

COLUMBIA BASIN LEAGUE BOYS' AND GIRLS' SOCCER STANDARD OPERATING PROCEDURES

1. **SCHEDULE** - The Columbia Basin League will play 12 league contests. (WIAA allows for 16 contests plus a jamboree) A district tournament will be played at the conclusion of the seasons to determine regional / state playoff teams. ('06)
2. **LENGTH OF GAME** - All varsity and JV games will consist of two 40-minute halves with a 10-minute halftime (1/00) as recommended by the National Federation Soccer Rule Book.
3. **STARTING TIMES** - League games held during the school week will start at 5:00 PM during daylight savings time and at 4:00 PM after daylight savings time. Games scheduled for later in the evening will start at 7:00 PM, with a 5:00 PM start time for Junior Varsity. Saturday starting times will be at 11:00 AM/1:00 PM. When playing back to back, the JV contest will precede the varsity contest.
4. **WARM UP TIMES** - When the Junior Varsity Contest precedes the Varsity contest, at the conclusion of the Junior Varsity Contest a minimum of 20 minutes be provided for Varsity teams to warm up on the field. ('05)
5. **OFFICIALS** - Varsity contest **must** have a center official and two sideline officials or the contest will be rescheduled. J.V. contests must have a certified center official. ('03)
6. **SUBSTITUTIONS** - National Federation rules pertaining to substitution will apply with the exceptions as stated in the WIAA Guidelines.
7. **TIMING AND SCORING** – Host schools have the option to use an official timer for contests or have the official time be kept by the center official. When official time is kept by this center official, a running scoreboard clock is to be stopped at 2 minutes prior to end time. Prior to start of contests, visiting coaches are to be informed of the time procedure to be used for the contest. ('07)
8. **TEAM BENCH** - It is the decision of each member school whether team benches are located on the same side of the field or on opposite sides of the field. ('03)
9. **COACHES BOX** - When both teams are located on the same side of field, coaches must remain on the sidelines of the field 10 yards on either side of the center line and no further than 10 yards back from the field. They may not come onto the field to attend to an injured player until beckoned by an official. ('03)
10. **OFFICIAL BALL** - The home team must provide three National Federation approved soccer balls for each league game.
11. **ROSTERS** - Both teams must provide 2 team rosters that include player's full name, number, position, and year in school. One roster is to be exchanged with the opposing team before the game and one roster to the official. JV and Varsity

swing players (any player that may participate in either/both JV/Varsity) shall be designated before play begins on both JV and Varsity rosters.

12. RED CARDING - The National Federation rule applies with the exceptions as stated in WIAA Guidelines. A red card shall be considered a one game suspension whether the card issued is a hard or soft red.
13. UNIFORMS - Home team is light and visiting team is dark.
14. SPECTATORS - Must be kept a minimum of 10 feet back from the sideline and 10 feet away from the team and coach.
15. LEAGUE GAME TIES- VARSITY LEVEL: Play the regulation game and if a tie exists, play two (2) five minute sudden death overtime periods. (Sudden Death is defined as the first team to score in the overtime period wins the game.) If a tie still exists, each team shall take five penalty kicks. During this Penalty Kick format, coaches can be on the field and anyone on the official roster may participate in the shoot out ('07). Team "A" will take one penalty kick, then team "B", then team "A", etc., until each team has taken five penalty kicks. The kicks shall be taken alternately. Only players on the roster ('00) may be used when taking the five penalty kicks to break the tie. After each team has taken five penalty kicks and score is still tied, the taking of the penalty kicks shall continue until such time as each team has taken the same number of kicks and one team has scored one goal more than the other. The kicks shall not continue after one team has scored enough goals to win. JUNIOR VARSITY LEVEL: Will use the penalty kick format only and will not play sudden death overtime.
16. DISTRICT TOURNAMENT – A district tournament will be played at the conclusion of the regular season to determine regional / state playoff teams. ('06)

4A District format

Round 1

Game 1 - #6 @ #3 (loser out)

Game 2 - #5 @ #4 (loser out)

Round 2

Game 3 - #2 hosts highest remaining seed. (loser out)

Game 4 - #1 hosts lowest remaining seed. (loser out)

Round 3

Game 5 - District Championship #2 @ #1 (both to Regionals)

3A Regional format (w/Greater Spokane League)

3A Schools will enter directly into Regional play with the Greater Spokane League. Refer to regional guidelines and SOP's as agreed upon by both leagues.

17. PROCEDURES FOR RESOLVING FINAL STANDING TIES-
 - A. Maintain League Standings based on WINS and LOSSES (No Ties).

- B. HEAD TO HEAD COMPETITION will be defined as one team having clear advantage against all other teams involved in the tie. IE: One team must have beaten all teams tied in order to have a clear advantage.
- C. If head-to-head league competition does not resolve a tie, then use the regular season league match scoring system. In the event of multiple teams tied, once the top seed is determined by the league match scoring system, head to head will again be the first tie breaker criteria for remaining teams involved in tie; then refer back to points, if no clear advantage. ('07)

League Match Scoring System:

Regulation play during regular season league matches will be used for scoring as follows:

WIN_____	3 Points
GOALS_____	1 Point per goal – up to 3 points
LOSS_____	0 Points
POINTS FOR SHOOTOUT WIN___	2 Points
POINTS FOR SHOOTOUT LOSS__	1 Point

- *Maximum Points for win 6 Points.
- *Maximum Points for a shootout win 5 Points.
- *Losing team may score, for goals up to 3 Points.
- *Goals scored in overtime are NOT to be counted towards points.

- D. If HEAD TO HEAD and/or LEAGUE SCORING SYSTEM points do NOT resolve ties: Count the LEAST amount of GOALS scored AGAINST for the teams tied (count only regulation play during the regular season). Team with LEAST GOALS AGAINST will fill district playoff positions 1st, 2nd, 3rd, 4th, 5th, and 6th from the teams in the tie situation.
- E. GOAL DIFFERENCE- Number of GOALS SCORED FOR, divided by the Number OF GOALS SCORED AGAINST.
- F. NUMBER OF GOALS SCORED FOR during the regular season.

18. ALL CONFERENCE SELECTION-

- A. Coaches attendance at post season meeting is mandatory (or representative). Nominations for all conference will not be considered unless a coach/representative is present. Emergency situations will be taken into consideration. ('07)
- B. The soccer coordinator will send each coach a nomination form at the conclusion of the season. Coaches will nominate their own players and send names and player information back to the coordinator.

C. Number of nominations will depend on final standings ('07).

<u>League Finish</u>	<u>Number of Nominations</u>
1	8
2	7
3	6
4	5
5	4
6	3
7	2

D. The soccer coordinator will compile nominations and return them to the coaches at the selection meeting.

E. Each coach will have 2-3 minutes at the selection meeting to speak about his or her nominations. It is advised that each coach bring a team picture and roster to the meeting for player references.

F. At the meeting, coaches will vote to select an All-Conference first team consisting of 4 forwards, 5 midfielders, 4 defenders and 1 keeper. Any player who is not selected for the first or second team but received at least one vote will be placed on the honorable mention list. (3/93)

G. The soccer coordinator will compile the All Conference lists and send them to each school and the local newspaper in each community.

H. Each head coach may nominate 1 player, at the post-season meeting, to be voted on by Columbia Basin League coaches to be named "Player of the Year." When voting, a coach may vote for his own player for this award.

I. Each head coach may nominate 1 coach, at the post-season meeting, to be voted on by Columbia Basin League coaches to be named "Coach of the Year." When voting, a coach may not vote for him/her self for this award.

19. SOCCER SCHEDULING GUIDELINES-

A. Schedules will be prepared for a two-year period of time with the format following the football schedule. The girls will play opposite sites of the football schedule and the boys will play at the same sites.

B. Schedules will consist of 12 league contests and 2 non league contests with a marriage school. Pairing of schools for marriage contests will be conducted by the League athletic directors. The second of these marriage contests may be dropped by mutual consent. Two additional non league contests may be scheduled by schools bringing total contests to the WIAA limit of 16. ('06)

- C. Contests will be scheduled on Tuesdays and Saturdays. Walla Walla vs. Wenatchee/Eastmont matches are to be scheduled on Saturdays whenever possible.
- D. Spring Boys schedules will be adjusted as contests are not allowed on WASL dates. ('06)
- E. Schools may choose to move game dates and time by mutual agreement of both parties and informing the soccer chairperson-or league president. Host schools have the responsibility to notify other schools and media of any changes in game dates and/or times after league schedule is published.