



## **504 MEN'S SOCCER REGULATIONS**

### **504.1 Federation Championship**

#### **504.1.1 Federation Format**

The Federation's men' soccer conference shall be composed of two divisions. (11/09)

#### **504.1.2 Determination of Federation Champion**

The Federation Men's Soccer Champion shall be determined by a six-team, four-day tournament. Qualifying teams shall include the winners and runners-up of both divisions and the next two-highest finishing teams based on conference points, utilizing established tiebreakers. Seeding will be determined by a point system awarded as follows for Federation games: three points for each win; one point for each tie; zero points for each loss. (8/98, 8/02, 12/08, 11/09)

##### **504.1.2.1 Tiebreakers**

If, at the end of the Federation men's soccer double round-robin schedule, teams are tied in points, the following tiebreakers, in descending order, shall be used to break those ties (12/04):

- A. Head to head between tied teams
- B. Goal differential of tied teams from all conference games
- C. Goals for in all conference games
- D. Coin toss.

### **504.2 Pre-Game Schedule**

Pre-game player introductions shall take place five minutes before game time. Only the starting line-ups for each team shall be announced with the visiting team being introduced first. All starting players shall assemble at midfield for the introductions and remain there for the national anthem.

### **504.3 Federation Representative to NCAA Championship Tournaments**

In the event the Federation has one automatic qualification berth to the NCAA Championship Tournament, the Federation's champion shall be declared the automatic representative to the NCAA Championship Tournament.

#### **504.3.1 Federation Championship Eligibility**

MPSF championships competition shall only be open to teams eligible for NCAA postseason selection. (5/09)

### **504.4 Federation Soccer Rules**

The NCAA Soccer Rules shall govern play in all games played by Mountain Pacific institutions.

### **504.5 Uniform Colors**

In Federation conference games, the home team shall wear dark colors on Friday and light colors on Sunday. In the event only one conference game is scheduled on a particular weekend, the home team will wear the light colored uniforms. (1/99)

### **504.6 Game Ball**

The brand of game ball will be in accordance with NCAA regulations.

#### **504.6.1 Ball Sponsorship**

MPSF championship tournament ball sponsorships shall be with the same manufacturer which provides balls for the NCAA championship tournament. (11/10)

#### **504.7 Contracts**

There shall be no financial guarantees between institutions in Federation soccer contracts.

#### **504.8 Travel Regulations (1/08, 6/09)**

Teams are prohibited from traveling more than 20 eligible student-athletes for all Federation games and the Federation's championship tournament.

##### **504.8.1 Player Limitations**

Teams will not be allowed to travel players over the 20 limit and have them serve in a non-playing capacity (i.e., team manager, assistant trainer, scorer, videographer, etc.).

#### **504.9 Officials**

Referees shall be assigned and paid for all MPSF men's soccer matches by a central assigner. Three referees shall work each game and the Federation shall be responsible for paying these referees. The assigner will work with the Federation's executive director to establish an officiating budget; the Federation will invoice and collect officiating assessments from the participating member institutions; funds will then be distributed to the assigner for payment to the officials upon completion of their assignments. (4/97) (3/06)

#### **504.10 Host Institution Responsibilities**

##### **504.10.1 Scoresheet, Stats and Videotape**

The host institution shall provide the NCAA statistics form, score sheet and videotape or DVD to the visiting team within a half hour of the end of the game.

##### **504.10.2 Game Management**

The host institution shall provide an athletic department representative knowledgeable of NCAA soccer statistics to keep the game statistics. (8/00)

##### **504.10.3 Timekeeper**

Timing of all soccer games hosted by Mountain Pacific institutions must be kept by an athletic department representative (not current squad member, redshirt or recent squad member) who must be seated at the official scorer's table. (8/00)

#### **504.11 Scouting**

Federation members are prohibited from providing scouting reports, including videotapes or DVDs, to non-Federation members.

### **MPSF CHAMPIONSHIP FINANCIAL POLICY**

May 2008

#### **Championship Budgets – MPSF Tournament Revenue, Expense and Reimbursement Policy**

All tournament approved host institution expenses plus all participating team approved transportation expenses (not to include lodging or per diem) plus all related Federation expenses shall be deducted from all tournament revenue. Any resulting net loss shall be divided and assessed to all teams participating in Federation conference play in that particular sport. Any resulting net gain shall be divided and distributed to

teams participating in the championship tournament based on a formula determined by the MPSF Executive Committee (Note: This policy shall be in effect for all MPSF round-robin team sports with season-ending championships).

**Defining Transportation Expenses**

The Federation will only reimburse for transportation as defined by a published daily bus rate or discounted coach airfare, using the NCAA's 400-mile radius policy. That is, teams will only be reimbursed for airfare if they are beyond a 400-mile radius, and teams flying in will not be reimbursed for ground transportation. Teams may elect to fly within the 400-mile radius, but will then only be reimbursed a predetermined daily bus rate. All teams traveling within the 400-mile radius will only be reimbursed the daily bus rate or actual expenses up to the established standardized rate, whichever is less, starting with the day of the team's first official practice (the day prior to competition) and ending on the day following the team's elimination from competition.