

**ARTICLE 22**

**Soccer**

**22.1 HIGH SCHOOL SOCCER - CAA offers 3 different leagues..**

- 21.1.1 Boys Soccer - Fall Season
- 21.1.2 Girls Soccer - Spring Season
- 21.1.3 Coed Soccer - Spring Season

**22.2 JUNIOR HIGH SCHOOL SOCCER - CAA offers 3 different leagues. (5-8th Graders)**

- 21.2.1 Boys Soccer - Season 4
- 21.2.2 Girls Soccer - Season 4
- 21.2.3 Coed Soccer - Season 1 or Season 4

**22.2.2 ELEMENTARY SOCCER**

- 22.2.2.1 4-6th graders only
- 22.2.2.2 No headers allowed
- 22.2.2.3 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. If neither team has a Wilson ball, then a ball meeting 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.

22.7.3 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.

## 22.8 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 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 **High School Mercy rule** - 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.

## 22.9 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.

## 22.10 SPORTSMANSHIP AND EJECTION: Refer to Article 12

## 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 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 parenthesis. 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 in the event 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.