

# SOCCER

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# SOCCER

## IMPORTANT DATES & DEADLINES

	Week/Day	2020-21	2021-22	2022-23
<b>First Allowable Practice Date</b>	Monday, Week 5	August 3	August 2	August 1
<b>First Allowable Contest Date</b>	Friday, Week 6	August 14	August 13	August 12
<b>Last Regular Season Game</b>	Saturday, Week 13	October 3	October 2	October 1
<b>Class 'A' Quarterfinals &amp; Class 'AA' 1<sup>st</sup> Round</b>	Tuesday, Week 14	October 6	October 5	October 4
<b>Class 'A' Semifinals &amp; Class 'AA' Quarterfinals</b>	Saturday, Week 14	October 10	October 9	October 8
<b>Class 'AA' Semifinal Playoff Round</b>	Tuesday, Week 15	October 13	October 12	October 11
<b>State Championship Final Contests</b>	Saturday, Week 15	October 17	October 16	October 15

## STATE TOURNAMENT LOCATIONS

October 17, 2020 – Tiger Stadium, Huron High School  
 October 16, 2021 – Howard Wood Field, Sioux Falls  
 October 15, 2022 – Tea High School  
 October 14, 2023 – Brandon Valley High School, Brandon

## 2020 SDHSAA & NFHS Soccer Rules Changes

### NFHS Changes:

- 2-2-4, 9-2, 9-2, 13-2, 13-3: Drop ball revisions
- 4-1-1: Jerseys no longer need to be tucked in
- 4-2-7: Changes to what is an allowable mouthguard
- 9-1-1: Changes to allowing play to continue after the official is struck by the ball
- 13-3-4: Clarification as to what is correct procedure when the official makes the wrong signal on a direct/indirect kick
- 14-1-3: Clarification as to the legal position for the keeper during a penalty kick
- 16-1: Definitions changed as to when the ball is “in play” during a goal kick

### SDHSAA Changes:

No SDHSAA Changes for 2020.

Participation in school activities teaches that it is a privilege and an honor to represent one’s school. Interscholastic activities constitute a part of the right kind of “growing up” experiences for students. Participants learn to accept success and failures, gain poise and confidence, achieve tolerance and understanding of others and gain the self-satisfaction of accomplishing goals. Under a well-administered school program, students and spectators become better citizens through participation and observation of activities conducted under established rules. **Please refer to the Sportsmanship Section of the SDHSAA Athletic Handbook.**

## RULE ON SEASON DATES:

Practice may begin on Monday of Week Five of the NFHS Calendar. No member school shall play another school in a soccer contest unless each has completed their heat acclimatization rules and regulations. It is permissible for teams to issue equipment at any time.

## **GAME LIMITATIONS**

Teams are allowed to play 14 contests per season. This policy applies at all levels of competition (Varsity, Junior Varsity, Sophomore, Freshmen). Per the SDHSAA Constitution, no games may be played on Sunday. This includes games played between club teams and school sanctioned teams.

## **CLASSIFICATION AND ALIGNMENT**

Schools will be classified according to Average Daily Membership figures from the most recent classification cycle. Squads with an ADM of 450 and above shall participate in Class 'AA' soccer, while squads whose ADM's are below 450 will participate in Class 'A' soccer.

## **SCHOOL SPONSORSHIP & TRANSITION PROGRAMS**

In the interest of promoting the addition of soccer and other new activities, the SDHSAA Board of Directors has approved the following "transition" plan for Member Schools to be able to gradually incorporate a program in to its Athletic Department's offerings. Schools who choose to enter into a transition program agreement shall notify the SDHSAA Office of their intentions to follow such a "transition" path.

For a school to officially sponsor and sanction an SDHSAA sport/activity, the following criteria apply:

- A. The local governing board of each member school must have taken official action at a regularly scheduled meeting indicating their intention to sponsor a particular sport or activity. Pursuant to board action, it is understood that the local governing board must assume total control over activities they are sponsoring.
- B. The local governing board must assume direct control of all financial obligations related to the sponsorship of a sport. The source of revenue, be it taxes, gate receipts, donations, fundraisers, corporate partners, etc., is irrelevant as far as the SDHSAA is concerned. It is assumed that all revenue, regardless of its source, will be deposited in the general fund or impressed fund of each member school. The local governing board shall assume total control of those funds. Items such as scheduling, hiring of coaches, purchase of equipment, coaches' salaries, officials pay, transportation, meals, lodging, etc., must be under the control of the local governing board.
- C. The eligibility rules of the SDHSAA will apply to all interscholastic sports sponsored by member schools.

For a school to be considered a 'transition' program, and obtain immediate eligibility in the SDHSAA, the following criteria must be met for a program that is not necessarily fully integrated in to a Member School District's offerings:

- A. A school board resolution must state the school district's intent to fully implement soccer within five years of the passing of such a resolution.
- B. 5 – year transition period
  - a. A 5-year window of implementation from the date the school board approves soccer as a transition team until soccer is a full status school sponsored sport.
  - b. During the five year window the transition team will be eligible for SDHSAA post-season competition. NOTE: Transition teams are not eligible for the club soccer post season.
  - c. Must follow SDHSAA regulations
    1. Academic eligibility
    2. 8 semester rule
    3. Age rule (become ineligible at age 20)
    4. Enrollment/attendance requirements
    5. Residency requirements
    6. Adopt school colors, logo and nickname
    7. In-Season & Out-of-Season rules apply (Coaches and Athletes)

## **GENDER MIXED TEAMS**

Schools choosing to offer a boys' team but not a girls' team must allow girls to play on the boys' squad. If a school only offers girls' soccer, boys will not be allowed to participate on that team.

## **GENERAL INFORMATION**

### **A. Athletic Contest Contracts**

According to Article VIII, Section 2 of the SDHSAA Constitution, all contracts must be sanctioned by the Principal, Superintendent or Athletic/Activities Director of the schools involved. It is recommended that athletic contest contracts be used for all levels of competition.

**B. Licensed Officials Mandatory**

Only licensed officials may be used for interschool varsity contests. The official must be licensed with the SDHSAA and have completed all requirements. The SDHSAA publishes a list of all “registered” and “certified” officials. It is recommended that three licensed officials be contracted for all varsity interscholastic competition.

Beginning with the 2014 season, all Varsity contests should have a minimum of three officials assigned. In extenuating circumstances only should a varsity contest be officiated with two officials. Sub-Varsity contests may use either the two- or three-official system as outlined in the NFHS Rules Book.

**C. Team Roster and School Information**

- a. Coaches are required to enter their team roster on the SDHSAA website. (WEB FORM – Soccer Roster) A \$50.00 fine will be assessed to any school who does not submit their roster by September 1 of the current season.
- b. The roster should be edited as the season progresses. This will enable all schools to access the roster for program purposes during the season. This roster shall be updated on-line one week prior to the start of the post season. Additional information may be required.
- c. A coach may include as many players on the list or roster as he/she wishes. The actual players in uniform may change from game to game, day to day, etc.
- d. All information on this form (school info, coaches, cheerleaders, student managers, etc.) will be used for state tournament programs. Each school is responsible for updates to this form.
- e. If a school needs to draw upon a substitute during the post season/state tournament series whose name was not on the Team Roster, they may do so as long as the substitute is eligible under the Constitution and Bylaws of the SDHSAA.

**D. Schedules Due**

All schedules are due to be posted online to the SDHSAA website by August 1. A \$50 late fee will be assessed to the member schools who fail to meet the deadline. All additions or deletions to a school’s schedule must be entered online by September 1.

NOTE: SDHSAA school sponsored teams and transition teams are allowed to play non-school club teams (as defined by the State Soccer Association) during the regular season, but the non-school club teams are not eligible for SDHSAA post season play.

**E. Head Coaches Must Complete Rules Meetings and Pass Open Book Test**

All head coaches in South Dakota High School sports programs must complete an on-line rules meeting. Assistant coaches are encouraged to also complete the on-line rules meeting, but it is not mandatory. In addition to completing the on-line rules meeting, each head coach must complete and pass the on-line open book test in the sport. Again, it is recommended that assistant coaches also take and pass the on-line open book test, but it is not mandatory. Notification of testing dates and procedures will be sent to the athletic directors of each school. A fine of \$50.00 will be assessed against the member school if the head coach fails to complete the rules meeting or pass the open book test. If the head coach fails to complete both requirements, the fine will be \$75.00.

**F. Injured Participant**

Any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional.

**G. Time-Out Due To Heat**

Officials are authorized to call a “time-out” in the event of heat/humidity. Game officials are authorized to call time somewhere close to the mid-point of each half. It should be taken at a time when it will not strategically benefit or work to the disadvantage of either team. The decision as to whether time-outs will be taken should be dealt with prior to the start of the game. The rationale for taking these time-outs is concern for the safety and health of the athletes. The time-outs will enable the athletes to cool down a bit and also get a drink of water or some other appropriate fluid. In extenuating circumstances more than one time-out may be taken each half.

**H. Communicable Disease Procedures (Presence of Blood)**

Please refer to the Physical exams/Health Issues Section for the SDHSAA policy regarding presence of blood during interscholastic contests or practices.

**I. National Federation Rules Apply**

Rules and Regulations as printed in the National Federation rule book will apply unless otherwise noted in this section.

**J. Field Markings**

The field of play shall be rectangular, 100 to 120 yards long and 55 to 80 yards wide. NOTE: Participating schools may mutually agree to play on smaller than recommended size fields.

**K. Goals**

The goals shall be placed on the goal line. They shall consist of two upright posts between 4 inches and 5 inches in projected diameter placed an equal distance from the corner flags and 8 yards apart. The tops of the posts shall be joined by a 4-inch, but not more than 5-inch horizontal crossbar, the lower edge of which shall be 8 feet from the ground. No markings other than a single manufacturer's identification/logo may appear on the goal posts or cross bar. Metal pipes of three to four inches in diameter may be used. If portable goals are used, they shall be adequately anchored, secured or counterweighted to the ground. The vertical portion of the soccer goal post may be padded with commercially manufactured material for soccer goals. This material shall be white, have a maximum thickness of one inch, be a minimum of 72 inches high and shall be properly secured. No markings other than a single manufacturer's identification/logo may appear on the goal post padding. Nets shall be attached to the posts and crossbar and be firmly fastened to the ground behind the goals. Each net shall be supported so that it will extend backward at the level of the crossbar for a distance of 24 inches from the cross bar. No advertising, other than a single manufacturer's identification/logo, may appear on the net.

**L. Field Conditions**

Up until the moment the game begins, it is the responsibility of the host institution or game management to judge whether or not the condition of the field, the elements, and other conditions affecting the safety of the field of play allow for a safe game to begin. Once the game begins, and until it ends, the determination of whether or not a game may be safely continued shall be made by the referee.

**M. Disruption of Games Due to Weather (Lightning, etc.)**

Officials and school personnel should always rule on the side of safety and postpone or delay any outside activity when threatening weather exists. The SDHSAA expects Home Site Management and Officials to follow NFHS Policy for suspension and resumption of play, which can be found in the rule book of each "outdoor" sport and the NFHS Sports Medicine Handbook.

In the event that a contest cannot be resumed after a delay, based upon mutual agreement of both schools (not the officials), one of the following options may be selected:

1. Resume play from the point of interruption at a later date.
2. Declare a winner and loser based upon the score at the time of interruption, provided one half of play has been completed.
3. If no mutual decision can be reached for the conclusion of a contest delayed by adverse weather, the SDHSAA will make the determination on whether or not to resume, and if so, will set a time/date for resumption of play.

**N. Player Equipment**

The required player equipment includes a jersey, shorts, socks, suitable shoes and shin guards which shall provide adequate and reasonable protection, be professionally manufactured, age and size appropriate, not altered to decrease protection, worn under the socks, and are worn with the bottom edge no higher than 2 inches above the ankle. Shin guards must meet the National Operating Committee on Standards for Athletic Equipment (NOCSAE) specifications. The NOCSAE seal and height range shall be permanently marked on the front of the shin guard. Equipment shall not be modified from its original manufactured state and shall be worn in the manner the manufacturer intended it to be worn.

**NOTES**

1. The jersey of the goalkeeper shall be distinctly different from that of any teammate or opponent, except the other goalkeeper. The shorts and socks of the goalkeeper are not required to be the same color as his/her teammates.
2. NFHS uniform rules requiring the uniform top to have a number on the front as well as the back. Color restrictions beginning with 2018 state that the home team shall wear "dark" and the visiting team "white" uniform tops.

**O. Length of Contest**

The game will be played in two equal halves of 40 minutes each. The clock shall be stopped for an injury, for a penalty kick, for cautioning (yellow card), for disqualifications (red card, yellow/red card), following the scoring of a goal and when a referee orders the clock be stopped. The clock shall be restarted when the ball is properly put into play. A half shall end at the expiration of time. Exception: Play shall be extended beyond the expiration of a period to permit a penalty kick to be completed.

**P. Tie Games**

Regular season games which are tied at the end of 80 minutes of play will remain tied and no overtime will be played.

During post season play games which are tied at the end of 80 minutes of play will be resolved utilizing the following overtime procedure:

- a. There shall be two, full 10-minute overtime periods. NOTE: not sudden victory
  1. A coin toss shall be held as in Rule 5-2-2(d)
  2. At the end of the first 10-minute overtime period, teams shall change ends.
  3. There shall be a two-minute interval between periods.
- b. If the score remains tied, all coaches, officials and team captains shall assemble at the halfway line to review the procedure as outlined below:
  1. The head referee shall choose the goal at which all of the kicks from the penalty mark shall be taken.
  2. Each coach will select any five players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the kicks.
  3. A coin toss shall be held as in Rule 5-2-2(d). The team winning the toss shall have the choice of kicking first or second.
  4. Teams will alternate kickers. There is no follow-up on the kick
  5. The defending team may change the goalkeeper prior to each penalty kick.
  6. Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
  7. Add one goal to the winning team score and credit the team with a victory. An asterisk (\*) may be placed by the team advancing to indicate the advancement was the result of a tie breaker system.
- c. If the score remains tied after each team has had five kicks:
  1. Each coach will select five different players than the first five who already have kicked to take the 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. If a team has fewer than ten available players at the end of the first set of kicks from the penalty mark due to either injuries or disqualification, the coach must use all players who have not participated in the first five kicks. The coach may choose additional players from the first five kickers to ensure that five different players participate in the second set of kicks.
  2. If the score remains tied, continue the sudden-victory kicks with the coach selecting any five players to take the next set of alternating kicks. If a tie still remains, repeat c-1.

**Q. Mercy Rule**

If a point differential of 10 occurs following the 20 minute mark of the second half the game will be ended immediately. **NEW 2017:** A running clock shall now be used once a lead reaches six goals in the second half. Timing shall only return to regulation timing and stoppages if the lead decreases to three goals.

**R. Ball Shaggers, Timer and Scorer**

At least two ball shaggers shall be provided by the home team. Ball shaggers are under the direct supervision of the officials whom they shall assist by carrying an extra game ball and retrieving balls which cross boundary lines. The home team shall provide an official timer. The official time should be kept on a stadium clock but it is not required. The home team shall provide an official scorer. This may be the same person designated as the official timer. In the absence of an official timer and/or scorer the head referee shall be designated to keep time and/or score.

**S. Accommodations for Individuals with Disabilities and/or Special Needs**

Each individual state association may authorize exceptions to the playing rules to provide reasonable accommodations to individual participants with disabilities and/or special needs or other unique circumstances. South Dakota will honor such requests on a case by case basis. When considering an accommodation, illegal equipment specified by rule will not be permitted. The accommodation cannot create an unnecessary risk of injury and cannot create an advantage or disadvantage in the competition.

**T. Officials**

Three registered officials must be assigned to each SDHSAA Varsity Contest. Sub-Varsity contests may utilize two- or three-man officiating crews and/or non-registered officials. Varsity matches involving school sponsored teams (sponsored vs sponsored or club vs sponsored) must be officiated by SDHSAA registered officials.

#### U. Seeding Formula

Seed points will be awarded based upon opponent's win percentage as shown in the chart below.

**NOTE:** Win percentage = number of varsity wins divided by the number of varsity contests played. Ties will count as 0.5 of a win for the purposes of calculating win percentage.

Opponent's Win Pct.	Points for Win	Points for Tie	Points For Loss
.750 and above	50	44.5	39
.500 to .749	47	41.5	36
.250 to .499	44	38.5	33
.249 and below	41	35.5	30

Class 'A' Teams will receive an additional two points for each contest versus a Class 'AA' Team  
Class 'AA' Teams will be deducted two points for each contest against a Class 'A' Team beyond four

- A team's seed point average will be determined by dividing the total number of seed points earned by the total number of contests played against varsity opponents, regardless of the opponent's classification.
- Seed point averages will be calculated to include all **regular season contests** (both in and out-of-state opponents) completed through the end of the SDHSAA Regular Season.
- No contests against non-varsity opponents will count toward seed points. However, such games must be counted as one of the allowable games that have been established for each team.
- A minimum of seven regular season games must be played to be considered for a seed. If less than seven regular season games are played, team will be seeded last.
- Games may be played against other sanctioned teams and/or club teams. All games will count in the total number of contest allowed and seeding points.. Those school sanctioned teams playing a club team must complete Sanction Form #3 "Application For Sanction of Athletic Contest with Non-Member".

#### Tie-Breaking Procedure applicable to Post-Season Selection & Seeding for SDHSAA Soccer

In the case of a tie of multiple teams with the same power point average at the conclusion of the season, the tie will be broken according to the following criteria, evaluated in descending order. If more than two teams tie with the same point average, these same criteria will be used until one team is eliminated from contention, and then begin again with Criteria #1 to evaluate the remaining teams.

1. Head-to-Head record
2. Common Opponents
  - a. Common opponents will be evaluated individually and in the order of those common opponent's seed point averages
    - i. Example: Team A is 1-0-0 against the highest-rated common opponent, while Team B is 0-1-0 against the same team. Team A gets the seed, regardless of additional common opponent results
    - b. In the case that one of the teams being evaluated has played a 'common opponent' on multiple occasions, the total winning percentage shall be used for that common opponent comparison, with ties counting as a .5 win and .5 loss
      - i. Example: Team A is 1-0-1 against "C" while Team B is 1-0-0 against "C". Team B would win the tie breaker as their winning percentage is 1.000, while A's is .750
      - ii. Example: Team A is 0-1-1 against "C" while Team B is 0-1-0 against "C". Team A would win the tie breaker as their winning percentage is .250, while B's is .000
3. The Average of the tying teams' opponent's seed point averages
4. Coin Flip conducted by the SDHSAA Executive Staff

#### V. Jamborees (UPDATED – 2016)

Member schools may participate in intersquad contests as part of a scheduled jamborees prior to the first allowable contest date for a given season. Member schools are to schedule jamborees on their own; jamborees must be held on the Saturday immediately following the first Monday of practice.

#### W. Heat-Acclimatization Regulations for Soccer (Updated 2018) – All coaches must now complete the NFHS Heat Safety course annually, in addition to following the below regulations:

## Heat-Acclimatization Regulations for SDHSAA Fall Soccer & Tennis

1. Days 1 through 5 of the heat-acclimatization period consist of the first 5 days of formal practice. During this time, athletes may not participate in more than 1 practice per day.
2. If a practice is interrupted by inclement weather or heat restrictions, the practice should recommence once conditions are deemed safe. Total practice time should not exceed 3 hours in any 1 day.
3. Beginning no earlier than day 6 and continuing through day 14 or the first varsity contest, double-practice days must be followed by a single-practice day. When a double-practice day is followed by a rest day, another double-practice day is permitted after the rest day.
4. On a double-practice day, neither practice should exceed 3 hours in duration, and student-athletes should not participate in more than 5 total hours of practice. Warm-up, stretching, cool-down, walk-through, conditioning, and weight-room activities are included as part of the practice time. The 2 practices should be separated by at least 3 continuous hours in a cool environment.
5. Because the risk of exertional heat illnesses during the preseason heat-acclimatization period is high, we strongly recommend that an athletic trainer be on site before, during, and after all practices.

**\*NOTES:**

1. Consideration should also be taken for any practices conducted in hot and humid weather in non-air cooled facilities.
2. Consult the Heat Index Calculator for more information at:  
<http://www.sdhsaa.com/Athletics/HealthSafetyIssues/HeatIndexCalculator.aspx>
3. Days are calculated inclusive of Sundays/weekends.

**References:**

National Federation of State High School Associations Sports Medicine Advisory Committee. Heat acclimatization and heat illness prevention position statement. Published 2012. <http://www.nfhs.org>.

### **STATE TOURNAMENT PROCEDURES**

**A. Number of Classes**

SDHSAA Soccer will be competed across two classifications, Class 'AA' and Class 'A' as described earlier in this document.

**B. Brand of Ball**

The Baden Perfection Tournament Ball, Model SX751 – CPL will be the official ball used during the state tournament.

**C. Selection Method**

Class A: The six teams with the highest power point average at the end of the regular season will advance to post-season play. Teams will be seeded one through six and play a State Tournament 'Bracket,' with the #3 seed hosting the #6 seed and the #4 seed hosting the #5 seed. Teams winning the Qualifying contest will be entered in to the next round and travel to the corresponding higher seed. Victors of the semi-final round will advance to the State Championship contest to be played at a pre-determined Championship site.

Class AA: The sixteen teams with the highest power point average at the end of the regular season will advance to post-season play. Teams will be seeded one through sixteen and play a State Tournament Bracket, with no re-seeding after any round. All contests other than the State Championship Final will be hosted by the "better" seed in each matchup. Dates for contests are as listed in the calendar section earlier in this document.

**D. Practice Time**

Each team qualifying for the State Championship Final will be offered one hour of practice time on the field where the tournament is to be held. The SDHSAA Office will assign times to those interested in one-hour increments between 11 AM and 7 PM. Of the teams requesting a practice slot on the host-site field, the team closest to the venue will practice first, with the next closest team practicing second, etc. The lone



exception to this assignment process will be the option for a school who is hosting the tournament to practice last on Friday should they be one of the qualifying squads. No practice time is necessary to be made available for any rounds of the State Playoffs prior to the Championship Final.

**E. Number of Officials**

Sixteen officials will be selected to work the state tournament. Each contest will be officiated with a center referee and two assistant referees as well as an alternate.

**F. Selection of Officials – Updated 2019**

The SDHSAA will send notification via email, to all head coaches, that a list of all state tournament eligible officials is available on the SDHSAA website. The coaches are to consider this list as their “recommendation list.” Using this list, each coach is to “recommend” up to eight officials and submit them back to the SDHSAA. An official must be registered with the SDHSAA and have met the requirements as listed by the Sports Officials’ Handbook to be eligible to work the State Finals.

**G. Ticket Prices – General Admission**

Adult – Session: \$10.00

Student – Session: \$6.00

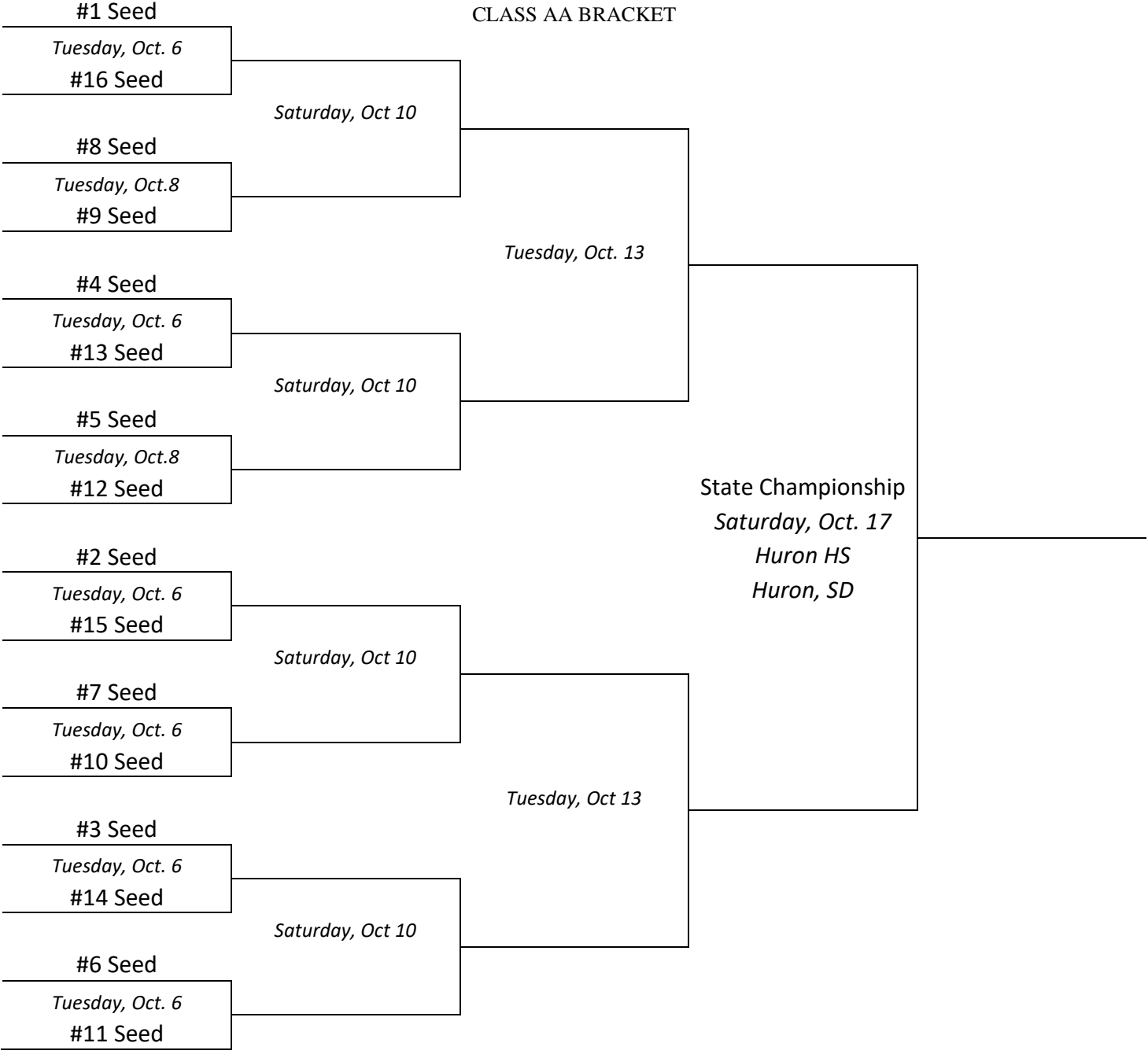
For all sub-state games, schools are to charge an admission. However, that price is to be set at the local level, with a recommended price of \$6 for adults, \$4 for students to match other substate competition.

**H. Motel Reservations**

Ten double rooms will be reserved for each team qualifying for the state tournament for Friday night only. Teams will be responsible for notifying the motel no later than the Monday preceding the state tournament with the number of rooms actually needed, nights staying and method of payment.

**I. State Tournament Brackets (Identical for Boys and Girls) – See Next Two Pages**

CLASS AA BRACKET



**Class 'A' Boys/Girls State Tournament Bracket**

