



michigan high school athletic association

2017-18 SOCCER RULES SUPPLEMENT



For Athletic Directors, Coaches and Officials

**THIS IS A SUPPLEMENT TO
THE 2017-18 NFHS SOCCER
RULES BOOK**

SOCCER SEASON LIMITATIONS

First Practice/Tryouts may commence as follows:

Fall: The 16th Wednesday before Thanksgiving (Aug. 9, 2017).

Spring: Second Monday after March 1 for all sports (March 12, 2018).

First Competition may commence as follows:

Fall: After 7 days of practice for team and not before 9 calendar days (Aug. 18, 2017).

Spring: After 7 days of practice for team and not before 9 calendar days (March 21, 2018).

Number of Competitions: A high school may have any number of soccer teams but no team or individual is to exceed 18 contests in addition to MHSAA tournament games. Teams may have two multi-team tournaments count as one contest (see provisions in MHSAA Handbook, Reg. II, Section 10).

Scrimmages: Teams may participate in a total of four (4) scrimmages, and all are to be held before the team's last contest.

Regular Season Overtimes: Beginning in Fall 2017, overtime play is not allowed in the regular season. There are two exceptions: overtimes can be played in a league's end-of-season brackets tournament, and shootouts are allowed in multi-team tournaments.

WEATHER CONDITIONS

Do not ignore severe weather conditions. Be prepared to abandon a game if necessary. When lightning is observed or thunder is heard and the contest is suspended, play may resume when lightning has been absent from the sky and thunder has not been heard for 30 minutes. See the 2017-18 Officials Guidebook (online at MHSAA.com) and the 2017-18 Handbook for length of game delay policies for regular season contests.

MHSAA RECOMMENDED GAME PROCEDURES

1. It is highly recommended that a school administrator or designee (an employee of the school district, but not a soccer coach) attend all regular season games particularly when there are known strong rivalries. This is **REQUIRED** during all MHSAA tournament games. Notify the officials and coaches of the opposing team of whom and where the person will be throughout the event. Urge leagues to adopt this policy.
2. Leagues and school districts are encouraged to conduct preseason meetings for players, parents and coaches in all sports to emphasize good sportsmanship, safety, liability concerns, risk management and rules of the game. Such meetings should take place in each sport in a separate meeting. Encourage officials to be invited to speak at preseason meetings.

PERSONNEL, FACILITIES AND EQUIPMENT

1. The TEAM AREAS AND OFFICIALS AREA must be marked or fenced or roped so that the areas can be identified.
2. No soccer games, freshman through varsity shall be started without compliance with National Federation rules requiring an adult or responsible/knowledgeable scorekeeper who will record goals scored, cautions issued, and disqualification of players or coaches.
3. The home school timer shall be the OFFICIAL TIMER. A scoreboard clock is official time.
4. The OFFICIALS AREA shall be equipped with a scorekeeper, score sheet, table, chair and sounding device used for substitutions.
5. By National Federation rulebook standards, two BALL HOLDERS are required.
6. Enforce the 10-foot distance from TOUCHLINE rule for spectators. It is recommended that a rope, fence or other means is used to keep spectators the required distance away from the touchline.

PLAYER UNIFORM REQUIREMENTS

1. The home team shall wear solid white jersey tops and stockings and the visiting team shall wear dark jersey tops and stockings.
2. If visible apparel is worn under the jersey and/or shorts, it shall be of a similar length, all alike and of a solid color. This is different than the national rule which visible undergarments to match the respective jersey top of shorts.
3. Goalkeepers must have numbers on the back of the jersey and on the front of the jersey or pants/shorts. The goalkeeper's sock color must be different from his/her opponents.
4. Both stockings shall be the same color. If tape or similar material (stays/straps) is applied externally to the socks, it must be of similar color as that part of the sock to which it is applied.
5. Shoes must be worn.
6. At MHSAA tournament games, the team in the top line of the bracket is the home team and therefore will wear white jerseys and stockings.

TAUNTING - HANDBOOK REGULATION V, SECTION 3

Taunting includes any actions or comments by coaches, players or spectators which are intended to bait, anger, embarrass, ridicule or demean others, whether or not the deeds or words are vulgar or racist. Included is - conduct that berates, needles, intimidates or threatens

based on race, gender, ethnic origin or background, and conduct that attacks religious beliefs, size, economic status, speech, family, special needs or personal matters.

Examples of taunting that would lead to ejection include but are not limited to, 'trash talk'; physical intimidation outside the spirit of the game; reference to sexual orientation; 'in the face' confrontation by one player to another; standing over/straddling a tackled or fallen player.

TAUNTING IS A FLAGRANT UNSPORTSMANLIKE OFFENSE!!!

In all sports, officials are to consider taunting a flagrant unsportsmanlike offense that EJECTS the offending contestant or bench personnel from that contest/day of competition (and also the next day of competition). A warning may be given but is not required before ejection.

At all MHSAA tournament venues, tournament management may give spectators one warning for taunting. Thereafter, spectators who taunt others are to be ejected by security.

MHSAA ADOPTIONS OF NATIONAL FEDERATION OPTIONS

The following NF options will be used in Michigan:

1. Two 10-minute full overtime periods (no golden goal) and penalty kick shootouts are optional for regular season games and required for MHSAA tournament games.
2. Players are allowed to wear soft and yielding ski caps during inclement weather. Caps must be alike in color.
3. The officials' jurisdiction extends to a soccer field's immediate surroundings and is defined as the officials' locker rooms and parking sites and the areas between the soccer field and them.
4. Required Official's Uniform: The interscholastic soccer official's shirt shall be yellow with black pinstripes. The red, black, green and blue shirts are also options. The color chosen will be not similar to either team's jerseys; and if there is a conflict, the officials will change. All officials at the game shall wear the same color shirt. Socks can have either two or three stripes.
5. Authorization for players to compete while wearing a legally padded cast must be in writing from an M.D., D.O., Physician's Assistant or Nurse Practitioner. This is contrary to the NFHS Rules Book, and this is not a new interpretation.

GOAL DIFFERENTIAL RULE

During the regular season FOR ALL VARSITY GAMES and all MHSAA tournament games, the GOAL DIFFERENTIAL RULE MUST BE USED. A game is ended when a team is ahead by 8 goals or more anytime after the first half is completed.

For any non-varsity games, the point differential rule MAY be used by league or conference adoption or mutual agreement of the competing teams. Notice of the use of this option to the game officials is required before the start of the game.

COMPLETED GAME VS. SUSPENDED GAME

During the regular season, if conditions make it impossible to finish any game, the head referee shall declare it a completed game if one complete half or more of the game has been played. The score at the time of the suspension of play will be the final score, ties included (NF Playing Rule 7-1-3). Otherwise it is a suspended game and its resumption may be determined by athletic directors in accordance with MHSAA Handbook Regulation II-11-D.

For MHSAA tournament games, a match is complete when 60 minutes of the allotted 80 have been played and one team is ahead in score. If fewer than 60 minutes have been played, and if one team is behind by only one goal, then it is a suspended game.

If a team is behind by more than one goal, then the regular season game completion rules are in effect.

If a MHSAA tournament match has been suspended, it can be resumed from its point of suspension on the next available day. The host athletic director will arrange the time for the resumption of the suspended game after consultation with the athletic directors of the participating school teams.

REMOVING TEAMS FROM THE FIELD - REGULATION V, SECTION 3[A]

If a team is removed from field in protest, the game is forfeited to the opponent and the coach and principal must appear before the Executive Committee of the MHSAA to indicate why additional action should not be taken. This is for all contests. The officials and opponents may be required to attend.

MHSAA TOURNAMENT INFORMATION

1. At all MHSAA Soccer Tournament games the school principal, athletic director or other non-coaching faculty member of the school with a letter of authorization from the school principal, must BE PRESENT AND IDENTIFY himself/herself to the game management. By Representative Council action of May 2000, the start of the game will not be delayed; however, schools not complying will face MHSAA administrative disciplinary action.
2. For any District which involves schools of the Upper Peninsula (currently none are in LP tournaments) and northern Lower Peninsula, the bracket will be split with northern teams on one side and southern teams on the other, and that the District Final game would rotate from north to south.
3. For the Division 4 District involving Beaver Island High School, Beaver Island HS would be allowed to host a first round District game every four years, and the MHSAA and Beaver Island School would each pay one-third of the visiting school's transportation expenses to and from the island.

4. When scheduling the initial game dates at the District draw, hosts are prohibited from scheduling teams to play three-straight days. Weather issues, however, may end up forcing back-to-back-to-back games. In the fall, fields without lights may not play doubleheaders.
5. Artificial turf surfaces may be used for all levels of MHSAA tournament games if approved by MHSAA staff in charge of soccer. (May 2003). If the hosting school can make arrangements, a competing school may practice on the host artificial turf field if the competing school has not already played on an artificial turf field that season.
6. Regional & Semifinal Competition - If schools competing in Regional & Semifinal play are more than 200 miles apart one way, the MHSAA may become involved in selecting a neutral site or modifying the time of the originally scheduled contest between the effected competing schools.
7. Regional, Semifinal and Final Tournament officials will be selected by MHSAA staff with concurrence of the Soccer Officials Selection Committee.
8. Vuvuzela horns are prohibited at MHSAA Soccer Tournament games.
9. Tournament management is to contact the MHSAA office if a school withdraws or fails to show for scheduled competition after the draw is completed for team sports or the pairings, heat assignments or flights are determined for individual sports of the first level of the MHSAA tournament in that sport. The MHSAA staff person responsible for the sport will request from the school principal a written explanation for the no-show/withdrawal. If the reason is determined to be unacceptable by MHSAA Staff, the MHSAA Executive Director will place the school on probation for the next two school years. A second offense within the two-year probationary period will cause the school to be prohibited from tournament play in that sport for the two years following the second offense.
10. The use of three officials is required during all MHSAA tournament games.

SHOOTOUT PROCEDURE

When the score is tied at the end of regulation time, the referee will instruct both teams to return to their respective team areas. There will be five minutes during which both teams may confer with their coaches, and the referee will instruct both teams as to proper procedure.

1. There shall be two, full 10-minute overtime periods. (No Golden Goal)
 - a) A coin toss shall be held as in Rule 5-2-2d.
 - b) At the end of the first 10-minute overtime period, teams shall change ends.
 - c) There shall be a 10-minute interval between periods.
2. If the score still remains tied, all coaches, officials and team captains shall assemble at the halfway line to review the procedure as outlined below:

- a) The head referee shall choose the goal at which all shots from the penalty mark shall be taken. Only officials and players taking kicks shall be on the field.
- b) Each coach will select any five players, including goalkeeper, on or off the field (except those who may have been disqualified) to take the kicks.
- c) A coin toss shall be held. The team winning the toss shall have the choice of kicking first or second.
- d) Teams will alternate kickers. There is no follow-up on the kick.
- e) The defending team may change the goalkeeper prior to each penalty kick.
- f) Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
- g) 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.

3. If score remains tied after each team has had five kicks:

- a) 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.
- b) If the score remains tied, continue the sudden-victory kicks with the coach selecting any five players (except disqualified players) to take the next set of alternating kicks. If a tie still remains, repeat 3-a.

DISCIPLINARY PENALTY PROCEDURES

Yellow Card Caution:

A cautioned player shall leave the field and may be replaced. The cautioned player may re-enter at the next legal substitution opportunity (NF Playing Rule 12-8-1). The Michigan 10-minute substitution is no longer in place (as of fall 2013).

Yellow/Red Card Disqualification (yellow card shown, then red card):

For a subsequent caution, a player, coach or bench personnel should be shown yellow card and then an immediate red card and be disqualified for the remainder of the game, all subsequent competitions that day, and is also INELIGIBLE for the next day of soccer competition. The player disqualified may NOT be substituted for, so the team will play short-handed.

Red Card Ejection:

If a player, coach or bench personnel receives a red card (displayed alone), they shall be denied participation for the remainder of that game, all subsequent competitions that day, and are also INELIGIBLE for the next day of soccer competition. The player disqualified may NOT be substituted for, so the team will play short-handed. **The penalty for a straight red is the same as the penalty for a second yellow-then-red.**

COACHES & OFFICIALS PROCEDURES FOR NEXT GAME INELIGIBILITY:

1. It is the responsibility of the coach to withhold himself/herself or that player from the next game and/or next day of soccer competition.
2. It is the responsibility of the coach to notify the athletic director that he/she or the player is being withheld from the next game and/or next day of soccer competition.
3. It is the responsibility of the referee to notify the school both by phone and in writing (Officials Report Form obtained from MHSAA.com) of the player/coach who was ejected and under what circumstances.
4. It is the responsibility of the referee to notify the MHSAA in writing (Officials Report Form obtained from MHSAA.com) of the player/coach who was ejected and under what circumstances.

FOUR-GAME MINIMUM

To be eligible to compete in the MHSAA Tournament a student must have participated as a team member in that sport in at least four games with his/her school team against other MHSAA member school teams. A procedure for waiver of individual students is included in the soccer Participating Schools Tournament Information (PSTI) document.

2017-18 NFHS PLAYING RULES CHANGES

These rules have changed in the 2017-18 rules book. For additional rule information, and to read the Major Editorial Changes, please refer to the 2017-18 NFHS Rules Book.

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| 4-1-1d | If visible apparel is worn under the jersey and/or shorts, it shall be a single solid color matching the predominant color of the respective garment. THIS IS NOT A RULE IN MICHIGAN. Instead we use the previous language: "If visible apparel is worn under the jersey and/or shorts, it shall be of a similar length, all alike and of a solid color." |
| 4-1-1e | Visible arm compression sleeves shall be a similar length, all alike and of a solid color matching the predominant color of the jersey. Visible leg compression sleeves shall be of a similar length, all alike and of a solid color matching the predominant color of the shorts. THIS IS NOT A RULE IN MICHIGAN. Instead we use the previous language: "If visible apparel is worn under the jersey and/or shorts, it shall be of a similar length, all alike and of a solid color." |
| 4-2-1, Ex 1 | Deleted |
| 4-2-9 | A soft padded headgear that meets the ASTM standard is permitted. |
| 5-1-3f | Unless otherwise prohibited by the state association, electronic communication devices may be used to communicate with crew members. |
| 8-1-3 | The ball shall be kicked while it is stationary on the ground in the center of the field of play and may clearly move in any direction. |
| 10-1-3f | A goal may not be scored directly from a kickoff into the kicking team's own goal. |

- 13-1-2 All free kicks, with the exception of penalty kicks, may be taken in any direction. Free kicks are taken from the spot of the foul except for the reasons listed in 13-2-3, which are taken from the location of the ball when the referee stopped play. Free kicks resulting from fouls committed in the goal area are taken as described in 13-1-3 or 13-1-4. Indirect free kicks for offside (13-2-2b) are taken from the spot where the offending player interfered with play, interfered with an opponent or gained an advantage by being in that position.
- 14-1-4 The ball shall be kicked while it is stationary on the ground from the spot or any place on the penalty mark. To be in play, the ball shall be moved forward. The player taking the penalty kick is permitted to use a stutter-step or a hesitation move provided there is no stopping and there is continuous movement toward the ball. Failure to kick the ball as specified shall be considered a violation by the attacking team and the appropriate penalties shall apply. Stutter-stepping is not an interruption in movement.