

SOCCER ANNOUNCEMENTS

September 10, 2024



KSHSAA RULES REVIEW – Click [HERE](#) to access the KSHSAA Handbook.

KSHSAA RULE 22 – Once a student begins practice with a school team, the student may not play on an outside/club/rec team in the same sport/activity during the school season. **(Applies to Middle & High School)**

KSHSAA RULE 26-1-4 – A student shall not participate in group training sessions or tryouts held by outside agencies **other than colleges** in a sport while he or she is a member of a school athletic team in that identical sport. *NEW THIS YEAR: Schools may allow athletes to attend college tryouts/ID camps during the school season.*

KSHSAA RULE 30-1-6a – Schools may not hold interschool scrimmages (practices) in athletics. Interschool is defined as middle/junior school with another middle/junior school and senior high school with another senior high school. **This does not eliminate scrimmages between alumni and the school team.** During a scrimmage there can be no score kept and no clock. Use of officials is permitted. Should one or more game elements (score or time) be involved, it would no longer be a scrimmage but must count toward the number of contests allowed during the season. Intrasquad scrimmages, games among teammates, even with score, time and/or officials used would not be considered a game.

UNIFORMS

The home team wears dark colored jerseys and socks (clear contrast to white), and the visiting team wears solid white jerseys (no colored piping, stripes, etc.) and solid white socks. Read carefully **Rule 4-1** in the NFHS Soccer Rules Book. You may also reference the [NFHS UNIFORM REQUIREMENTS DOCUMENT](#).

SOCKS 4-1-4d: Clarifies there is not a limitation on the color of tape or sock worn at or below the ankle.

Rationale: Athletes have the flexibility to modify socks within the existing regulations. Frequently, they remove the foot of one sock to layer another underneath, enhancing comfort or grip inside their shoes and fastening the top sock around the ankle. Any tape or similar material used above the ankle must match the sock's color, while at or below the ankle, any color is allowed. Referees are no longer required to oversee socks below the ankle.

SHINGUARDS 4-5: 1. Provide adequate and reasonable protection.

2. Be professionally manufactured, **age and size appropriate**.

3. Not altered to decrease protection.

4. Be worn under the socks with the bottom edge no higher than 2 inches above the ankle.

5. Meet the National Operating Committee on Standards for Athletic Equipment (NOCSAE) standards at the time of manufacture. The NOCSAE mark and height range shall be permanently marked on the front of the shin guard.

PICTURE = ILLEGAL SHINGUARD

Illegal equipment = Caution (Yellow Card): First caution is issued to the head coach, and subsequent cautions for illegal equipment are issued directly to the player.



KSHSAA SOCCER REGULATIONS

- All varsity contests, tournament or regular season, must be of regulation length in compliance with Rule 1 of the KSHSAA Handbook and Rule 7-1-1 of the NFHS Soccer Rules Book. Games will consist of two 40-minute halves. Intermission will be 10 minutes.
- By KSHSAA adoption (Rule 7-1-2), non-varsity contest periods may be shortened with prior mutual agreement.
- The KSHSAA has adopted a **goal differential** whereby at the end of the first half, if one team has gained an **8-goal difference** or if it achieves such a differential during the second half, the game shall be terminated.

KSHSAA RULE 38 - SOCCER

Section 2: Senior High Regulations

Article 5: No student may participate in more than **16 games** including those games played in tournaments. No school may schedule more than two tournaments at any one level of competition, i.e., varsity, junior varsity, sophomore, etc.

a. **Regardless of the tournament format, the maximum number of games played in a season, exclusive of KSHSAA post-season competition, shall be 16 games.**

b. Invitational tournaments shall be limited to a maximum of eight teams.

Article 6: **No player may participate in more than three game halves a day.** Overtime periods are considered part of the second half. *If sub-varsity contests play shortened, 30-minute halves, each half counts as a full half of play. If a sub-varsity contest is only playing 20-minute halves, then the sub-varsity game (a total of 40 minutes) may count as only one half of the allowed 3 halves per day by KSHSAA Handbook Rule #38.*

Section 3: Middle/Junior High School Regulations

Article 1: No student or team shall participate in more than **9 games** during a season, or more than 8 games and one tournament, or more than 7 games and two tournaments.

OFFICIAL & TEAM AREAS (NFHS RULE 1-5)

There shall be marked areas for each team's bench, separated by an official area for entering substitutes, scorer's table and timers. These marked areas shall be at least 10 feet from the touchline. The official area shall extend 5 yards on each side of the halfway line. The team areas shall extend from 10 yards on each side of the halfway line for a distance of 20 yards, and each area shall be marked by a solid line. Coaches, bench personnel and team members shall be restricted to the team area. **THESE AREAS MAY BE MARKED TEMPORARILY WITH CONES OR WASHABLE CHALK/PAINT.**

TEAM ROSTERS (NFHS RULE 3-1-3)

Each team shall submit a team roster, containing the first and last names and numbers of all players, and substitutes, all bench personnel and all coaches, to the officials at least five minutes prior to the start of any contest. The game shall not begin until this is complete. Players, substitutes, numbers, bench personnel and coaches may be added to the roster after the start of play. Goalkeepers may have two numbers listed on the roster, a goalkeeper's number and a field player's number. It is vital for rosters to be accurate.

OFFICIAL SCOREBOOK & BALL HOLDERS REQUIRED AT ALL CONTESTS (NFHS RULE 6)

It is REQUIRED that all schools provide a scorer's table, official soccer scorebook and at least two ball holders at all interscholastic soccer contests. This requirement includes all varsity and non-varsity contests.

6-3-2 The **SCORER** shall verify that each team's complete roster is submitted at least five minutes prior to the kickoff, record all scores, record the number and reasons for all cautions (yellow cards) and ejections (red cards), and obtain the referee's verification of the score.

6-2-3 The **TIMER** shall start or stop the timing device as per Rule 7-4 (injury, penalty kick, caution, ejection, scored goal, when ref orders the clock to be stopped), signal to the official/s when substitutions are to be made, countdown verbally the last 10 seconds of each period of play to the nearest official, be aware of the position of the ball when it becomes dead, signal when time for a period has expired, signal the last two minutes of any period when applicable, and signal the last two minutes before the end of the interval between the periods.

SUBSTITUTIONS (NFHS RULE 3-3-2b)

If the referee stops the clock and beckons a coach or appropriate health care professional onto the field for an apparent injury to any player, the player shall leave the field. If the referee signals the clock to be stopped and the appropriate health care professional or coach is not beckoned, the player does not have to leave the field.

KSHSAA TIEBREAKER PROCEDURE – REGULAR SEASON VARSITY CONTESTS

NFHS RULE 7-3: TIE GAMES

ART. 1 . . . Regular season games which are tied at the end of 80 minutes of play may be resolved by procedures adopted by state high school associations.

NOTE: No overtime procedure shall exceed 20 minutes of play during the regular season.

ART. 2 . . . The interval between the fourth period or second half and the first overtime period (if permitted by state high school association rules) shall be five minutes. The interval between the first overtime period and a second overtime period shall be two minutes.

The KSHSAA Executive Board adopted the NFHS Rule 7-3 on breaking ties for varsity level competition during regular season play. Varsity contests ending in a tie score shall be conducted as follows:

- The referee will instruct both teams to their team boxes – five (5) minute interval.
- Two 10-minute sudden victory overtime periods will be played. Teams change ends between the two overtimes with a two (2) minute interval.
- If the score remains tied at the end of sudden victory periods, the game shall end in a draw.

SUSPENSION OF REGULAR SEASON CONTESTS - NFHS RULE 7-1-3

“In the event a game must be suspended because of conditions which make it impossible to continue 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 (according to KSHSAA adoption), the game will be restarted from the point of suspension when conditions allow.”

It is critical for game details to be recorded accurately in the official scorebook onsite including Time of Game Suspension, Location and Situation of Play, Any Cards Given, and the Score.

FORFEITURE POLICY FOR ALL KSHSAA ACTIVITIES

If a regular season game (including invitational tournaments) is not played due to a team/school not having enough players to field a legal team, and both schools agree that a make-up date cannot be determined, the game will count as a forfeit and a win in postseason seeding for the team who was willing and able to play. The game would count as a loss for postseason seeding for the team lacking players. (Refer to NFHS Soccer Rule 3-2-1)

The team forfeiting must pay officials fees unless officials are re-assigned.

After a school starts the season with a team but is unable to finish the season due to lack of players, all games scheduled will count as a forfeit win unless the school losing a contest can find another opponent. The school with a discontinued team must notify the KSHSAA that they are no longer participating and the KSHSAA will make updates to the win/loss record form.

GAMES NOT PLAYED POLICY FOR ALL KSHSAA ACTIVITIES

Games not played because of weather or other unforeseen circumstances do not count as a win or a loss for either team when seeding postseason tournaments. Reasonable efforts should be made between school administrators to reschedule all contests, but if schools are unable to reschedule the game it does not count as a forfeit win or loss and will be recorded as “no game played”. When determining seeding for postseason tournaments the number of wins is divided by the number of games played to determine the winning percentage.

This policy applies to both regular season and invitational tournament games. If a tournament is played and a team does not participate due to weather or unforeseen circumstances, the tournament manager will advance a team in the bracket but neither the team advanced nor the team going to the back side of the bracket will count the game as a win or loss. It simply counts as no game played.

Only when the originally scheduled opponent agrees that no rescheduling is possible, a school may seek a different opponent to complete the schedule.