



2022-23 SOCCER STATE ASSOCIATION ADOPTIONS

1. **Players wearing Caps:**
Soft and yielding caps during inclement weather. Caps must be alike in color.
2. **Players using tape/Velcro to secure game socks:**
If anything (ex: tape or Velcro) is worn on the outside of the sock it must be clear or similar in color of the socks.
3. **Officials' pre-game meeting with ball runners:**
 1. Meeting occurs prior to each game.
 2. Runners should be at least of Junior High age.
 3. Be consistent, be active and pay attention.
 4. Keep up with play.
 5. Don't coach or cheer for your team; remain neutral.
 6. Hand the ball to the player or place on the ground then retrieve the other ball.
4. **Official's Jurisdiction:**
Once an official arrives and enters the site of competition, their jurisdiction begins. Since officials are on the field during warmups, their jurisdiction begins at that point, not solely 15 minutes prior to the game.
5. **Pre-Game Protocol:**
During regular season contests, when the warm-up clock runs to 0:00 (5 minutes before posted start time), officials, coaches and players meet for the equipment check, sportsmanship talk and coin flip.
If an announcer is present, introductions begin. If no announcer, game begins immediately. Following this protocol will allow athletes to warm up uninterrupted in preparation for the game.
6. **Regular Season and State Series Contests:**
In the event a game is suspended due to conditions that make it impossible to play, the head referee shall declare it an official game if one complete half or more of the game has been played.
If less than one half of the game has been played, the game may be continued from the point of interruption to the next available playing time, i.e., a delay may be called, or a game suspended until rescheduled.
7. **Class 1A/2A/3A Super-Sectionals Only:**
In the event a game is suspended due to conditions that make it impossible to play, the game will be rescheduled for the next day from point of suspension. Or if mutually agreed upon by both head coaches, the game may be considered final. If the game cannot be played or completed by the end of Thursday night prior to the State Semifinals, the team with the lead will be declared the winner. If the teams are tied and the game cannot be completed on Thursday, then a coin toss shall determine which team will qualify for the State Finals.
8. **Caution Count:**
All Yellow Cards received during regular season or tournament competition must be recorded by the coach. If a caution is not submitted to the IHSA Schools Center within 48 hours of the contest, the coach or an Administrator must report the yellow to the IHSA office.

Individual Caution Count – Coach and Player

All Cautions are counted towards the coach or player individual limitation.

- A. When a coach or player accumulates 5 yellow cards during the season, that person is suspended for the next game.
- B. If a coach or player accumulates 3 additional yellow cards (for a total of 8), that person is suspended for the next two games.
- C. If a coach or player accumulates 3 additional yellow cards (for a total of 11), that person is suspended for the next three games etc. These are minimum penalties.
- D. At the start of the IHSA tournament series, a coach or player will begin the tournament with a clean slate if they have accumulated 4 or fewer yellow cards during the regular season.
- E. If a coach or player enters the tournament series having accumulated 5 or more yellow cards during the season, their yellow card count continues through the duration of the state series.

Soccer State Association Adoptions, continued

Team Caution Count

Any Varsity team that receives a total of 25 or more yellow cards during the regular season will be prohibited from participating in the IHSA State Tournament series.

Only cautions awarded in the following categories will count towards the team accumulations:

- A. entering or leaving the field of play without the permission of an official
- B. persistent infringement of any of the rules of the game
- C. objecting by word of mouth or action to any decision given by an official (dissent)
- D. any incidental use of vulgar or profane language
- E. any use of electronic communication devices with on-field players during play.
- F1. coaching outside the team area
- F2. unnecessary delay (kicking, throwing the ball away on a free kick, etc.)
- F3. holding a shirt, shorts, etc.
- F4. deliberate verbal attacks
- F5. encroachment
- F6. deliberate handball to stop the attack
- F7. deliberate tactical foul
- F8. faking an injury
- F9. simulating a foul
- F10. a player who displays reckless play
- F12. any delayed, excessive, or prolonged act(s) by which a player(s) attempts to focus attention upon himself/herself and/or prohibits a timely restart of the game that prohibits a timely restart
- F13. a player (other than the goalkeeper within the goalkeeper's own penalty area) who deliberately handles the ball, attempting to prevent a goal, and the goal is scored
- F14. a player who commits a foul, attempting to DOGSO, and the goal is scored
- F15. a player who commits a foul against an opponent within the player's team penalty area in an attempt to play the ball that DOGSO by the opponent — penalty kick awarded
- G. use of any tobacco products or electronic cigarettes at the game site during the period of jurisdiction of the officials

Notes:

1. Once the game restarts cards cannot be rescinded after being issued, therefore all yellow and red cards MUST be reported to the school and the IHSA.
2. Schools or coaches who do not receive a special report electronically or by fax within 48 hours of the contest must send the officials name and ID number to the IHSA office for follow up. Officials who do not submit yellow/red cards will be contacted by the IHSA and may face sanctions.
3. All yellow cards received are included in the yellow card count, regardless of how many the players or coach receives in a single game.
Example: If a player receives a caution during the game and then receives a subsequent straight red during the same game, that player's yellow card count will be charged for one and the red card count shall be charged for one.
4. The committee recommends that Soccer officials submit an explanation in the Yellow Card report that describes the offending behavior or language when a player or coach is issued a yellow card for dissent.
5. The committee recommends that administrators review yellow card reports submitted for dissent in a timely manner so that they may address the offending player or coach regarding their behavior before their next game.

9. Straight Red Card Count:

Straight red cards received by a player or coach are to be tracked by the school and the IHSA. Recipients of a straight red card will have the following consequences:

1st straight red card = 1 game suspension (current practice)

2nd straight red card = 2 game suspension for recipient

3rd straight red card = 3 game suspension for recipient etc.

The straight red card(s) count accumulated during the regular season will continue through the state series.

10. Goal Differential

During the regular season and State series games, if there is a seven (7) goal differential at the start of the second half or any time after the start of the second half, the clock shall be reduced by half of the remaining time. There are no other acceptable variations.

11. Coaches Box

During regular and post season contests, and per NFHS rules, a designated coach's box must be marked for each game. By State Association Adoption, if one box or both boxes are not designated then coaching staff from each team must remain seated throughout the game.

First occurrence as a staff: Warning

Second occurrence as a staff: Caution

Third occurrence as a staff: Red Card and Ejection

12. Regular Season Overtime:

Once a regular season game begins, and overtime has not been discussed or agreed upon in the event of a tie score, there is no opportunity to play overtime or go to PK's to determine a winner. (Be cognizant of standing conference rules.)

Options to determine regular season games ending in a tie:

1. No OT – game ends in a tie
2. Up to 2 – 10-minute periods playing both OTs to the end. If still tied, the game is recorded as a tie.
3. Up to 2 – 10-minute periods playing with golden goal. If still tied, the game is recorded as a tie.
4. Up to 2 – 10-minute periods and PK's
5. Straight to PK's