



Set Up -Audio Check-



By John Kipp, Certified OHSA Instructor and
Registered Referee
Edited by Don Muenz, OHSA Dir. of Soccer Off. Dev.



VERY SPECIAL THANKS

TO

**INSTRUCTOR AND REFEREE, JOHN
KIPP, WHO AUTHORED AN
OUTSTANDING PRESENTATION ON
WHICH TO BUILD**



**PLEASE PUT
CELL PHONES
ON STUN!**



2016

Boys' & Girls' Soccer Tournament Regulations



2016 - Soccer Tournament Regulations - 2016



Rules Published on OHSAA Website

Firefox | OHSAA Boys Soccer Information

OHSAA State Boys Soccer Championships

State Semifinal Games - November 7, 2012
State Championship Games - November 10, 2012, Crew Stadium, Columbus

Sports & Tournaments | Administrator's Corner | Sportsmanship | Officiating | Media/News Releases

Order your championship photos today
IMPACTACTION
*** SPORTS PHOTOGRAPHY ***

2012 Boys Soccer Info

- 2012 Preseason Manual
- State Rules Interpretation Meetings
- 2011 & 12 Divisional Breakdowns
- 2012 OHSAA Soccer Regulations
- 2012 OHSAA General Sports Regulations
- Officials Rating Instructions
- Uniform Regulations
- Sports Medicine
- Authorization to Reenter [dox](#) | [pdf](#)
- Concussion Report Form [dox](#) | [pdf](#)
- Ohio Scholastic Soccer Coaches Association

2012 Tournament Info

- 2012 Tournament Regulations
- Sectional/District Tournament Information
- Regional Tournament Information & District Champion Forms
- Ticket Information
- Directions to Tournaments
- Hotel & Lodging Information
- Tournament Souvenirs
- Media Information

Boys Soccer History

- Past Tournament Results

Boys Soccer News and Events

2012 Statewide Tournament Brackets

2012 Sectional/District Tournament Information

- Tournament Information & District Champion Forms
- Statewide Tournament Brackets

2012 State Championship Information

- State Championship Tournament Brackets

2012 State Championship Coverage Page

2012 State Championship Schedule

Saturday, November 10 - Crew Stadium, Columbus

12:00 p.m.	Boys Division III Final
3:30 p.m.	Boys Division II Final
7:00 p.m.	Boys Division I Final

Tournament Information for Fans

- Ticket Information
- Directions to Crew Stadium & Potential Regional Sites
- Hotel & Lodging Information
- Tournament Souvenirs

Ohio Scholastic Soccer Coaches Association State Polls


The Ohio Scholastic Soccer Coaches Association conducts a weekly poll ranking boys and girls soccer teams from around the state.

Sept. 4 | Sept. 10 | Sept. 17 | Sept. 24 | Oct. 1

2012 OHSAA Boys Soccer Calendar

Aug. 6	First Day of Coaching
Aug. 10	First Day H.S. Preview Permitted
Aug. 18	Season Begins
Sept. 24	Non-Interscholastic Competition No Longer Permitted
Oct. 7	2:00 p.m. - OHSAA Tournament Draw
Oct. 15-20	Sectional Tournament
Oct. 22-27	District Tournament
Oct. 31 & Nov. 3	Regional Tournament
Nov. 7 & 10	State Tournament

Coaches' No Contact Period begins on the first day after the last interscholastic contest and ends 28 days later.





Game Regulations

A team fails to appear or is not ready to play within 30 minutes of scheduled start time:

- **OFFICIALS DO NOT ENFORCE THIS!**
- **District Board Decides: Sectional & District
Contact Tournament Mgr.**
- **OHSAA Decides: Regional & State
Regional/State: Site Mgr. Contacts OHSAA**



Game Regulations & Management

NFHS Rules and OHSAA Tournament Regs used in all Games – Please!

Page 88 NFHS Rule Book – Watch OHIO Differences!



NEW MERCY RULE

**IF 6-GOAL DIFFERENTIAL AT HALF OR IN
SECOND HALF:**

**CLOCK RUNS CONTINUOUSLY UNLESS:
UNUSUAL DELAY DEEMED NECESSARY
BY OFFICIALS or
GOAL DIFFERENTIAL LESS THAN 6**



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NEW MERCY RULE

RULE DOES NOT APPLY DURING FIRST HALF

- **SCORE IS 6-0 AT END OF FIRST HALF**
- **SECOND HALF STARTS WITH “RUNNING CLOCK”**
- **DIFFERENTIAL BECOMES ONLY 5, BACK TO NORMAL TIMING PROCEDURES**



Game Management

1. PREGAME



**NEW TERM FOR 2016:
“TOUCHLINE OFFICIAL”**

FORMERLY: “FOURTH OFFICIAL”

DUTIES NOW SPECIFIED



- **TOUCHLINE OFFICIAL:
REGIONAL & STATE PLAY**
- **ONE FOR EACH SIDE WITH
A TEAM AREA**
- **ACT & DRESS THE PART**
- **ARRIVE FOR ALL
PREMATCH INSPECTION &
DISCUSSION**



- **AT TABLE IN OFFICIAL AREA,
USUALLY**
- **SIGNAL SUBS WITH HORN
CANNOT USE WHISTLE**
- **KEEP ALL BACKUP RECORDS**
- **SUB / PLAYER / BLOOD RULE
INSPECTIONS: PREMATCH**



- **GRAHAM POLL DUTIES**
- **VIOLENCE WATCH**
- **MANAGE BENCH DECORUM**
- **USE LEAST-INSTRUSIVE
MEANS**
- **USE COACHES TO ASSIST**
- **WHATEVER H.R.NEEDS, TOO**



- **WHEN NEEDED TO REF, CREW DETERMINES POSITIONS**
- **WHERE ABLE: INCAPACITATED SERVES AS TOUCHLINE OFFICIAL**



Game Management – Officials Protocols

Arrival / Uniforms / Demeanor:

- *Call and/or email your crew to confirm date, time and location*
- *We strongly suggest arrival at least **1 hour** beforehand*
- *Wear only approved uniforms*
- *Remember where you are and whom you represent – remain calm and confident*
- *Watch what you say*
- *"Silence cannot be misquoted." --Soccertes*



Game Management

Warm-up Timing / Pre- Match:

- *Both teams guaranteed a minimum of 30 minutes of **uninterrupted** warm-up time*
- *Can access field one hour prior to kickoff (presuming no previous match)*
- *30-minute clock starts 40 minutes prior to kickoff – guarantees 30-minute warm-up*
- *Remaining 10 minutes for talk w/ Captains, w/Head Coach, coin toss, intro's, anthem.*



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SAMPLE PREMATCH SCHEDULE

6:00 pm	Teams permitted to take the field.
6:20 pm	30-Minute clock starts
6:20 pm	Guaranteed 30 Minutes of uninterrupted warm-up begins
6:50 pm	Uninterrupted warm-up time is concluded
6:50 pm	Pre-Match Sportsmanship Talk Coin Toss Pre-Game Introductions National Anthem
7:00 pm	Kickoff



Match Management – Team Rosters

Limited Roster:

- *Only 22 players in uniform may be on the roster for post-season play*
- *If more than 22, this must be corrected at once – do not start the game*
- *Failure to comply with correction request SHALL result in forfeiture by OHSAA*



SITE MANAGER'S DUTIES:

- **NUMBER OF BENCH PERSONNEL = 29**
- **OFFICIALS' JOB IS 22 PLAYERS
DRESSED AND ON THE ROSTER**
- **ANYONE IN TEAM AREA MUST BE ON
THE ROSTER, PLAYER OR NON-
PLAYER!**
- **SUSPENDED PLAYERS NOT
ALLOWED ON FIELD, BUT IN TEAM
AREA**



ALL ARE SITE MANAGER'S DUTIES:

- CHEERLEADERS, MASCOTS & THEIR ACTIVITIES
- PEP BANDS
- AIR HORNS OR NOISEMAKERS
- PEOPLE VIDEO-TAPING THE MATCH
- CROWD CONTROL, GENERALLY
- PASSES FOR TEAM PERSONNEL & PLAYERS
- BANNERS & SIGNS



HEAD REFEREE GETS INVOLVED WITH CROWD CONTROL ONLY FOR:

- **OBSCENITIES TO PLAYERS, COACHES OR REFEREES**
- **CROWD ENCROACHMENT**
- **THINGS THAT AFFECT THE MATCH**

HEAD REFEREE REFERS TO SITE MGR.



ADDITIONAL GAME REGULATIONS

Other Items:

- *Placement of team benches: within reason and adaptable by the facility; please follow the rules regarding placement*
- *Arrive at your match early (1 hour) so you can fix any problems before they interfere!*
- *PLEASE leave immediately when the match is over; have a "safe zone" to go to!*



ADDITIONAL GAME REGULATIONS

Other Items:

- *Ball Persons: 3 from each team*
- *Balls: 3 from each team during Sectional and District levels*
- *Live video to a scoreboard is legal; but no replays of controversial plays are allowed. (Pg. 16 – PSG-Coaches)*



Game Management – Tie Procedures

2. Tie Procedures



Game Management – Tie Procedures

OHSAA Adopted in 2004:

- Only applies if the score is tied at the end of regulation time (2 Halves of 40 minutes)
- 5 Minutes put on game clock to allow both teams time to confer with their particular coaches
- Head Referee instructs both teams concerning next procedures: Captains and Coaches



Game Management – Tie Procedures

Coin Toss:

- A coin toss shall be held as in the regular season
- Team winning the toss has choice of goal to defend or to kick off first - Rule 5.2.2(d)(3)





Game Management – Tie Procedures

Overtime Period(s) :

- *Teams will play a 15-min.*
- *SUDDEN VICTORY overtime*
- *If a team scores, it is over!*
- *If neither team scores, teams will play a SECOND 15-min. SUDDEN VICTORY overtime period*





Game Management – Tie Procedures

General Overtime Procedures:

- *If a 2nd overtime is necessary, there shall be a two-minute interval on the clock between overtime periods*
- *To start the 2nd overtime, the teams shall change ends of the field & alternate the kickoff*



Game Management – Shootout

3) Shootout



Game Management – Shootout

Setup for Shootout:

- *If no one scores after two full **15**-minute overtimes have been played*
- *2 minutes put on the game clock*
- *Officials, Coaches and Captains meet at the halfway line to review the procedure*



Game Management – Shootout

Shootout Procedures:

- *Head Referee chooses goal**
- *Per NF 1.6, spectators shall be confined to areas at least 10 feet from the touchline, team/official area AND goal line*
- *NO ONE shall be permitted directly behind the goal unless in bleachers!*



Game Management – Shootout

Shootout Procedures:

- *Coin toss: winner may choose to kick 1st or 2nd – please do not forget they **HAVE** a choice!*
- *VISITORS call ALL coin tosses!*
- *Coach submits list of 5 kickers by name, jersey number and sequence of kickers*
- *Once submitted, only substitution is for injury or misconduct issue*



Game Management – Shootout

Shootout Procedures:

- *Repeat: Coach submits list of 5 kickers by name, jersey number and sequence of kickers*
- *It is important to GET NAMES AND NUMBERS - what happens if you have twins or siblings playing?*



Game Management – Shootout

Shootout Procedures:

- Identified kickers are in the center circle
- Use the front half for current set
- Coaches, non-kickers and other bench personnel are to remain on halfway line outside of center circle.
- Home on halfway line nearer their bench
- Visitors on halfway line further from their bench



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Game Management – Shootout

Referee's Whistle



Is Required

For Each Kick!



Game Management – Shootout

Shootout Procedures:

- *Teams alternate kickers*
- *The ball may only be kicked once – no follow-up is permitted*
- *The ball remains “live” until its momentum is spent, it goes out-of-bounds or it is re-touched by the kicker*



Game Management – Shootout

- **Approach to the kick must not be interrupted.**
- **No stutter-step is allowed.**
- **No stopping permitted.**



Game Management – Shootout

Shootout Procedures:

- *In essence – normally, the kick should proceed and then you decide, based upon the result (SEE CHART P. 65.)*
- ***BUT, IF PK IS NOT KICKED FORWARD, IT IS OVER, UNLESS GK INFRINGES***



Game Management – Shootout

Shootout Procedures:

- *The defending team may change goalkeepers prior to each kick*
- *The initial set requires a maximum of 5 kicks per team, unless mathematically eliminated before five kicks are taken*
- *The team scoring the greater number of goals shall be declared the winner*



Game Management – Shootout

Shootout Procedures:

- *Where a team has taken fewer than 5 kicks and has already scored a greater number of goals than their opponent can score if all of their 5 kicks were taken,*

the shootout is terminated and the winner is the team which has already scored the greater number of goals.



PENALTY KICK SHOOTOUT - EXAMPLES

Sample Progression 1st Five:



SCORES!



MISSES!



SCORES!



SCORES!



SCORES!



SCORES!



SCORES!



MISSES!



Winner!





Game Management – Shootout

Eligible Players:

- *Players eligible to participate include the goalkeeper and ANY players, on or off the field, who are on the roster*
- *Players not eligible to participate are those who have been disqualified or ejected during the game, including 2nd Yellow Card = Red.*



Game Management – SHOOTOUT ROTATION

Step	Set of Kicks	Available Players	Status
1	1 st set of 5	All ELIGIBLE Players	5 per team – all 10 may kick
2	2 nd set of 5	All eligible Players EXCEPT those that kicked in 1 st set.	Sudden Victory
3	3 rd set of 5	ALL ELIGIBLE PLAYERS	Sudden Victory
4	4 th set of 5	All eligible except those who kicked in the immediately preceding set.	Sudden Victory



LIMITED “REDUCE TO EQUATE”

NEW FOR 2016

- USED FOR EVEN-NUMBERED SETS OF KICKERS ONLY
- TEAM WITH 5 DIFFERENT KICKERS REDUCES TO SAME NUMBER OF KICKERS AS TEAM THAT IS SHORT OF 5 KICKERS



Game Management – Misconduct

4. MISCONDUCT



Misconduct Procedures – SHOOTOUT

Shootout--Cautioned Players:

- *Most often applies to a player who commits Misconduct within the taking of the Penalty Kick;*
- *Do everything in your power to attempt to avoid having to give a yellow card – warn, verbal chew ANYTHING*



HOW MISCONDUCT WORKS.....

1. IF GOALKEEPER COMMITS MISCONDUCT AS GOALKEEPER, PENALTY IS RESTRICTED TO THAT FOR A GOALKEEPER
2. IF GOALKEEPER COMMITS MISCONDUCT AS KICKER, PENALTY IS RESTRICTED TO THAT FOR A KICKER



EXAMPLE....

**GK TAKES PENALTY KICK &
COMMITTS MISCONDUCT
NO PENALTY IMPOSED ON
RIGHT TO PLAY GK, ONLY
ON RIGHT TO KICK**



EXAMPLE....

**WHERE GOALKEEPER
COMMITTS MISCONDUCT AS A
GOALKEEPER, CAN STILL
KICK**



EXAMPLE.....

**GOALKEEPER WOULD BE
ABLE TO PLAY GOALKEEPER,
THOUGH GK COMMITTED
MISCONDUCT AS A KICKER**



Misconduct Procedures – SHOOTOUT

Misconduct During Kicks:

X x

2 7

3 8

4 9

5 10

Player "X" is Cautioned
BEFORE taking her kick.

Player "X" is not eligible to kick until
the next set of 5 kicks (6th)

Another eligible player must take
"X's" original turn.



Misconduct Procedures – SHOOTOUT

Cautioned Players - Another Example

- *One of the 5 players listed to take a kick is cautioned **AFTER** he/she takes the kick*
- *THAT PLAYER is not eligible to kick again that player has missed a set of kicks for which that player would otherwise be eligible.*



Misconduct Procedures – SHOOTOUT

Misconduct During Kicks

Player “X” is Cautioned for saying “Shik”
AFTER taking her kick in first set

Player “X” is not eligible to kick again until
the set beginning with the 16th kick.



Misconduct Procedures – SHOOTOUT

Misconduct by the Goalkeeper as GK

- Cautioned during any set of kicks, GK cannot reenter as GK, until the next opponent completes a kick
- The cautioned Goalkeeper must be substituted for by any eligible player on that team's roster



Misconduct Procedures – SHOOTOUT

Disqualification During Kicks

- Any player, including the goalkeeper, who is **DISQUALIFIED** may not participate any further, but may replace
- If his or her kick is not already completed, a replacement is permitted



ADDITIONAL GAME REGULATIONS

5) INTERRUPTED TOURNAMENT GAMES



OHSAA SPORTS REGULATION #20

Weather Issues:

- You WILL follow the letter of OHSAA Lightning & Inclement Weather Reg., regarding lightning and thunder
- Upon the first indication of a “problem” the official SHALL suspend the competition for 30 minutes and will not resume until no, nada, niente, nihil, zero, zip, zilch, lightning or thunder occurs again for a full 30 minutes



ALWAYS ERR ON SIDE OF SAFETY

IF lightning detector sounds the alarm before thunder is heard or lightning is seen, suspend play immediately.

IF lightning detector has sounded the alarm, play cannot be resumed until the later of the thirty-minute clock's expiring without additional thunder and/or lightning, and lightning detector sounds the all clear.



ADDITIONAL GAME REGULATIONS

Interrupted Games:

- Will continue from the point of interruption
- Any ejected player or coach cannot participate in the resumed game
- Teams playing short, will continue to play short
- Rule 7-1-3 ($\frac{1}{2}$ = Complete) is not in effect. A match that cannot be completed that day must be “picked up” from the point of interruption



ADDITIONAL GAME REGULATIONS

Interrupted Games:

If you cannot continue to completion it is VERY important to record:

1. Time of and reason for, stoppage
2. Who kicked off & defended which goal
3. Location & type of restart
4. Score at stoppage
5. Any Misconduct cards - give complete info to Game Assigner that night
6. If regional or state, site mgr. will notify OHSAA



ADDITIONAL GAME REGULATIONS

*No derogatory
comments to
News Media!*



REFEREE CREWS

Lastly, let's all look the part:





QUESTIONS – WHAT DID WE MISS?





2013 - Soccer Tournament Regulations - 2013



HAVE FUN!