

## **OFFICIALS**

### **General**

The Arkansas Activities Association will use the diagonal system of officiating, which consists of a single referee and two line judges.

All game officials for the state tournaments are selected and compensated by the AAA.

Regular season game fees are to be paid by the host school.

Fees should be paid promptly, preferably before the game begins.

Jurisdiction of the officials begins when they enter the field of play. The officials' jurisdiction ends when they leave the field of play at the conclusion of the game.

The officials can only correct a decision so long as the game has not been restarted.

The officials shall not use video replays to assist in any decision.

The officials shall not use any tobacco products during the period of jurisdiction.

### **Pre-Game Responsibilities**

Officials shall be in uniforms at the site of the game no less than 30 minutes before the scheduled game.

The head referee shall:

- Inspect and approve the game balls, field of play and nets, inquire about local ground rules and determine if a fair game can be started
- Inquire of each coach whether each of his/her players is properly equipped.
- Conduct a pre-game conference with the team captains to review pertinent rules and conduct a coin toss at least five minutes before the scheduled starting time of the game
- If the team benches are on opposite sides of the field, the benches must be diagonal of each other. See page 6 of the soccer handbook.

### **During the Game**

The head referee shall:

- Determine whether a goal shall count if the officials disagree
- Have the power to terminate a game when stated rule and conditions warrant
- Decide matters upon which the timer(s) or score (s) disagree
- Check and approve the score at the end of each half
- Stop or suspend play whenever the elements, spectators, or other causes require
- Keep time and score of game when no other means are available
- Have the power to make decisions on any point not specifically covered in the rules
- Confirm or overrule the assistant referees' signals

### **After the Game**

The head referee shall verify the score and report in writing any disqualifications or unusual incidents to the AAA.

## THE 14 MOST ASKED QUESTIONS CONCERNING SOCCER

1. What is the official ball? The official ball is the Wilson Optima/Avanti. Any ball may be used during the season; however, the Wilson Optima/Avanti will be used in the state tournament.
2. How many games may a team play during the season? A team is allowed sixteen (16) regular season games and two (2) invitational tournaments.
3. *Can bicycle flags be used for corner flags? No, bicycle flags are not the correct size and are considered dangerous.*
4. *Does the ball have to have the NF authenticating mark on it this year? (2000)*
5. Are ball holders required? Yes, the home team shall provide at least two ball holders. Ball holders are under the direct supervision of the officials.
6. How many players must a team have to start a game? Seven (7)
7. May a player wear jewelry? Players shall not wear jewelry with the exception of medical medals. Medical medals and medical bracelets must be taped to the body with medical data visible.
8. What is the length of the periods in AAA soccer? 40 minutes
9. What is the procedure if the teams are tied at the end of regular play? (1) Regular season non-conference games will end in a tie (2) **Beginning in 2011, tied regular season conference games will go straight to kicks from the mark** (3) tied state tournament games: two ten minute sudden-death overtimes if needed, and then kicks from the mark. If the game is called after the completion of one half and the two teams are tied, the administration from both schools will decide if the game should resume at a later date or call the game a tie.
10. What is the penalty for a red card or two yellow cards in the same game? The player is ejected from the contest and cannot attend the next comparable event. The player **cannot** be replaced.
11. Can we use FIFA rules? No, NF rules must be used.
12. What is the procedure if a coach is disqualified from the game? A coach who is disqualified shall leave the vicinity of the playing area immediately and is prohibited from any further contact, direct or indirect, with the team during the remainder of the game. Failure to comply shall result in termination of game. Also that person cannot attend the next scheduled comparable game.
13. When can a team start playing games? The first playing date is February 26, 2018.
14. When can a team begin practice? The AAA has no rules concerning beginning practice days; that decision is left up to the individual schools.

## **ARKANSAS ACTIVITIES ASSOCIATION**

### **Review of Rules**

- 1. Tie breaking procedure will for regular season conference games and state tournament games (see details and procedure below). Beginning in 2011, tied regular season conference games will go straight to kicks from the mark.**
- 2. “Soccer Sportsmanship Timing Rule” will be used for all games (see details below).**
- 3. Requirement if team benches are on opposite sides of field.**

#### **Tie Breaker Procedure for Regular Season Non - Conference Games**

- If two teams are tied at the end of a regular season non-conference soccer game, the game will be officially declared tie.

#### **Tie Breaker Procedure for Regular Season Conference Games**

- If two teams are tied at the end of a conference soccer game, there shall be a two-minute intermission between the end of regulation and the match being decided by kicks from the mark.

#### **Tie Breaker Procedure for State Tournaments Games**

- There shall be a five (5) minute intermission between the end of regulation play and the first overtime period. The interval between the first overtime period and a second overtime period shall be two minutes.
- The first overtime will be a ten (10) minute sudden victory overtime. During the play of the overtimes, the team that scores the first goal is declared the winner.
- The second overtime will be a ten (10) minute sudden victory overtime. It will be played if no team scores during the first overtime. The team that scores the first goal is declared the winner.
- If no goals are scored the match is decided by kicks from the penalty mark.

#### **Tie Breaker Procedure – Kicks from the Mark**

- There shall be a two-minute intermission between the end of regulation play and the penalty kicks.
- Only eligible players who are dressed out and on the team are eligible to participate in the tiebreaker.
- Once the goalkeeper is designated, he or she shall not be replaced unless injured or ejected.
- The referee chooses the goal at which the kicks will be taken.

- The opposing goalkeeper shall stand on the goal line between the goalposts until the ball is kicked. Lateral movement is allowed, but the goalkeeper is not permitted to come off the line by stepping or lunging forward until the ball is in play.
- The referee tosses a coin and the team whose captain wins the toss shall choose to either kick first or second.
- 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. Once the kicker starts his/her approach toward the ball, he/she may not interrupt his/her movement. Failure to kick the ball as specified shall result in a rekick.
- The referee keeps a record of the kicks being taken.
- All players, coaches, and team attendants, with the exception of the shooter, next shooter and goalkeepers participating in each penalty kick shall be in their team bench area.

### **Static Positions**

- Shooter – Behind the 12-yard line on the penalty mark.
- Goalkeepers – Participating goalkeeper on the goal line between goalpost and the non-participating goalkeeper shall be located outside the field of play at the intersection of the goal line and penalty area boundary to the side.
- Ball – on 12-yard line on the penalty mark.

### **Kicks from the Mark**

- Subject to the conditions explained below, both teams take five kicks.
- The kicks are taken alternately by the teams.
- If before both teams have taken five kicks, one team attains an insurmountable lead during the five attempts, it is the winner. The team leading after the fifth kick is the winner. If no team is ahead after five attempts by each team, the progression continues on a one-by-one basis until one team attains one more goal than his opponent after each has had an equal number of attempts.
- No one may attempt a second shot or be replaced until after each team has made ten attempts.
- The shooter may not replay the ball after the goalkeeper, goalpost or crossbar has touched the ball.

### **Ending the Attempt**

An attempt is over when:

- A goal is scored.
- The referee stops play because of a foul or violation.
- A shot is missed.
- The ball touches the goalkeeper, the crossbar, or a goalpost and does not enter the goal.

## Repetition

No player may repeat an attempt until the first ten players have taken attempts. The second rotation does not have to be in the order of the first round. Goalkeepers are not required to participate as a shooter in the tiebreaker, unless the number of eligible players drops below 10 or less.

## Penalties

- **Foul by the goalkeeper**
  - Attempt is successful – attempt stands
  - Attempt is unsuccessful – penalty kicks
  
- **Fouls or violations by the shooter**
  - Attempt is successful – the goal is disallowed
  - Attempt is unsuccessful – the missed attempt stands

## Soccer Sportsmanship Timing Rule

1. At the end of the first half of play, if a goal differential of six (6) goals or greater exists, the duration of the second half of play shall be reduced by one-half. Clock stoppages shall remain unchanged. At any point in the second half that the goal differential reaches six (6) or greater, the remaining time shall be reduced by one-half.
  
2. Once implemented, there shall be no change in the duration of the second half should the goal differential fall below six (6).

## Team Benches

If team benches are on opposite sides of the field, the benches must be diagonal:

