



BOY'S SOCCER

Standard Operating Procedures

Approved June 2018



1. **SCHEDULE** - The Big Nine League will consist of seven 4A schools. Schools will play each school twice (home and home). A district tournament will be played with 4A member schools at the conclusion of the season to determine team(s) that will advance to the WIAA State soccer tournament. ('14)
2. **LENGTH OF GAME** - All varsity and JV games will consist of two 40-minute halves with a 10-minute halftime ('00)
3. **STARTING TIMES** – League contests scheduled at facilities with lights will start at 7:00 PM, with a 5:00 PM start time for Junior Varsity. For sites without lights, league contests will start at 4:00 PM until the first play date in April. Start times will then move to 5:00 pm for remainder of season. ('13)
4. **WARM UP TIMES** - When the Junior Varsity Contest precedes the Varsity contest, at the conclusion of the Junior Varsity Contest a minimum of 20 minutes be provided for Varsity teams to warm up on the field. ('05)
5. **OFFICIALS** – Every effort will be made to ensure a center official and two sideline officials for varsity contests. J.V. contests must have a certified center official. ('17)
6. **SUBSTITUTIONS** - FIFA Laws pertaining to substitution will apply with the exceptions as stated in the WIAA Guidelines.
7. **TIMING** – Per FIFA Laws, the official time is kept by this center official, a running scoreboard clock is to be stopped at 2 minutes prior to end time. ('16)
8. **TEAM BENCH** - It is the decision of each member school whether team benches are located on the same side of the field or on opposite sides of the field. ('03)
9. **COACHES BOX** - When both teams are located on the same side of field, coaches must remain on the sidelines of the field 10 yards on either side of the center line and no further than 10 yards back from the field. They may not come onto the field to attend to an injured player until beckoned by an official. ('03)
10. **OFFICIAL BALL** - The home team must provide three National Federation / FIFA approved soccer balls for each league game.
11. **ROSTERS** - Both teams must provide 2 team rosters that include player's full name, number, position, and year in school. One roster is to be exchanged with the opposing team before the game and one roster to the official. JV and Varsity swing players (any player that may participate in either/both JV/Varsity) shall be designated before play begins on both JV and Varsity rosters.

12. UNIFORMS - Home team is dark and visiting team is light.
13. SPECTATORS - Must be kept a minimum of 10 feet back from the sideline and 10 feet away from the team and coach.
14. LEAGUE GAME TIES - VARSITY LEVEL: Play the regulation game and if a tie exists, play two (2) five minute sudden death overtime periods. (Sudden Death is defined as the first team to score in the overtime period wins the game.) If a tie still exists, each team shall take five penalty kicks. During this Penalty Kick format, coaches can be on the field and anyone on the official roster may participate in the shoot out ('07). Team "A" will take one penalty kick, then team "B", then team "A", etc., until each team has taken five penalty kicks. The kicks shall be taken alternately. Only players on the roster ('00) may be used when taking the five penalty kicks to break the tie. After each team has taken five penalty kicks and score is still tied, the taking of the penalty kicks shall continue until such time as each team has taken the same number of kicks and one team has scored one goal more than the other. The kicks shall not continue after one team has scored enough goals to win. JUNIOR VARSITY LEVEL AND THIRD TEAM: Will use the penalty kick format only and will not play sudden death overtime. If contest still tied after 7 attempts from each team, contest will end with a tie. ('08)
15. PROCEDURES FOR RESOLVING FINAL STANDINGS / TIES
 - A. Maintain League Standings based on WINS and LOSSES (No Ties).
 - B. HEAD TO HEAD COMPETITION will be the first deciding tiebreaker.
 - C. If head-to-head league competition does not resolve a tie, then use the regular season league match scoring system. In the event of multiple teams tied, once the top seed is determined by the league match scoring system, head to head will again be the first tie breaker criteria for remaining teams involved in tie; then refer back to points, if no clear advantage. ('07)

League Match Scoring System:

Regulation play during regular season league matches will be used for scoring as follows:

WIN_____	3 Points
GOALS_____	1 Point per goal – up to 3 points
LOSS_____	0 Points
POINTS FOR SHOOTOUT WIN___	2 Points
POINTS FOR SHOOTOUT LOSS__	1 Point

*Maximum Points for win 6 Points

*Maximum Points for a shootout win 5 Points

*Losing team may score, for goals up to 3 Points

*Goals scored in overtime are **NOT** to be counted towards points

- D. If HEAD TO HEAD and/or LEAGUE SCORING SYSTEM points do NOT resolve ties: Count the LEAST amount of GOALS scored AGAINST for the teams tied (count only regulation play during the regular season). Team with LEAST GOALS AGAINST will fill district playoff positions 1st, 2nd, 3rd, 4th, 5th, and 6th from the teams in the tie situation.
 - E. GOAL DIFFERENCE - Number of GOALS SCORED FOR divided by the Number OF GOALS SCORED AGAINST.
 - F. NUMBER OF GOALS SCORED FOR during the regular season.
 - G. Contests that are forfeited will result in a final 1-0 score with the winning team earning 4 points and the losing team earning 0 points. ('08)
16. BIG NINE LEAGUE PLAY-IN CONTESTS – At the conclusion of the regular season, teams 3 through 6 will compete in a single (loser out) contest to determine seeds #3 and #4 that advance to the District 6 Tournament. Home officials will be utilized for league play in contests.
- #6 seed @ #3 seed
 - #5 seed @ #4 seed
17. DISTRICT 6 TOURNAMENT – A district tournament will be played following the play in contests to determine state playoff team(s).
- 4A District format – with two allocations to WIAA State ('14)
- Game 1 - #2 @ #1 (winner #1 to WIAA State)
 - Game 2 - #4 @ #3 (loser out)
 - Game 3 - winner Gm 2 @ loser Gm 1 (winner #2 to WIAA State / loser out)
- 4A District format – with one allocation to WIAA State ('18)
- Game 1 - #4 @ #1 (loser out)
 - Game 2 - #3 @ #2 (loser out)
 - Game 3 - winner Gm 2 vs winner Gm 1 @ high seed (winner WIAA State / loser out)
19. ALL CONFERENCE SELECTION-
- A. All conference teams will be named by coaches at the end of the season coaches meeting.
 - B. The soccer coordinator will send each coach a nomination form at the conclusion of the season. Coaches will nominate their own players and send names and player information back to the coordinator.
 - C. Number of nominations will depend on final standings ('12).

<u>League Finish</u>	<u>Number of Nominations</u>
1	7
2	6
3	5
4-6	4

- D. The soccer coordinator will compile nominations and return them to the coaches at the selection meeting.
 - E. Each coach will have 2-3 minutes at the selection meeting to speak about his or her nominations. It is advised that each coach bring a team picture and roster to the meeting for player references.
 - F. At the meeting, coaches will vote to select an All-Conference first team consisting of 4 forwards, 5 midfielders, 4 defenders and 1 goalkeeper. Any player who is nominated by coach yet does not earn a vote during the process will be named to the Honorable Mention team. ('14)
 - G. The soccer coordinator will compile the All Conference lists and send them to each school and the local newspaper in each community.
 - H. Each head coach may nominate 1 player, at the post-season meeting, to be voted on by Big Nine League coaches to be named "Player of the Year." When voting, a coach may vote for his own player for this award.
 - I. Each head coach may nominate 1 coach, at the post-season meeting, to be voted on by Big Nine League coaches to be named "Coach of the Year." When voting, a coach may not vote for him/her self for this award.
 - J. At the conclusion of the voting, each coach will be able to add one additional Honorable Mention athlete to the position of their choice.
19. **SOCCKER SCHEDULING GUIDELINES** - Schedules will be prepared by random draw for a two-year period of time. ('08) Contest days will be Tuesdays and Fridays. Schools may choose to move game dates and time by mutual agreement. ('13)