

**ARTICLE 24
SOCCER
BOYS AND GIRLS**

Section 1. RULES

All contests under the jurisdiction of the RIIL shall be played according to the National Federation of State High School Association Soccer Rules, except for any special rulings adopted by the Committee.

- 1) Boys and Girls:
 - a. Players on the home team shall wear white jerseys, and the visiting team shall wear colored jerseys.
 - b. Whenever a referee disqualifies a player (and shows a Red Card) from a soccer game, s/he shall immediately notify the coach as to the exact cause for the disqualification (Serious Foul Play, Violent Conduct, Second Caution, Taunting, etc). Anytime a player or coach is disqualified, the League Office shall be notified. See Article 9, Section 4, paragraph B1 (Reports from officials). RIIL will determine if any further League games shall be missed by that player/coach (in accordance with Article 6, Section 6).
 - c. If a referee stops a game for an injured player (including a goalkeeper) and the coach/trainer is summoned onto the field, that player must leave the game. The coach may decide to replace the player at that time, or to resume play one player short.
 - i. If the coach decides to play short, the injured player may return to the game at any stoppage of play.
 - ii. If the coach decides not to play short, the injured player may return to the game at any legal substitution opportunity.
 - d. A player, coach, or bench personnel shall be disqualified (and shown a Red Card) for:
 - i. Taunting
 - ii. A second cautionable offense
 - iii. Using foul or abusive language or gestures
 - iv. Leaving the team area to enter the field where a fight or altercation is taking place. Exception: the head coach may enter the field to aid the officials in controlling the players where a fight or altercation is taking place.
 - e. Boys' and girls' soccer coaches must comply with Article 7, Section 6.D.2: Coaching during the off season
 - f. A player who accumulates five cautions (Yellow Cards) in a season must sit out the next League game. If the fifth caution happens to be the second yellow in a game, the player must sit out the next two consecutive League games.
 - i. Accumulations will be wiped clean for the beginning of the playoffs.
 - ii. If a player receives his/her fifth caution (Yellow Card) during the last regular season game, the player must sit out the team's first playoff game.
 - g. When a caution (Yellow Card) is shown to any player (including a goalkeeper), the player must leave the field of play. The coach may decide to replace the player at that time, or to resume play one player short.
 - i. If the coach decides to play short, the cautioned player may return to the game at any stoppage of play.
 - ii. If the coach decides not to play short, the cautioned player may return to the game at any legal substitution opportunity.
 - h. Referee and game reports will include reasons for Yellow and Red Cards. Game reports are to be sent to the RIIL by both schools no later than one (1) week after a particular game.
 - i. The following Red Card infractions will incur penalties as noted:
 - i. Throwing a punch, kicking, fighting, or maliciously striking – 5 games
 - ii. Spitting at an opponent – 5 games
 - iii. Taunting – 1 game
- 2) A varsity team that accumulates five (5) or more Red Cards during the regular season shall be:
 - a. Disqualified from RIIL tournament play
 - b. Placed on probation
- 3) A varsity team that accumulates a total combination of sixteen (16) Red and Yellow Cards during the regular season shall be:
 - a. Disqualified from RIIL tournament play
 - b. Placed on probation
- 4) A varsity team that is placed on probation and accumulates a total of three (3) Red Cards or ten (10) Yellow Cards shall:
 - a. Remain on probation
 - b. The PCOA will determine the continuation/removal of varsity teams on probation each year
 - c. Be disqualified from RIIL Tournament play
- 5) Each school has the responsibility to maintain accurate Red/Yellow Card data. In addition schools must submit a Soccer Game Report at the conclusion of the game. It is imperative for schools to accurately list all Red and Yellow Card violations on the Soccer Game Report.
 - a. League victories will equal 2 points, losses 0 points, and ties 1 point.
 - b. Players must have a complete uniform on until the referees have left the area.
 - c. Speaking captains will talk to the referee only when asked by the referee.

- d. There shall be no negative, foul, or abusive dialogue between and/or among coaches, players and referees during the course of a game.
- e. A coach may seek clarification of a referee's ruling at halftime or after the game. The coach may seek this clarification at *midfield* after both teams have completely exited the field to their respective benches.
- f. The referee will read the Blue Sportsmanship card to both teams in the center circle before the game. Teams will shake hands in the spirit of good sportsmanship after the blue card is read.
- g. All teams must use and keep a score book. All teams must use a scorekeeper who is separated from the two benches and placed in the midfield.

Section 2. SCHEDULE/GAMES

The Director of Soccer shall make up the schedules and order of games. No school may make any change to the schedule. See Article 1, Section 17 (Home Confirmation Schedule).

- 1) Regular RIIL soccer games shall be two equal periods of forty (40) minutes. The score at the completion of two periods of play shall stand as official with the following exception:
 - a. Time shall be extended beyond the expiration of the normal period of either half to permit a penalty kick to be taken.
- 2) All coaches are required to submit a RIIL approved Soccer game report.
- 3) The home school is responsible for providing adequate crowd control measures. There is a need for increasing vigilance in this matter. Schools must make every effort to insure that players, officials, and spectators are protected. Schools should take the following measures to secure a safe environment by:
 - a. utilizing bleachers for fans to sit and watch the game(s) where space permits.
 - b. providing a painted or roped off line - ten (10) feet minimum - beyond the touch and end lines behind which fans watch the game.
 - c. making fans aware that transgressing this line or roped off area to view the game or interact with its participants physically or verbally in any way will constitute interference with play and could result in ejection from the venue in which the game takes place.
 - d. providing an easily identifiable school supervisor who is preferably an administrator or athletic director. The school supervisor will introduce him/herself to the visiting coach and the referees and will assist in the supervision of the game both on and off the field of play before, during, and after the game.
 - e. providing a police detail. (Such support is a mainstay of football, basketball and hockey games; the interest in soccer is no less than these sports).
 - f. providing a separate scorekeeper in a designated area between both benches and midfield. See Section 1, paragraph B 12 this Article.
 - g. providing two (2) clearly marked twenty (20) yard coaching boxes.
 - h. requiring captains to attend annual rules interpretation meetings with their respective coaches.
 - i. holding mandatory meetings before the first game of the season for all coaches, athletes and their parents/guardians to review the RIIL's policy on sportsmanship and fan behavior during RIIL sanctioned events.

Section 3. POSTPONEMENTS

The postponement rules contained in Article 4, unless otherwise stated, shall govern all postponed soccer matches.

- 1) Soccer games postponed because of weather conditions shall be played, weather and ground conditions permitting, on the following school day, or on the next fair weather school day.
- 2) If a game is postponed for any reason other than inclement weather, it must be rescheduled, as soon as possible, to a definite date by mutual agreement of the opposing school's Principals and with the consent of the Director of Soccer. If a mutual agreement cannot be reached, the representatives of the schools involved must meet with the Director of Soccer to reschedule the contest(s).

Section 4. OFFICIALS

- 1) RIIL assigned officials shall have supervision of the playing field from the start of the game, unless otherwise designated, until it is finished. Two officials will be assigned for each game by the RIIL Office.
- 2) The home team shall provide a minimum of two student ball-persons for each game.
- 3) It shall be the responsibility of the officials to see that benches are cleared of everyone except coaches, assistant coaches, managers, scorers, players, and a representative of the school and press.

Section 5. PLAYOFFS

The Championship Playoffs will be conducted under the direction of the Director(s) of Soccer under a format determined by the Director(s) of Soccer, approved by the Committee, and published with the RIIL Soccer Schedule.

- 1) RIIIL Championships will be determined by the team with the greatest number of points arrived at by crediting a school with two (2) points for a victory, one point for a tie, and no points for a loss. In case of a tie for first place, a co-championship will be declared.
- 2) State Championship Tournament games and all other games will consist of two (2) forty (40) minute halves.
 - a. Extra Periods
 - i. Teams that are tied at the end of regulation time will play two (2) 10-minute overtime periods.
 - ii. After the first ten (10) minute period, the teams will switch goals and play a second ten (10) minute period. The second 10 minute period starts immediately after the first overtime period.
 - iii. **Overtime periods are not “sudden death.”** In other words, even if a goal is scored, the period will continue for the full ten (10) minutes.
 - b. Penalty Kicks
 - i. If a game remains tied after twenty (20) minutes of overtime, the outcome will be determined by penalty kicks.
 - ii. Only players on the field at the end of overtime may participate in this “shootout.”
 - iii. The referee will toss a coin, and the visiting team will call the toss. The winner of the coin toss can choose whether to kick first or second during the shootout.
 - iv. Five players will be designated by each team to participate in the shootout. One team will shoot first, then the other team, alternating after each kick. These players need not shoot in the order given to the referee, but no other players may shoot until all five of these players have participated in the shootout.
 - v. Each shooter takes one kick from the 12-yard line against the opposing keeper.
 - vi. The shootout will end after five kicks, or fewer if one team builds an insurmountable lead, with the team scoring the most goals declared the winner.
 - vii. While the kicks are being taken, the goalkeeper of the shooting team must stand in the end line corner of the penalty area and on the field (unless the goalkeeper is the shooter at this time).
 - c. Additional Penalty Kicks
 - i. If the score is still tied after five shots per team, a second shootout phase will begin in which each set of kicks, one by each team, is taken until one team scores and one team misses as long as the same number of kicks have been taken by each team.
 1. Example: Team A takes kick #7 and scores. Team B takes kick #7 and does not score. Team A is declared the winner.
 2. Example: Team A takes kick #8 and misses. Team B takes kick #8 and scores. Team B would be declared the winner.
 - ii. Each kick must be taken by a different player. If the shootout continues past eleven (11) kicks per team, the original order shall be repeated.