TAHOE, 2-1 (4-3 in a shootout... 1-1 end regulation)

GENERAL INFORMATION

1. STATE QUALIFYING

The top four (4) teams from the High Desert League and the top four (4) teams from the Sierra League, based on regular season standings, qualify for the 2007 NIAA Class 4A Northern Nevada State High School Girls Soccer Championship tournament, presented by the Las Vegas Review-Journal and Farmers Insurance Group.

2. **National Federation** soccer rules, the NIAA Handbook, the NIAA Reference Manual and this tournament information packet will govern the tournament. This information packet is a binding document for the rules and regulations of the tournament.

3. The **official ball** for all NIAA post-season soccer games is the NIKE T90 Catalyst.

4. The higher seed is the **home team**. If teams are seeded equally, the top team on the bracket (High Desert in 2007) is the home team. The home / highest seeded team in each game will wear white or light jerseys.

5. **Program information** (team picture and detailed roster) should be submitted as soon as possible to:

Donnie Nelson, Assistant Director
Nevada Interscholastic Activities Association (NIAA)
1 E. Liberty St., Ste. 505
Reno, NV 89501
fax, 688-6466; e-mail, donnien@niaa.com

5. **Ticket prices** have been set as follows:

Adults = \$6

Students = \$4

Children (8 and younger) & Senior Citizens (62 and older) = Free

NIAA Courtesy Cards will be honored for the legitimate pass holder and one guest.

NIAA Lifetime Passes will be honored for the legitimate pass holder and one guest.

UNIVERSAL TIE-BREAKER (for state qualifying)

1. The win-loss record(s) of the teams in league play shall determine seeding into the region playoffs. The league's administrators will determine win-loss records based on previously approved schedules. In the event of a tie, the tie shall be broken using the following procedures:

2. Tie between two (2) teams
 - A. Head-to-head competition in league play among tied teams.
 - B. If the tie remains, each tied team shall receive one point for each game won in league play by their defeated opponents. The team with the most points will receive the highest seed.
 - C. If the tie remains, if applicable, the team that won the second scheduled league game between the tied teams will receive the higher seed.
 - D. If the tie remains, the team with the fewest total goals given up against all scheduled league opponents will receive the higher seed.

E. If the tie remains, a coin flip will be used to determine the higher seed.
EXCEPTION: Steps 'C', 'D' and 'E' are only to be used for seeding. A team shall not be eliminated from the league/region playoffs by the application of steps 'C', 'D' and 'E'. If the tie is not broken in steps 'A' and 'B' and a team will be eliminated, a playoff game will be played following the end of the regular season. The NIAA Executive Director will select a neutral site for this contest.

3. Tie between three (3) or more teams

A. In all cases of ties involving more than two teams, as each team is removed from the tie, all other tied teams revert back to head-to-head to break the tie and the process continues.

B. Head-to-head competition in league play among tied teams.

Example of Multiple Team Ties:

i. Games

Team A defeated Team B twice and split with Team C
Team B lost to Team A twice but defeated Team C twice
Team C lost to Team B twice and split with Team A

ii. Mini Standings

Team A 3-1
Team B 2-2
Team C 1-3

iii. Results

Team A is awarded highest seed
Team B is awarded second highest seed because of its head-to-head record against Team C

C. Goal Differential

If the tie remains, tied teams will compare their goal differential with each other in league play. Each team will total their margin of victory against the other tied teams with marginal goals being the difference in the scores of a contest. Winning teams will add the margin of goals while losing teams will subtract the margin of goals. No more than five (5) goals will be added or subtracted in any league contest. The team with the highest number of marginal goals will receive the highest seed. If there is a tie for highest marginal goals, then those tied teams shall revert back to the respective tie-breaking procedure based on the number of teams remaining in the tie.

Example of goal differential (5 maximum) system:

i. Games

Team A defeats Team B, 5-2
Team B defeats Team C, 3-0
Team C ties Team A, 1-1.

ii. Goal Differential

Marginal goals for Team A: +3
Marginal goals for Team B: 0
Marginal goals for Team C: -3

iii. Results

Team A is awarded highest seed
Team B is awarded second highest seed because of the head-to-head record against Team C

- D. If the tie remains, each tied team shall receive one point for each game won in league play by their defeated opponents. The team with the most points will receive the highest seed.
- E. If a tie still exists and all tied teams, by virtue of the number of teams accepted into the league/region playoffs, are guaranteed entrance into the tournament, then a coin toss will be used to determine seeding. The winner of any coin flip will receive the highest seed. Remaining teams would revert back to head-to-head competition based on the number of teams remaining in the tie.
- F. If a tie still exists and one or more of the tied teams, by virtue of the number of teams accepted into the league/region playoffs, must be eliminated, a playoff game(s) will be played following the end of the regular season. The NIAA Executive Director will select a neutral site for the contest.

Note: In the event of a multiple team tie as outlined in step 'F,' the tied teams will draw numbers. The team drawing #1 will have a bye and will play the winner of the first playoff game. All games will be scheduled as soon as possible. Seeding will be established by the results of the playoff.

OVERTIME (in-game) PROCEDURES

1. Ties at the end of regulation will follow rules set by the National Federation.
 - a. The referee will designate which captain will call the coin toss. The team winning the coin toss shall choose a goal to defend or to kick-off first.
 - b. Two 15-minute sudden-victory overtime periods (golden goal) will be played. The first team to score wins. The teams will change goals at the end of the first 15-minute sudden-victory overtime period if necessary.
 - c. If a tie still exists after the two 15-minute sudden-victory overtime periods have been played in their entirety, the coaches, officials and team captains shall assemble at midfield to review the shootout procedure as outlined below.
 - d. Each coach will select any five players, including the goalkeeper, on or off the field (except those who have been disqualified) -- but who are on the roster -- to take penalty kicks. The referee will designate which captain will call the coin toss. The team winning the coin toss has the choice of shooting first or second. The teams will alternate kickers for five penalty kicks. There is no follow-up on the kick. The defending team may change the goalkeeper prior to each penalty kick.
 - e. The team scoring the greater number of goals following the completion of the five rounds shall be the winner.
 - f. If the score is still tied, a sudden victory penalty kick shootout will occur. Each coach will select five different players than the first/previous five who already have kicked to take the kicks in a sudden-victory situation, wherein if one team scores and the other team does not in the same round, the game is ended without more kicks being taken.
 - g. If the score remains tied, the teams will continue the sudden-victory kick format with the coach selecting any five players to take the next set of five alternating kicks. If a tie still exists, repeat from procedure 1f.