

ARTICLE 22
Soccer

22.1 HIGH SCHOOL SOCCER

22.1.1 Boys Soccer - Fall Season

22.1.2 Girls Soccer - Spring Season

22.1.3 Coed Soccer - Spring Season

22.2 JUNIOR HIGH SCHOOL SOCCER

22.2.1 Boys Soccer - Season 4

22.2.2 Girls Soccer - Season 4

22.2.3 Coed Soccer - Season 1 or Season 4

22.2.4 ELEMENTARY SOCCER

22.2.4.1 4-6th graders only

22.2.4.1.1 No headers allowed

22.2.4.1.2 Soccer Ball: Size 4

22.3 GENERAL INFORMATION

22.3.1 The CAA shall adopt the current edition of the National Federation of State High School Association (NFHS) Soccer Rules and Regulations.. These rules shall govern unless noted below.

22.3.2 Any discrepancies will be ruled upon by the league director and/or Executive Board.

22.4. COACHING - see Article 4

22.5 HOME TEAM RESPONSIBILITIES

22.5.1 Secure the field and ensure the field is properly “lined and suitable for play”.

22.5.2 Enter game scores within 24 hours upon completion of the match.

22.6 EQUIPMENT, FIELD, AND UNIFORM GUIDELINES

22.6.1 OFFICIAL BALL

22.6.1.1 Wilson is the preferred official game ball and should be used for all state playoffs and state championship soccer matches (Wilson WS10009 NCAA Vivido Ball). If neither team has a Wilson ball, a ball that meets NFHS standards shall be used.

22.6.2 UNIFORMS.

22.6.2.1 NFHS uniform rules are enforced

22.6.2.2 Home team – DARK Uniforms

22.6.2.3 Away team – WHITE Uniforms

22.6.3 FIELD DIMENSIONS

22.6.3.1 High School Fields - (100 yards by 55 yards (L x W))

22.6.3.2 Junior High School Fields - (80 yards x 55 yard (L x W)) (**Minimum JH recommendations**)

22.6.3.3 Elementary Fields - (80 yards x 55 yard (L x W) (Minimum recommendation)

22.7 GAME and SCORING GUIDELINES

22.7.1 Games are to be played 11 v. 11.

22.7.2 A game shall be started with at least seven (7) properly uniformed players on a team.

22.7.2.1 For Coed, a minimum of “one” girl must be on the field to start the game.

22.7.3 After the game is started, it may not be continued with fewer than seven (7) players on a team. If a team has fewer than 7 eligible players, the game shall be terminated, and a forfeit shall be declared.

22.7.4 Suspended Games

22.7.4.1 After a game has started, if it is suspended because of conditions that 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.

22.7.4.2 If less than one-half of the game has been played, if the contest cannot be resumed to completion due to conditions that make it impossible to continue on the same day, then the teams may reschedule and complete the contest from the point of suspension of play on the next available date.

22.7.4.2.1 A resumption is per the agreement of both teams. If no agreement can be reached, then the match must either be declared No Contest, a Forfeit, or rescheduled to be replayed in its entirety as per CAA Bylaws.

22.7.4.2.2 The point of resumption must include the score at the time of suspension, the time remaining in the half, the team in possession or the location of the ball for a specific restart at the time of suspension (e.g. free kick, penalty kick, throw-in, etc.), and any yellow card or red card sanctions that were applied.

22.7.4.2.3 In the event of a resumption of a suspended game, any players ejected in the original match are not available to play in this resumption, even if they had served their suspension in an intervening game, and the team(s) must resume play with the number of players they had on the field at the time of suspension.

22.7.4.2.4 A resumed game will restart depending on why it was stopped. If play is stopped during the normal course of play, play resumes with a dropped ball to the team last in possession. If play was stopped pending a specific restart (free kick, penalty kick, throw-in, etc.), play resumes with that specific restart at the original spot.

22.8 GAME TIME AND LATE ARRIVAL

22.8.1 Warm-up time - Mandatory 10-minute warm-up time

22.8.2 10-minute grace period from posted game time

22.8.2.1 Communication between member schools who may be late should begin no later than 30 minutes from the posted game time. Failure to communicate may lead to penalties under Article 10.

22.8.2.3 High School - NFHS Timing Rules: (2) 40-minute halves.

22.8.2.4 Junior High - (2) 30-minute halves

22.8.2.5 Elementary - (2) 25-minute halves

22.8.2.6 Half-time will be 10 minutes.

22.8.2.7 NO OVERTIME during the regular season

22.8.2.8 Mercy rule

22.8.2.8.1 High School - Any time a team takes an 8-goal lead after halftime, the 2nd half shall be only 20 minutes, or if less than 20 minutes remain on the clock, the game will end.

22.8.2.8.2 Junior High School - Any time a team takes a 6-goal lead after halftime, the 2nd half shall be only 20 minutes, or if less than 10 minutes remain on the clock, the game will end.

22.8.2.8.2.1 Maximum goal differential shall be 6 goals.

22.8.3 HEAT AWARENESS RULE:

22.8.3.1 When the Wet Bulb Globe Temperature (WBGT) is equal to or greater than 86 degrees Fahrenheit, hydration breaks of no less than two minutes around the halfway mark of the first half and the second half are required. The WBGT measurements should be taken by appropriate host personnel before the game. The referee is responsible for informing the head coaches and implementing the hydration breaks. Additional hydration breaks are permissible at the referee's discretion.

22.9 COED SEASON PLAYER RATIO (JH and HS)

22.9.1 Max of SEVEN boys on the field.

22.9.2 FOUR girls or more if not enough boys.

22.9.2.1 A minimum of ONE girl must be on the field at all times.

22.10 SPORTSMANSHIP AND EJECTION: Refer to Article 12

22.10.1 Team officials, not including the head coach (e.g., assistant coaches, statisticians, trainers, or any other administrative person within the team bench area) who display egregious dissent to the referee by word or action must be immediately ejected from the match, and the head coach is cautioned. If the referee is certain who was guilty of dissent,

then that person is to be ejected. If the referee is uncertain of who is displaying dissent, then the head coach is cautioned in accordance with NFHS Rule 12.

22.10.2 If the head coach has already been cautioned previously in the match for a violation of Rule 4 or any other misconduct, then a second yellow card must be shown, followed by a red card, and the head coach is ejected.

22.11 POSTSEASON INFORMATION

22.11.1 Junior High and High School Divisions

22.11.1.1 Brackets will be created according to standings from the DKC rankings.

22.11.2 Game time is forfeit time.

22.11.3 OFFICIAL BALL

22.11.3.1 Wilson is the official league game ball and will be used for all CAA tournament games.

22.11.4 OVERTIME - If a contest is tied at the end of regulation time, the following procedure shall be used to determine the winner:

22.11.4.1 The referee shall instruct both teams to return to their respective team and coaching areas.

22.11.4.2 There will be five minutes during which both teams may confer with their coaches, and the head referee shall instruct both teams as to the proper procedure.

22.11.4.3 There shall be two full 10-minute overtime periods (**High School**) – (NO sudden victory/Golden Goal)

22.11.4.4 Junior High will be two full 5-minute overtime periods - (No sudden victory/golden goal)

22.11.4.5 A coin toss shall be held.

22.11.4.6 There shall be a two-minute break in between overtime periods.

22.11.5 PENALTY KICK PROCEDURE

22.11.5.1 The head referee shall choose the goal at which all of the penalty kicks from the penalty line shall be taken.

22.11.5.2 Each coach will select five players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the penalty kicks.

22.11.5.3 A coin toss shall be held with the team winning the toss having the choice of kicking first or last.

22.11.5.4 Teams will alternate kickers. There is no follow-up on the kick.

22.11.5.5 The defending team may change goalkeepers before each kick.

22.11.5.6 Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.

22.11.5.6.1. Credit each team with a tie and include the final score of the shootout in parentheses. e.g. 1-1 (5-4)

22.11.6 SUDDEN VICTORY SITUATION.

22.11.6.1 If the score remains tied after each team has had five penalty kicks:

22.11.6.2 Each coach will select five different players other than the first five who already have kicked to take the penalty kicks in a sudden victory situation, wherein, if one team scores and the other team does not score, the game is ended without more kicks being taken. NOTE: Each team will be able to kick in each round of the "sudden victory" situation.

22.11.6.3 If the score remains tied, continue the sudden victory penalty kicks with the coach selecting any five players other than the preceding players to take the next set of alternating penalty kicks.

22.11.6.4 If a tie remains, repeat step 22.9.6.3

22.11.6.5 NFHS tournament progression rules shall apply if a player is cautioned during the penalty tiebreaker.

22.11.6.6 If a team has fewer than 10 players available to participate in the tiebreaker, all available players for that team shall take kicks, as required, until all players have done so. If players must take a second kick (or more), they may do so in any order.