

Soccer Rules of the Ga Independent Schools Association and the Ga Independent Christian Athletic Assoc



Extracted from the League Rules and Regulations of the respective associations and compiled by the Georgia Soccer Officials Association. Includes comparison to rules of the Georgia High School Association.

Last Updated 29 March 2017

Comparison Of The Soccer Rules Of Three Major Georgia Interscholastic Associations

Rules	GHSA	GISA	GICAA
Primary Soccer Rules Source	NFHS Soccer Rule Book	NFHS Soccer Rule Book	NFHS Soccer Rule Book
Overtime, Region Play	2 5-min periods, then PK shootout	1 5-min period. If no winner, a second 5-min period. If no winner, PK shootout	Same as GHSA
Overtime, Non-Region Play	None unless coaches agree before the game. Referees should ask coaches prior to game start.	Same as GISA Region Play	None unless coaches agree before game. Coaches should inform officials prior to game start.
Yellow Card Accumulation, Players	No	Yes	Yes
Yellow Card Accumulation, Coaches	No	Yes	Yes
Mercy Rule	See GSOA website	If a team is 8 or more goals behind at the 20-minute mark of the first half, that will be considered the end of the first half, and the teams will play a 20-minute second half. If a team is 10 or more goals behind at halftime, the second half will be restricted to 20-minutes. When a team is 12 or more goals behind in the second half, the game will be ended	If a team is seven or more goals down at the midpoint of the first half, that will be considered the end of the half, and the teams will play a twenty-minute second half. If a team is seven or more goals behind at halftime, the second half will be restricted to twenty minutes. When a team is ten or more goals behind in the second half, the game will be terminated.

GISA Soccer Rules, extracted from “2016-17 GISA Rules and Regulations”

Section 9. Soccer

1. The *National Federation (NFHS) Rules of Soccer* is the official guide with exceptions as may be found in this section.

2. TIE BREAKING PROCEDURES

Regular Season – In region games, if game is tied at the end of regulation, teams will play a 5-minute overtime period. If either team is ahead at the end of the period, they are the winner. If teams are still tied, they would play another 5-minute overtime period. If either team is ahead at the end of the period, they are the winner. If teams remain tied at the end of the second overtime period, they would use NFHS rules for penalty kicks to determine a winner. In non-region games, if schools decide not to play overtime, they must tell the officials PRIOR to the start of the game [For REGION Tie-Breakers see # 10.]

State playoffs prior to the Championship – Teams will play at most two ten-minute periods as described above. Any time a team is ahead at the end of a period, the game is over. If tie still remains after the second overtime period, a shootout will determine team that advances.

State Championship – Teams will play two ten-minute periods as described above. If this does not determine a winner, then teams will play at most two five-minute periods to completion (NOT Golden Goal). If a winner is still not determined after the second five-minute overtime period, a shootout will determine State Champion.

Per NFHS Rules - Penalty Kick Shootout

3. *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 of the kicks from the penalty mark shall be taken.*
 - b. *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.*
 - c. *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.*
 - 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. No school shall compete in more than eighteen (18) regular season contests and one (1) tournament (3 games maximum).
4. Officials for all varsity and JV team games must be certified by the GISA President.
5. Each school must input its schedule on the online database no later than **February 1** for girls' and boys' spring soccer. Any school making a schedule change after the schedule has been filed shall notify the GISA Office of such changes.
6. **A Championship Final Four format will be used for the Semi-Finals and Finals in Soccer. Both rounds will be held at a neutral site with Semi-Finals on Friday and Championships on Saturday.**

All times will be pre-determined and listed on the brackets.

7. Names of officials for the state tournament should be solicited from member schools and consideration given to officials from more than one association and area.
8. All-State and/or All-Star teams shall be selected by the soccer coaches subject to the approval of the GISA President. The All-State Boys and All-State Girls teams **will receive a plaque or trophy, one of which must be a goalkeeper.**
9. The State Champion and Runner-Up shall receive appropriate trophies.
10. **REGION TIE-BREAKER:** If the soccer region has not approved its own tie-breaker rules for regular season standings, the following procedure will be used:

TIE-BREAKER

1. Head-to-Head
 2. Head-to-Head Goal Differential (max 5 Goals per game)
 3. Head-to-Head Goals Scored (max 5 Goals per game)
 4. Least Goals Allowed in Region Play
 5. Overall Goal Differential in Region Play (max 5 goals per game with 3 teams)
 6. If teams are still tied then both teams are declared region co-champions and coin toss by GISA Official or playoff if a team would not make the playoffs.
 - o Coin toss to determine home field
 - o Play championship rules for overtime
11. Cumulative Yellow Cards for Soccer Coaches and Players:
As always, two yellow cards in any game equals a red card and constitutes an ejection. Any fan asked to leave the premises, or acting in a manner subjecting an official to an undue threat by physical or verbal assault will be treated as an ejection, and at the very least, the school will be fined \$50, and said fan will not be allowed to attend the next game played by their team.

- a. **Varsity Soccer Coaches** may receive two (2) cumulative unsportsmanlike yellow cards in a season without further increase in sanctions. The 3rd unsportsmanlike yellow card will require a \$50 fine from the school. The 4th such yellow card mandates a \$100 school fine and a one (1) game suspension to be served on the following game in that sport at the same level. The 5th yellow card warrants a \$150 school fine and the offending coach is suspended from the following two (2) games. The 6th unsportsmanlike yellow card will result in a \$200 school fine and the coach will not be allowed to coach any more in that sport for the season.
This rule will not interfere with rules in place regarding ejections (red cards), but will be in addition to said rule. (Example: Coach with one accumulated yellow card receives two yellow cards in same game. Coach would miss the following previously scheduled game and pay \$50 Fine for ejection, and pay \$50 Fine for 3rd accumulated yellow card.)

Heads are expected to accumulated yellow cards in a very rigid and responsible manner.

- b. **Varsity Soccer Players** may receive four (4) cumulative yellow cards in a season without further increase in sanctions. The 5th cumulative yellow card will result in a one (1) game suspension to be served the following game. The 6th cumulative yellow card will result in a two (2) game suspension to be served the following two games, and should there be a 7th cumulative yellow card, the player is suspended for the remainder

of the season. This rule will not interfere with rules in place regarding ejections (red cards), but will be in addition to said rule. (*Example:* Player has three accumulated yellow cards and receives two more in same game. Player would be ejected and miss following previously scheduled game **and** pay \$50 fine for ejection. Player would also be suspended for one additional game for five accumulated yellow cards.) Any player construed by the officials to be baiting an opponent with known cumulative yellow card problems will be subject to harsh discipline by the GISA Office, including game suspensions, fines, and game forfeitures.

Should a team participate in the playoffs, their players will be allowed an additional yellow card prior to sanctions beginning. Sanctions will apply as listed above, they will begin with the 6th yellow card instead of 5th. This addition will take place once the playoffs begin and will not change any regular season sanctions already in effect. (*Example:* A player has four yellow cards during the regular season and receives one yellow card in a playoff game, the player will be allowed to play the following game, but should the player receive a 6th yellow card the player would miss the following game.)

12. GISA SOCCER MERCY RULE:

If a team is **8** or more goals behind at the 20-minute mark of the first half, that will be considered the end of the first half, and the teams will play a 20-minute second half. If a team is 10 or more goals behind at halftime, the second half will be restricted to 20-minutes. When a team is **12** or more goals behind in the second half, the game will be ended.

GICAA Soccer Rules, extracted from “GICAA Division II Manual, League Rules & Regulations for Athletics, July 1, 2014”.

VIII. Soccer

A. Soccer General Information and Regular Season

1. All soccer coaches are required to read the following sections of the GICAA manual before the season begins: Fines and Penalties, Calendars, Eligibility, Policies and Procedures for Athletic Competition, Tournaments/Playoffs/Awards, General Sports Information, and the Soccer Section. Coaches are also required to attend the preseason sports meetings.
2. All soccer coaches must read the sportsmanship section of the GICAA manual concerning how to treat other GICAA teams and running up the score on GICAA teams.
3. The beginning and ending dates for practice and competition are the GICAA sports calendar.
4. The National Federation of High School (NFHS) Rules of Soccer is the official guide of the GICAA. Some exceptions are listed below.
5. Number of Games: GICAA soccer teams can play in 25 regular season games.
6. All varsity games consist of two 40-minute halves.
7. Suspended Game Rule (due to weather or mechanical issues):
 - a. According to NFHS, a game is deemed an official legal game once one complete half or more of the game has been played.
 - b. If less than one-half of the region game has been played, the game is considered “no contest” and replay will be rescheduled from the start of the game.
 - c. Non-region games do not have to be completed.
8. Mercy Rule:
 - a. If a team is seven or more goals down at the midpoint of the first half, that will be considered the end of the half, and the teams will play a twenty minute second half.
 - b. If a team is seven or more goals behind at halftime, the second half will be restricted to twenty minutes.
 - c. When a team is ten or more goals behind in the second half, the game will be terminated.
9. Overtime Procedure for region and state playoff games (non-region games can end in a tie if the teams are in agreement):
 - a. The overtime will consist of two 5-minute periods.
 - b. A coin toss shall take place to determine which team will put the ball in play for the first overtime period.
 - c. If the score remains tied following the overtime periods, a "shootout" of penalty kicks will determine the winner.
10. Penalty Kick Procedure:
 - a. The teams will go into a penalty kick "shootout" immediately after the two five-minute overtime procedure has taken place, if a tie score still exists.
 - b. The head referee shall choose the goal at which the penalty kicks will be taken.
 - c. Each coach will select any five eligible players (including goalkeeper) to take the kicks.
 - d. A coin toss shall be held with the team winning the toss having the choice of kicking first or last.
 - e. Teams will alternate kickers, and there is no follow-up on the kicks.

- f. The defending team may change goalkeepers prior to each kick.
- g. Following the five kicks from each team, the teams with the greater number of successful kicks will be given one point and declared the winner.
- h. If the same number of penalty kicks are successful for each team, each coach will select five different eligible players who will kick in a "sudden victory" situation. NOTE: Each team will have an opportunity to kick in each round of the "sudden victory" situation.
- i. If there is no "sudden victory" after the five kicks, keep repeating the process until a winner is determined.

11. Unsportsmanlike Conduct:

- a. Two yellow cards in any game equals a red card and constitutes an ejection. If a coach or player is ejected from a game, he/she must sit out and not attend the next previously scheduled game.
- b. Soccer Coaches
 - 1) Can receive two cumulative unsportsmanlike yellow cards in a season without further increase in sanctions.
 - 2) Third cumulative unsportsmanlike yellow card will require a \$50 fine from the school and one game suspension to be served the following previously scheduled game. The coach cannot attend the suspended game.
 - 3) Fourth cumulative unsportsmanlike yellow card mandates a \$100 fine from the school and the coach will not be able to coach anymore for the season.
- c. Soccer Players
 - 1) Can receive four cumulative unsportsmanlike yellow cards in a season without further increase in sanctions.
 - 2) Fifth cumulative unsportsmanlike yellow card will result in a one game suspension to be served the following previously scheduled game. The player cannot attend the suspended game.
 - 3) Sixth cumulative unsportsmanlike yellow card will result in a two game suspension to be served the following previously scheduled two games. The player cannot attend the suspended games.
 - 4) Seventh cumulative unsportsmanlike yellow card will result in the player being suspended for the remainder of the season.

12. Team Score Reporting: Every team must report their team scores to the GICAA website within 3 business days of the event or be fined \$50. The website is monitored by the GICAA and fines will be issued for not reporting scores on time.

B. Soccer State Playoffs

- 1. Read the section in the GICAA Manual about Tournaments, Playoffs, and Awards. It details the state playoff information as well as the revenue and expense information between schools and the GICAA.
- 2. The number of teams qualifying for the state playoffs will be determined by the GICAA prior to the beginning of the season based on the total number of regions and teams. The state playoff games will either be at the higher seed or a neutral site designated by the GICAA. If two equally ranked seeds meet, then the bracket will determine who will be the home team.