

SOCCER ANNOUNCEMENTS

September 19, 2024



TEAM ROSTERS (NFHS RULE 3-1-3) – REQUIRED AT ALL CONTESTS

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 (varsity or non-varsity). **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 for stats and issued card reporting.

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

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.

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 Issued, and the Score.

MAXIMUM AMOUNT OF PLAY PER DAY (KSHSAA RULE 38-2-6)

No player may participate in more than three game halves a day. Overtime periods are considered part of the second half. If non-varsity contests play shortened, 30-minute halves, each half counts as a full half of play. If a non-varsity contest is only playing 20-minute halves, then the non-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.

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 *Boys 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.

MAXPREPS

The KSHSAA partners with MaxPreps to manage all your team's data. MaxPreps automatically syncs schedules and scores daily from KSHSAA. You only need to enter it in one place. The KSHSAA recommends coaches submit stats after every game to help promote high school sports and accurately track team and student-athlete performances. The [free MaxPreps app](#) makes it easy to update schedules, scores and rosters on the go, and MaxPreps works with more than [80 stats companies](#) to allow for easy import of information.

BOYS SOCCER – RED CARD/EJECTION DATA

<u>YEAR</u>	<u>TOTAL = PLAYERS + COACHES + FANS</u>
2019	118 = 111 + 7
2020	84 = 79 + 5
2021	116 = 110 + 6
2022	111 = 97 + 14
2023	165 = 155 + 5 + 5
2024	45 = 41 + 2 + 2 (as of 9-18-24)



High School Soccer is an education-based opportunity for students. Officials notify coaches of any yellow and/or red cards issued during a contest, so coaches can educate student-athletes. Students are learning. Coaches should know rules and model appropriate behavior/language. Coaches and players should discuss and establish team expectations for behavior/language/play during a contest.

Zero red cards should be tolerated/accepted by teams/schools for their coaches – adults should be role models. Teams/schools should have high expectations/goals regarding player behavior/language as well. Red cards for violent conduct, taunting, and insulting-offensive-abusive language/gesture (profanity) should be minimal. Sportsmanship, proper behavior, and language can be expected and carried out by all players. Coaches, team captains, upperclassmen can set the tone and hold themselves and everyone else on their teams accountable.

Officials can set the tone at the beginning of contests during the pregame meetings with coaches and captains by establishing their expectations for behavior, language, and play and issuing cards when appropriate early in games. Clearly setting expectations and following them creates a positive playing environment.

School administration supervising contests should encourage positive sportsmanship and address spectators displaying poor sportsmanship. See something, say something. Don't let negative spectator conduct escalate.

The better all involved know the rules, follow the rules, and enforce the rules, the fewer cards issued and improved, higher-quality play occurs. **Teach, role model, prioritize, and expect good sportsmanship!**