

SOCCER ANNOUNCEMENTS

September 5, 2023



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 a 10-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 4: 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.

- Regardless of the tournament format, the maximum number of games played in a season, exclusive of KSHSAA post-season competition, shall be 16 games.
- Invitational tournaments shall be limited to a maximum of eight teams.

Article 5: 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.*

EXCEPTION: A player may participate in two games a day in tournament play.

NOTE: A player who participates in more than the limit shall be charged with playing in two of the total games that student is allowed during the season and be disqualified from further play that day. The KSHSAA shall be notified of the violation.

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.

EXCEPTION: Ninth grade students in junior high schools shall be permitted to compete in the same number of athletic competitions as ninth graders in senior high schools.

REPORTING GAME SCORES

Please remember to report scores after each game during the season. To do so, log in as a coach or administrator on the KSHSAA Website. Click on "Activities". Under the Soccer Tab, click on the "Girls Win/Loss Report", and enter your game score. This information is required for postseason tournament seeding.

Tiebreaker/overtime procedures for regular season tournaments (early or mid-season) are determined by the tournament hosts. Regardless of the procedures, final results/game scores are reported as a win or loss by adding one goal to the winning team's score.

NFHS RULE 10-2 – FORFEITS

"The score of a forfeited game shall be 1-0 if the game is not started, the score is tied, or the offending team is ahead at that time. If the offending team is behind at the time of forfeit, the score at that time is the final score."

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.