BIG NINE BOYS’ AND GIRLS’ SOCCER
STANDARD OPERATING PROCEDURES

1. SCHEDULE - The Big Nine Conference will play at 14 games - 4 non-league and 10-league. The 4 non-league contests may be dropped by competing schools only by mutual agreement. (WIAA allows for 16 contests plus a jamboree) A district tournament will be played at the conclusion of the seasons to determine first round state playoff teams. (’03)

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 in the evening will start at 7:00 PM Saturday starting time will be at 11:00 AM / 1:00 PM. On Saturday games, it is recommended that the junior varsity games precede the varsity games or be played at a similar time at an adjacent field.

4. 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)

4. SUBSTITUTIONS - National Federation rules pertaining to substitution will apply with the exceptions as stated in the WIAA Guidelines.

5. TIMING AND SCORING - Official time is kept on the field by referee and only the score can be kept on the score clock. Facilities with scoreboards will keep unofficial time with a running clock. The clock is to be stopped at 2 minutes. (’03)

6. 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.

7. OFFICIAL BALL - The home team must provide three National Federation approved soccer balls for each league game.

8. 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.

9. 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.

10. UNIFORMS - Home team is light and visiting team is dark.

11. SPECTATORS - Must be kept 15 feet back from the sideline (minimum of 10 feet) and away from the team and coach.
12. LEAGUE GAME TIES- VARSITY LEVEL: Play the regulation game and if a tie exists, play no more than 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. 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 (1/00) 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.

13. DISTRICT TOURNAMENT- A six (1/00) team district tournament will be played at the conclusion of the regular season. #1 and #2 receive first round bye into District Championship game.

   Game 1:  #3 hosts #6
   Game 2:  #4 hosts #5
   Game 3:  #2 hosts highest remaining seed (Loser out)
   Game 4:  #1 hosts lowest remaining seed (Loser out)
   Game 5:  District Championship hosted at highest seeded Winner of games 3 and 4.

   Playoff days to be used- Tuesday, Saturday, and Tuesday following regular season play. (Beginning '03 - boys soccer adopted Saturday, Tuesday, Saturday format)

14. PROCEDURES FOR RESOLVING FINAL STANDING TIES-

   A. Maintain League Standings based on WINS and LOSSES (No Ties).

   B. HEAD TO HEAD COMPEITION 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 sue the regular season league match scoring system. Overtime goals are no tot be included in total points awarded. (1/00)

League Match Scoring System:
Regulation play during regular season league matches will be used for scoring as follows:

<table>
<thead>
<tr>
<th>Outcome</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>WIN</td>
<td>3 Points</td>
</tr>
<tr>
<td>GOALS</td>
<td>1 Point per goal – up to 3 points</td>
</tr>
<tr>
<td>LOSS</td>
<td>0 Points</td>
</tr>
<tr>
<td>POINTS FOR SHOOTOUT WIN</td>
<td>2 Points</td>
</tr>
<tr>
<td>POINTS FOR SHOOTOUT LOSS</td>
<td>1 Point</td>
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</tbody>
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*Maximum Points for win 6 Points.
*Maximum Points for a shootout win 5 Points.
*Losing team may score, for goals up to 3 Points.
*Do not count overtime goal for 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 1\textsuperscript{st}, 2\textsuperscript{nd}, 3\textsuperscript{rd}, 4\textsuperscript{th}, 5\textsuperscript{th}, and 6\textsuperscript{th} 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.

15. ALL CONFERENCE SELECTION-

A. 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.

B. Nominations will be limited to seven players at any position for each school. Additional nominations may be added to a team roster at the selection meeting by a majority vote of the head coaches present at the meeting.

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

D. 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.

E. At the meeting, coaches will vote to select an All-Conference first team consisting of 4 forwards, 5 midfielders, 4 defenders and 1 keeper. The first team and second team will be selected at each position before a new position is discussed and voted upon. 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)

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

G. Each head coach may nominate 1 player, at the post-season meeting, to be voted on by Big Nine coaches to be named “Player of the Year.” When voting, a coach may vote for his own player for this award.

H. Each head coach may nominate 1 coach, at the post-season meeting, to be voted on by Big Nine coaches to be named “Coach of the Year.” When voting, a coach may not vote for him/her self for this award.
16. **SOCCER SCHEDULING GUIDELINES**-

A. Schedule 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. The home/away sites. The non-league contests will be redrawn every two years with new schools receiving BYE dates. The regular schedule will redraw dates only at the end of the two-year period.

B. Schedule will consist of 14 games in which 4 will be non-league contests among league schools and 10, which will count as league contests.

C. Balance home/away contests for all 14 games within the non-league and league schedule.

D. Walla Walla vs. Wenatchee/Eastmont matches have to be on a Saturday.

E. Games scheduled during daylight savings time will be played at 4:00 PM for the girls beginning the third week in October and at 4:00 PM for the boys during the second and third week of March.

F. 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.