



South Dakota
State High School Soccer
Guidelines
2009

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INTRODUCTION

The South Dakota State High School Committee and the South Dakota State Soccer Association extends its appreciation to you for your commitment to the program. We all continue to strive to make improvements to the High School program and please continue to help the High School Committee identify areas of concern and continue to provide constructive suggestions for improvements.

Read these Guidelines carefully as it the responsibility of all participants to know its content. Please note the changes from the previous edition outlined for easy review. Please review the dates and deadline page for important information on items that need submission. Please use the member's page to find the information on questions of where information can be found and who may have your answer.

The website at www.southdakotasoccer.com will again be the official source for all information concerning the High School program. Please check it as often as needed to assure you gain full benefit both prior to and during the season.

This season each team will be required to pay a team fee of \$200.00 for each varsity and junior varsity team at the time the application to play is submitted. In addition, a \$350 tournament fee will be paid for each varsity team qualifying for the State Tournament. Each high school player will be required to pay a program fee of \$10.00 to cover the costs of running the program to include the website, referee improvement and scheduling. Each high school player will also pay the State fee of \$10.00 to cover dues and insurance. The dates these fees are due are on the Dates and Deadlines page.

The State Tournament for the high school varsity teams will be held in Aberdeen on October 8-10, 2009.

Coaches and associations are reminded that all players must be properly registered with the sponsoring organization prior to participating in any tryout or practice. Parental releases, physicals, and any other paperwork required by local school policy must also be filed before player's tryout or practice. All sponsoring organizations are required to have on file the club sport agreement with their school.

The State High School Committee continues to maintain the philosophy that this program is for the players. The State High School Committee was formed to assist the local sponsoring organizations. Whenever possible, questions will be resolved in favor in allowing South Dakota players to play.

Definitions

Registrar will refer to the South Dakota State Soccer Association Director of Operations.

SDSSA will refer to the South Dakota State Soccer Association

SDHSAA will refer to the South Dakota High School Activities Association

SDHSC will refer to the South Dakota State Soccer High School Committee

Revisions for 2009

The official website is now www.southdakotasoccer.com (formerly www.sdhssoccer.com)

Finalized Master Schedule date is now July 1st. (Formerly May 1st)

2.1 Code of conduct agreements must be verified by the district representative prior to the first game.

4.3.6 Coaches sent off from a game will miss the remainder of that game and the next like game. (a varsity coach who gets sent off from junior varsity game cannot coach through the next junior varsity game). A review to determine a longer penalty will be done by the SDHSC.

4.5.3 Player Passes and Team Rosters. Player passes and team rosters are no longer valid after the conclusion of the High School State Soccer Tournament.

4.7 Only Officials, Coaches, Players, and other essential personnel are allowed in the team areas. These personnel must be listed on the roster.

6.1.1. The official maximum roster size is set at 25 players per team. The rule of 18 and the rule of 25 are no longer in force.

6.6 No guest players are allowed at games or practices.

12 There is no longer a distinction between AA and A divisions in scheduling guidelines

12.1.3 There is no longer a specific time that all schools/organizations must schedule games on a Saturday.

12.1.4 Week night games will start no later than 6:00 PM for junior varsity and 8:00 PM for varsity

14.4 Teams are not required to keep track of win and loss records

16.3.1 Teams participating in South Dakota High School Soccer must be from South Dakota School.

19.3.1 All tournament rosters may include up to 25 players. There will be no additional fee for extra players over 18.

19.3.2 A team no longer needs to specify which 18 players will suit for a game. All players on a roster are allowed to dress for and participate in a tournament game.

Appendix: The number of games a team can schedule is set at a maximum of 14 games. See this section for details.

Important Dates and Definitions

<u>Event</u>	<u>2009</u>
Deadline for each HS program to verify fall participation & submit program fee	1/31/2009
Pay Program Team Fees (Per Varsity and Junior Varsity Team)	\$200
Pay Tournament Fee for Qualifying Teams (done prior to check-in at tournament)	\$350
Master Schedule is finalized	7/1/2009
Deadline to Submit a List of Coaches and Team Of s to the SDSSA High School Committee	7/1/2009
Coaches Prohibited from holding Camps or Clinics After this Date	7/31/2009
Team Must File with SDHSC Their Local High School Agreement	1/31/2009
SDHSC will Certify Maximum Roster Size for Each Team	8/1/2009
Start of season for team tryouts	8/10/2009
Start of season for team practices	8/17/2009
Proof Of Program Insurance Must Be Submitted To Local School	per school policy
Player cards and preliminary rosters must be completed prior to the first scheduled game	8/20/2009
Submit medical waivers and other forms to School Athletic Director for all players scheduled to play.	per school policy
First Games Begin. Teams must have preliminary rosters certified and player cards.	8/21/2009
Game results should be reported within 24 hours of each game	Per game schedule
Deadline to file Final Official roster and Individual Player Program fee.	9/1/2009
High School Program Fee per player	\$10
SDSSA FEE per player	\$10
Deadline to file Risk Management for all applicable participants to sponsoring organization.	Per Sponsoring Association
Deadline for sponsoring organization to file Risk Management forms with State Risk Manager.	9/1/2009
Deadline to file Registration Form and pay additional player fees for the High School State Tournament.	9/1/2009
Additional fee for players over roster size of 18	none
Deadline for coaches to submit All State nomination forms	9/29/2009
South Dakota State High School Tournament in Aberdeen	October 8-10
All State teams announced by posting on Website.	10/16/2009

Unless otherwise specified on the individual form or in these Guidelines, all information, forms, reports, profiles or other documents should be filed with the State High School Committee by sending it to your Regional Representative. Exceptions:

- (1) Official rosters, registration fees, the HS program fees and the state tournament fees should be sent directly to the SDSSA Registrar. (See pg 6 for mailing info)
- (2) Risk Management Forms should be filed with or through your local Association. The local association will send them to the state risk manager. (See pg 6 for mailing info)
- (3) Game results should be reported as detailed at HB 2.17. As soon as possible after the game, so results can be posted on the High School Website.

SOUTH DAKOTA STATE HIGH SCHOOL COMMITTEE

Chairperson & HS Commissioner

Rich Jensen
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Regional Representatives

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State Referee Liaison

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South Dakota State Soccer Association Contacts

Director of Operations

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GUIDELINES - POLICIES & PROCEDURES - RULES & REGULATIONS

1. Rules of Conduct

- 1.1. **General Rules of Conduct and Membership to the South Dakota Soccer Association:** In their conduct on the field and when acting as representatives of South Dakota High School Soccer, all participants will abide by the rules of these Guidelines, the rules of the game, and the policies of the South Dakota State Soccer Association (SDSSA) and will graciously accept both victory and defeat. The High School Committee reserves the right to make recommendations, and rulings on issues pertaining to High School Soccer that better accommodate High School Soccer.
- 1.2. **Non-use of Substances.** Coaches and players will not use tobacco, alcohol, or illegal drugs at any high school soccer activity. Players will also follow South Dakota High School Activities Association (SDHSAA) rules concerning the use of tobacco, alcohol or illegal drugs as per local high school policy.
- 1.3. **Reporting Misconduct.** Participants are responsible for reporting instances of misconduct.
- 1.4. **Investigations of Misconduct.** The High School Committee will investigate reports of misconduct.
- 1.5. **Reports to Local Association.** Incidents of misconduct during games will be reported to the team's local association for further review as appropriate.
- 1.6. **Disciplinary Action.** Serious or repeated instances of misconduct may result in disciplinary action as provided for by the SDSSA and the HS Committee.
- 1.7. **Protest Fee.** Any protest made to the HS Committee under these Guidelines must be made in writing and accompanied by a \$50 protest fee. If the protest is upheld, the \$50 fee will be returned. If the protest is not upheld, the \$50 protest fee will be forfeited to the HS Committee and sent to the SDSSA registrar for deposit.

2. Coaching Responsibilities

- 2.1. **Code of Conduct Agreement.** Each coach shall set an example of good conduct and will sign and file a code of conduct agreement with their local association. Each coach will also sign and file with their local association the SDSSA risk management form. Each Regional Representative will verify that each coach in his or her Region has complied with this section prior to the first practice or tryout.
- 2.2. **Enforcing Good Conduct.** Each coach shall enforce good conduct among players and spectators.
- 2.3. **Coaches May Provide Program Information.** A coach may contact high school aged players in general, by mail or otherwise, prior to the start of the season, to provide information concerning team tryouts, season and practice schedules, game times and dates, player eligibility rules, registration deadlines, program costs, activity forms, medical waivers, and other information to promote interest and participation in the high school program.
- 2.4. **Information to School.** To the extent required by local school officials, each coach shall provide the school athletic director and local association with copies of the completed medical waivers before the team's first game date. Each coach will also provide other forms and information to the school athletic director as required by any agreement between the local association and the school.
- 2.5. **Team Practice.** Each coach or his designated assistant shall organize and supervise all practices and games.

- 2.6. **Team Administrator and Contact Person.** Each coach is encouraged to appoint a team manager or administrator to handle the administrative details inherent in conducting a high school soccer program and to insure compliance with the requirements of these Guidelines.
- 2.7. **Responsibilities to School.** Each coach shall establish and maintain a working relationship with the school through regular contact with the athletic director.
- 2.8. **Publicity in School.** Each coach shall promote soccer in the high school through regular contact with the yearbook and newspaper staff and other publications.
- 2.9. **Coaching License.** Every head coach, varsity or junior varsity, within the SDSSA High School Program must hold a US Soccer State "D" license. If a coach is not currently in possession of the "D", it must be attained within 24 months of the first coaching activity on the high school level.
- 2.10. **Risk Management Form.** Each coach, staff member, administrator and team volunteer will complete a volunteer disclosure form and return it to the local association.
- 2.11. **Game Reports.** Each coach or his designated assistant shall send game reports to the State High School Committee, for both varsity and junior varsity games, after each game. The game report shall include the score of the game and the name of any varsity or junior varsity player who received a red or yellow card along with the color of card received. This report can be made on-line at the website or faxed, mailed or phoned in as detailed on the website.
- 2.11.1. **Deadline.** The game reports shall be submitted within 24 hours of the completion of the game.
- 2.11.2. **Sanctions.** The State High School Committee may impose sanctions for repeated failures to submit game reports in a timely fashion. This may include, but not limited to deduction in power points (at the High School committee's discretion) or suspension of the coach, or fines.
- 2.12. **Preliminary Roster.** A preliminary roster needs to be certified prior to the first scheduled competition. This can be done with the State registrar. Player cards are generated with the preliminary roster and are to be completed prior to the first scheduled competition date. Changes/additions may be made on the initial roster up to the date established on the Important Dates and Deadlines. Player passes must be signed by either the High School Rep or another SDSSA authorized officer.
- 2.13. **Final Roster** Each coach will submit final roster(s) to the SDSSA Director of Operations by the date established by Important Dates and Deadlines. The Director of Operations will promptly produce an official roster for each team and will return a copy to the team's administrator or coach and to the local state tournament committee. .
- 2.14. **High School Program Fee.** A state high school program fee will be charged for each player listed on the team's official roster(s).
- 2.14.1. **Fee in Addition to Other Fees.** The program fee is in addition to any other fees charged players by their local association or the SDSSA. The SDSSA requires that each player be covered by insurance for the year.
- 2.14.2. **Fee Not Refundable.** In the event a player is dropped from an official roster, the program fee is not refundable. In addition, the fee paid for one player later dropped from a roster cannot be substituted for another player later added to that roster.
- 2.14.3. **Bad Standing.** Failure to pay the state program fee by the deadline set could result in the delinquent team being suspended from further play until the fee is paid. Failure of a team's sponsoring association to comply with the policies of SDSSA could result in the team being suspended from play until the policies have been complied with.

2.15. **How and Where to File Paperwork.** Unless otherwise specified on the individual form or in these Guidelines, all information, forms, reports, profiles or other documents should be filed with the State High School Committee by sending it to your Regional Representative.

2.15.1. **State Registrar.** Official rosters, registration fees, the high school program fees and the State tournament fees should be sent directly to the SDSSA State Registrar.

2.15.2. **Risk Management Forms.** Risk Management Forms should be filed with or through your local association.

3. Team Practice Guidelines

3.1. **Practice Fields.** Practice fields will be designated by each sponsoring organization. High school teams will practice at their designated fields and will have priority over any other teams wishing to use those fields for practice.

3.2. **Start of Season, First Practice / Tryouts.** Team practices or tryouts may not be held before the date established by the State High School Committee.

3.2.1. **Start Date.** The season start date is established on the Important Dates and Deadlines.

3.2.2. **Early Start Date.** The HS Committee may, upon application of a participating school, allow a school to start prior to the established start date.

4. Game Guidelines

4.1. **Laws of the Game.** Games will be played according to FIFA Laws of the Game except as modified by the South Dakota State Soccer Association and identified in these Guidelines.

4.2. **Substitution of Players.** Substitutions shall be unlimited and may be made with the consent of the referee at the following times:

4.2.1. Prior to a throw-in by the substitute's team;

4.2.2. Prior to a goal kick by either team ;

4.2.3. After a goal by either team ;

4.2.4. After an injury by either team when the referee stops play and allows the substitution;

4.2.5. At half time; and

4.2.6. After a player receives a yellow card. When the referee stops play to show the yellow card, the referee may allow the substitution of that player.

4.3. **Red Cards.** A player who is sent off as the result of a red card, in addition to missing the balance of the game in which the red card is given, will miss an additional game as follows:

4.3.1. **Varsity Games.** If a player receives a red card in a varsity game, he or she will not be eligible to play until the first game (varsity or junior varsity) following the team's next varsity game.

4.3.2. **Junior Varsity Games.** If a player receives a red card in a junior varsity game, he or she will not be eligible to play until the first game (varsity or junior varsity) following the team's next junior varsity game. If a player is given a red card in his or her last junior varsity game of the year but is scheduled to play in the state tournament, the player is not eligible to play until the second game of the state tournament.

4.3.3. **End of the Season.** A player who receives a red card in the last game he or she plays in the high school season will be required to sit out the next officially scheduled high school game he or she would play the next season. The identity of this game would be as provided in Section 4.4.

- 4.3.4. **What Constitutes Missing a Game.** For regular season and state tournament play, a player who has received a red card will have complied with the requirements of this section if he or she does not participate in the game(s) he or she must sit out. The name of that player need not be counted toward the maximum players to be allowed on the team's game roster for that particular game.
- 4.3.5. **Additional Penalty.** Nothing in this section will limit a player's local association, the High School Committee or the SDSSA from imposing an additional penalty on the player, depending on the severity of the infraction.
- 4.3.6. **Coach Sent Off.** If a referee sends a coach off from a game, that coach will miss the rest of the game he or she was sent off from in addition to the next scheduled like game, and will be reviewed by the high school committee for imposition of any additional penalties
- 4.4. **Information to Referees .** Referees should note that the rules are posted on the State High School website. Referees should specifically note the following:
- 4.4.1. **Game Cards.** On the game card to be submitted to the host association, the Center Referee will note the jersey number, violation and name of any player who is given a red or yellow card during the game. The Center Referee will also make note of any player sitting out a game due to rule 4.3 or 4.3.7.
- 4.5. **Player Passes.** Each player on a team must have a valid player pass and that pass must be presented before that player participates in any match
- 4.5.1. **Photocopy Exception for Unusual Circumstances.** If a player has been issued a valid player pass, but the pass has been inadvertently not brought to the field and thus is not available for inspection at team check-in, a coach may display a photocopy of the front and back of that player's pass to verify that the player pass exists and to identify the individual player for purposes of team check-in. Under these rare circumstances, the player will be eligible to play that game despite the absence of the actual player pass.
- 4.5.2. **Forfeit of Game.** If, for a given game, a team can not present enough players with valid player passes to field a team, or verify by photocopy that valid player passes in fact exist in the manner detailed above, then that team will forfeit the game.
- 4.5.3. **Player Passes and Team Rosters.** Player passes and team rosters are no longer valid after the conclusion of the High School State Soccer Tournament.
- 4.6. **Player Game Equipment.** The required player game equipment will include a team jersey, shorts, socks, suitable shoes and shin guards.
- 4.6.1. **Team and Keeper Jersey.** Each player must wear an appropriate team jersey with a properly sized unique jersey number on the back. A team's keeper jersey must be distinctly different in color and style from the team jersey as well as the opponent jersey colors
- 4.6.2. **Shin guards.** Shin guards must provide adequate and reasonable protection, be professionally manufactured, age-appropriate, not altered to decrease protection and worn under the socks.
- 4.6.3. **Similar Jersey Colors: Home Team Changes.** If, during the team check-in, the referee determines that the jerseys being worn are so similar as to cause confusion, the team playing in its home community must change to a different jersey or take other steps, as allowed by the game officials, to rectify the situation. If both teams are playing in their home community, the team listed first on the schedule will be considered the home team.
- 4.6.4. **Player Dress on Sidelines.** Players waiting in the team technical area, during the game, are required to wear a jersey or jersey cover that is significantly different then the field players. Practice vests are allowed.

4.7. **Spectator Seating.** Where possible, fans and other spectators are to be seated on the opposite side of the playing field. Only Officials, Coaches, Players, and other essential personnel are allowed in the team areas. These personnel must be listed on the roster.

4.8. Responsibilities for Game Sites.

4.8.1. **Host sites.** The host site is responsible for providing appropriate fields and qualified referees. The host association must make every effort to provide fields that comply with the specifications set out in USSF Laws of the Game, Law 1, "The Field of Play."

4.8.1.1. **Reporting Inadequate Fields.** Inadequate field conditions should be reported by coaches and referees to the High School Committee.

4.8.1.2. **Failure to Provide Adequate Fields.** Repeated failure to provide proper fields may require the High School Committee to refuse to schedule games at the host venue until proper fields are provided.

4.8.1.3. **Referee Assignor.** Each host association must also follow state rules and have a certified referee assignor assign referees for all high school games.

4.8.2. **Neutral Site.** A neutral site is a location where two or more high school teams meet to play officially scheduled games but where the host association has no team playing in any of those games.

4.8.2.1. **Responsibility for Referees.** When two teams play a game at a neutral site, the host association will be responsible for making sure that qualified referees are assigned for that game. The cost of game officials will be split equally between the two teams. Each host site may also charge each participating team a reasonable fee for field maintenance.

4.8.2.2. **Billing Sponsoring Associations.** If a team does not pay a host association for its share of referee and field maintenance fees on or before the game date, the host association will bill the team's sponsoring association. The sponsoring association must promptly pay the bill. The sponsoring association will then be responsible for settling matters with its own high school team or program.

4.8.3. **Non-Neutral Site.** At non-neutral sites, the host association may ask visiting teams to furnish referees. However, the host site will still be responsible for making necessary arrangements if out of town referees are furnished. Host associations will be responsible for all referee and field maintenance costs.

4.9. **Associations & Teams Placed in Bad Standing during the Season.** If a local association is placed in bad standing during the HS season due to its failure to submit risk management forms, and its HS teams become ineligible for that reason to play HS games, or a HS team is placed in bad standing for some other reason, then the following rules apply:

4.9.1. From the date the HS team becomes ineligible to play through the following Wednesday, (the 1st Wednesday), the opponent team(s) will be given a forfeit for each of the games scheduled during those days.

4.9.2. If, on or before the first Wednesday, the team again becomes eligible to play, it may resume play the day after the first Wednesday. If the team still remains ineligible on the first Wednesday, then it will forfeit all games until the next Wednesday, (the 2nd Wednesday) when a determination as to eligibility is again made.

4.9.3. This process will continue on until either the team resumes play or the season ends. Teams may resume play only on or after the first Thursday following the day they again become eligible to play.

4.9.4. The opposing team does not have to travel to the game site to be awarded the forfeit.

4.9.5. A HS team will be considered eligible to resume its regular schedule once the state President certifies that its association is no longer in bad standing and we reach the beginning of the next week cycle.

4.9.6. The HS Committee may allow a team placed in bad standing, which has become eligible to resume play, to resume play earlier than allowed by this rule, provided the early resumption of play does not disadvantage the opponent team(s) as to travel arrangements.

5. **General Program Guidelines.**

5.1. **General.** High School Soccer will be governed by the High School Committee.

5.2. **Definition of High School Team.** For purposes of these Guidelines, a high school team is a varsity or a junior varsity team recognized by the SDSSA High School Committee and sanctioned and regulated in accordance with the provisions of these Guidelines for play in the SDSSA high school soccer program. Players rostered on the team must attend a South Dakota High School or be eligible by local school policy to participate as a home-schooled student.

5.3. **Fall Sport.** High School Soccer will be considered a Fall Recreational Sport.

5.4. **Budget.** All budget items related to the High School Soccer Program will be the responsibility of the local sponsoring associations. Each high school player can be charged a local program fee to cover program costs.

5.5. **Proof of Insurance.** The Local Associations will file proof of insurance with their School System prior to the beginning of each season.

5.6. **Booster Club.** Booster Club activities should be organized by each team.

5.7. **Fund-raising.** Teams may conduct fund-raising programs.

5.8. **Awards Banquet.** Each team should hold an Awards Banquet at the end of the season. Letters and special awards will be given at the Awards Banquet.

5.9. **Selection of Coaches.** The coaches for each high school program will be appointed by the local sponsoring association or by the sponsoring school. A complete list of coaches, along with other forms and information, will be provided to the local school as required by the agreement between the local association and the school.

5.10. **Team Officials List.** Each high school program will submit to the High School Committee and the local school a complete list of all coaches, team administrators and volunteers, including addresses and telephone numbers. This information, in whole or in part, will then be posted on the website.

5.11. **Team Uniforms.** Uniforms will be provided according to the procedure used by each local sponsoring association. Each player must use his or her approved uniform for each game. Players will be issued their uniform when they complete all necessary paper work and are issued a player card.

5.12. **Opponents for Varsity and Junior Varsity Teams.** High School teams, whether varsity and junior varsity, may only play high school teams recognized by the High School Committee.

5.13. **Friendly Scrimmages** or pick up games between different High schools Varsity or Junior varsity teams, are strictly prohibited during the High School season. (A varsity team may only scrimmage its own Jr. Varsity team of the same sex).

5.14. **All State Team Selection.** All state teams will be selected in each division. The team coaches in the respective division will determine the members of that team.

6. Team Rosters.

6.1. **Maximum Roster Size.** A maximum official roster will be established for each high school team. The roster size for a program's boys and girls teams will be established independent of each other. The intent of these rules is to provide opportunities for all players to play soccer. The maximum game roster size is established elsewhere in these Guidelines.

6.1.1. **Roster Size.** For high school programs that roster both a varsity and junior varsity team, the maximum official roster size will be 25 players for each team.

6.1.2. **JV Team.** A school/team wishing to field a Junior Varsity team must have a minimum of 26 players registered with its local association. If 25 or fewer players are registered, a varsity team only will be scheduled. When a program is able to roster a varsity team, but does not have enough players to roster a junior varsity team, the maximum official roster size for the varsity team will be 25 players.

6.1.3. **Minimum roster number for a High School Team.** The minimum numbers of rostered players is established at 12 in grades 7 through 12.

6.1.4. **Exceptions.** Exceptions to the maximum and minimum roster size may be made only with the prior approval of the State High School Committee and only before the date of a team's first scheduled game.

6.2. **Provisional Teams.** Local associations wishing to begin a High School team may establish a team per the rules of section 6.2.1, and be scheduled (should it chose) to play junior varsity teams for a period not to exceed two years.

6.2.1. **Club Sport Agreement.** A club sport agreement between the local association and the associated school district must be filed with the SDHSC prior to inclusion by the committee in any schedules.

6.2.2. **PARTICIPATION PERIOD.** Provisional programs will be limited to a single period of participation as a provisional team. This period will be limited to a maximum of two (2) regular HS seasons. This period will not be extended. This program is meant as a one time aid to help communities develop a High School soccer program.

6.3. **High School Rosters.** A program with both a varsity and a junior varsity team must submit a separate roster for each team to the State Registrar, or its designee, as provided by these rules.

6.3.1. **Varsity / JV Rosters.** The coach shall identify one roster as the varsity roster and the other as the junior varsity roster. Neither roster can exceed the maximum roster size as provided in these rules.

6.3.2. **Official Rosters.** Copies of a school's final varsity and junior varsity roster(s), as certified by the SDSSA Registrar, will constitute the official high school roster(s) for that school.

6.3.3. **High School Players Defined.** All players listed on a school's official varsity and junior varsity rosters are considered high school players, all are member of their school's high school team, and all are eligible to play either varsity or junior varsity games except as provided in Guidelines 6.4.

6.3.4. **Requirement to Fill Game Rosters.** When a varsity or junior varsity team is short players, coaches will be expected to pull players up or down to fill their teams.

6.3.5. Requirement to honor the master schedule. Once approved, the High Schedule shall be followed by all participants, failure to do will result in sanctions.

6.4. Starting Varsity Players. While all players listed on a school's official varsity and junior varsity rosters are eligible to play in both varsity and junior varsity games throughout the season, the eleven players who start in the varsity game against an opponent school may not play, (or may not have played), on the junior varsity team against that same opponent school that same day, except where the number of players does not accommodate such a policy.

6.5. Game Rosters. Player cards, identifying each of the players to be used in a particular game, whether varsity or junior varsity, will be furnished to the referee before the start of the game and may not be changed for that particular game after that time. The number of players eligible for a particular game is determined by the rule of roster size. Only the players eligible to participate in a game may dress for that game.

6.6. No Guest Players on High School Teams. No person may play in any high school game or be listed on a team's game roster unless that player is listed on that team's official varsity or junior varsity roster. No guest players will be allowed under any circumstances, including games and/or practices.

6.7. Changes to Official Rosters. All changes in an official varsity or junior varsity roster, after it has been submitted and certified by the State Registrar, must be made through the local association and the SDSSA Registrar within the deadlines set by these Guidelines. These changes also must be promptly reported to the local school.

7. Player Selection Rules.

7.1. Registration of Players before Start of Season. All players must be registered with their Local Association before participating in any High School Soccer activity including tryouts or practices. Before participating in any games, a player must be properly rostered by their local association on a varsity or junior varsity roster and must have and display a proper player pass.

7.2. Team Selection. Team selection must be accomplished prior to the first game.

7.3. Player Tryout Generally Required. There will be no pre-excused list maintained through the Local Associations for high school players. Players who are unable to attend the preselection practice sessions may register and contact their respective coach. The decision to select said player for a team will be the coach's

7.4. Players Must Attend School For Which They Play. Players must attend a South Dakota school for which they are playing and must abide by the open enrollment guidelines. The following exceptions apply:

7.4.1. Players with No High School Soccer Program at Their School. A player may be rostered on a team for a school he or she does not attend provided that on the first day of the season.

7.4.1.1. The player's school does not have a high school soccer team recognized by the High School Committee, and

7.4.1.2. Either a formal agreement exists between the player's school and the receiving school allowing athletes from the player's school to participate on sports teams of the receiving school, or the receiving school allows athletes enrolled in another school to participate in soccer at the receiving school with or without agreement of the player's own school, and

7.4.1.3. The High School Committee approves the placement of the player on the roster of the receiving school. The High School Committee will generally approve a placement unless it appears that the receiving team is seeking to recruit a team made up of players who mostly do not attend the receiving school.

7.4.1.4. If a player's school does not have a soccer team but the player's school has a formal agreement with a receiving school allowing athletes from the player's school to participate in soccer at the receiving school, then the player may play only for the receiving school. If the player's school has a formal agreement with more than one receiving schools, then the player may play soccer at either receiving school.

7.4.1.5. Because a player's eligibility to participate with a particular team is established on the first day of the season. Any change in any of the circumstances listed above after that date will not affect the player's team eligibility. (Example: The player's school does not have a team recognized by the HS Committee. The player tries out for and is selected to play for a team at a receiving school in accordance with these rules. Later the player's school forms a team. The player does not thereafter have to return to play for the school he or she attends but may continue to play on the team at the receiving school for the balance of the season).

7.4.2. **Home Schooled Players.** A home schooled player, who resides in South Dakota, may be assigned by the High School Committee to a high school team provided the receiving team allows home school students to participate on their sports teams. If a player is eligible to play on more than one team, preference will be given to the public or private school team or teams in the player's home community, if any, or otherwise to the player's choice.

7.5. **School Rules Apply.** Players must abide by their sponsoring school's activity participation rules.

8. High School Letter Criteria

8.1. **School Letters.** Letters will be awarded consistent with the local sponsoring school's policy.

9. Suspension from School.

9.1. **Suspension from Team.** Any high school soccer player who is suspended from school for any reason will also be suspended from their team and will not be allowed to play on any High School team until such time as said player has been reinstated by the school district and is attending school.

9.2. **School Policy Governs.** The right to a hearing and the status of the suspension shall be governed by the student's school district policies.

9.3. **Play During Appeal.** If allowed by the player's school district policies, a player may play with his or her team as long as the player is attending school during the appeal process. If, however, the student is suspended from school during the appeal process, the student will not be allowed to play on his or her high school soccer team during the process.

10. Out of Town Travel Guidelines.

10.1. **Local Responsibility.** Local Associations or Sponsoring Schools will make their own travel and motel arrangements for their own teams and will coordinate the arrangements with the host organizations as needed.

10.2. **Cost of Travel.** The cost of travel expenses will be the responsibility of the local sponsoring associations or the players and their parents, or the sponsoring school depending on each organization's decision regarding the expenses.

10.3. **Sundays Excluded** In keeping with the High School Activities schedule, Sundays should be avoided for games and travel.

10.4. **Travel Arrangements.** Local associations shall make arrangements for players to be excused from classes to travel and attend games.

11. Risk Management Guidelines.

- 11.1. **Reporting Requirement.** The Risk Management Designee for each Local Association is responsible for obtaining and maintaining the risk management forms to each team. Risk management forms must be completed by each coach, each assistant coach, each adult manager, each team assistant, and all other adult volunteers, including drivers and chaperones, who are assisting with players, other than their own children, for whom they are not legal guardians.
- 11.2. **Procedure / Forms.** Risk Management for the South Dakota High School Soccer Program will follow the South Dakota State Soccer Association procedures for the South Dakota State Soccer Risk Management Program and will be subject to the same sanctions provided by that program.

12. Scheduling and rescheduling of games.

- 12.1.1. **Division Games.** Division games will be scheduled under the guidelines set in this document as is provided by High School Committee.
- 12.1.2. **Order of Game Play.** The junior varsity game against an opponent school will be played before the varsity game against the same opponent school. All the games against one opponent school will be completed before beginning the games against a second opponent school. This rule can be waived or altered only by approval of all teams involved.
- 12.1.3. **Five Hour Rule.** Whenever a varsity or junior varsity team is required to play two games on a given day, the scheduled start time of the second game for that team will be at least five (5) hours after the start time of the first game. This rule can be waived or altered only by approval of the teams involved.
- 12.1.4. **Week Night Start Times.** The start time for week night games will be no later than 6:00 pm for junior varsity games and 8:00 pm. for varsity games, provided that sufficient daylight or lighted fields are available at the game venue to insure that all games are completed before loss of light. If sufficient daylight or lighted fields are not available, the host association, with the approval of the teams involved, will make adjustments in the start times or order of game play to guarantee sufficient light to complete the scheduled games.
- 12.2. **State Master Schedule.** The State High School Committee will maintain a master season schedule. A copy of the schedule will be provided to each school. No games will be allowed outside of the approved master schedule (Varsity or Junior Varsity) except as approved by the High School Committee and when added to the master schedule.
- 12.3. **Qualifying Games.** Only games on the master high school schedule and only qualifying games on that schedule (division opponents only) will be considered for Power Point standings or the calculation of a team's season record by winning percentage in determining seeding at the State Tournament.
- 12.4. **Additions to Master Schedule.** The state master schedule will be finalized per the Important Dates and Deadlines. After that date, schedules will not be changed except for weather conditions or unusual or extreme circumstances. Schedule changes must be made through the High School scheduler.
- 12.5. **Tournament Eligibility.** To be eligible for state tournament play, a team must play every officially scheduled season game.
- 12.6. **Tournament Ends Season.** No games will be played after the State High School Tournament.
- 12.6.1. **Player Cards and Rosters.** High school player cards and rosters are no longer valid after the conclusion of the state tournament for that year.

12.7. **Severe Weather Rules.** Games that are terminated due to severe weather will be considered as completed games if the termination occurred after the first ten (10) minutes of the second half of the match. Power Point games that are cancelled or terminated in the first half of a match will be rescheduled. Non-Power Point games that are cancelled or terminated in the first half will not be rescheduled unless both coaches petition their regional rep and suitable facilities and officials can be arranged.

13. **Public Relations.**

13.1. **Local Media.** Each local program should designate an individual to report the outcome of each game and details of player activity and achievements to their local media.

13.2. **Tournament.** The High School Tournament Committee will designate an individual to manage publicity for the High School Tournament, which may include television coverage of the Tournament.

14. **Record Keeping.**

14.1. **State Records.** The State High School Committee will develop and maintain a directory on the high school website which will include the names and contact information for schedulers, coaches and athletic directors for each participating program as well as High School Tournament Committee members, State High School Committee members, and State Board members.

14.2. **Local Responsibilities.** Local Associations will provide updated information to the committee as needed.

14.3. **Master Schedule.** The State High School Committee will maintain a master schedule and compilation of win/loss records for participating programs. Only games listed on the state master schedule will be reported on the state high school website.

14.4. **Local Team Records.** Local programs will keep their own records for individual players.

14.5. **Official Website.** The State High School Committee has designated its website as the official record of activity. (www.southdakotasoccer.com)

15. **Conflict Resolution and Disciplinary Action.**

15.1. **Resolution by Local Association.** Individual coaches are to contact their local association with concerns involving the need for conflict resolution or possible disciplinary action within their individual program.

15.2. **Resolution by the HS Committee.** As to matters involving persons not all members of the same association, unless the matter is preempted by the SDSSA for state action, local association designees will contact the State High School Committee with any unresolved concerns in writing within 48 hours of the occurrence. The State High School Committee will respond within another 48 hours with its finding and then the parties will have an additional 24 hours to respond. Due to the short season, a quick response is needed. All coaches are subject to the conflict resolution and disciplinary action of the State High School Committee and the SDSSA.

15.3. **Exhaustion of Remedies.** No league, club or other association, official, team, coach, player or any other member of the SDSSA or their representative, may invoke the aid of the Courts of any State or of the United States without first exhausting all available remedies within the appropriate soccer organizations as required by their bylaws, policies and procedures as well as the SDSSA. For violation of this bylaw, the offending party shall be liable to the SDSSA and the applicable local league/club for all expenses incurred by the SDSSA and its officers, and the applicable league/club and its officers, as appropriate, in defending each court action, including but not limited to the following: court costs, attorneys fees, reasonable compensation for time spent by SDSSA and the applicable league/club and employees in responding to and defending against allegations in the action, including responses to discovery and court appearances, travel expenses and expenses for holding special board of directors meetings necessitated by court action.

15.4. **Procedures.** The State High School Committee will be guided by State Soccer Association policies and procedures and may establish additional guidelines for conflict resolution or disciplinary action.

15.5. **Possible Penalties and Sanctions.** Failure of a player, coach, team, association or school to follow approved State High School Soccer Guidelines Policies or Procedures may result in disciplinary action; disciplinary action may include, but is not limited to, the following:

15.5.1. Suspension of a coach or player;

15.5.2. Forfeiture of a game or games;

15.5.3. State tournament ineligibility

15.5.4. Any mandatory penalty required by SDSSA, USYSA or the USSF; or

15.5.5. Any combination of the above actions.

15.6. **Additional Rules.** While the State High School Committee has made every effort to anticipate and provide rules and guidelines in advance of disputes, the Committee reserves the right, when a dispute arises and where no existing rule resolves the question, to establish new rules and guidelines to settle the question. In doing so, the Committee will make every effort to consider the overall good of the high school program and the interests of justice and of each party.

16. Team Eligibility Requirements

16.1. **Teams Must Register With the High School Committee.** A team will not be eligible to participate in the high school program unless it is first recognized and sanctioned by the High School Committee as follows:

16.1.1. **Teams.** Teams must apply to the High School Committee prior to the participation deadline of the year they seek to participate in order to be eligible to be included in the program for that year. The Program Fee must be included with the application. Applications must be sent through the regional representative for verification.

16.1.2. **Penalty for Withdrawal of Sanctioned Team.** If an established varsity or junior varsity team, recognized and sanctioned for inclusion in the high school program later does not field a team or otherwise withdraws from the program, the sponsoring association will forfeit the program fee and will be fined \$500 for each team that drops out. This fine must be paid before other teams sponsored by the same sponsoring association are eligible to play, whether in the same year or future years. The varsity team will be reinstated but will not be eligible for state tournament play for one year. The High School Committee may reduce this fine for good cause shown. A new Team, whose application is accepted and who is sanctioned for inclusion in the high school program, will be subject to the same rule as of the date its application is accepted.

16.1.3. **Late Application.** The High School Committee may, but is not required, to consider any late application by a new Team for inclusion in the program.

16.1.3.1. If a late application is not accepted by the Committee, the Team will not be included on the high school master schedule and will not be eligible for the state high school tournament. Other high school teams, however, will be permitted to play the team on an ad hoc basis if their local school policy permits with approval of the High School Committee.

16.1.4. **Non-Included Teams.** Teams not included in the program may, at the discretion of the High School Committee, be listed as a Provisional Team. (See Section 6.2)

16.2. Teams must follow general eligibility and out-of-season guidelines of the South Dakota High School Activities Association.

16.2.1. A coach (defined as the varsity head coach of record for a team for the immediate past high school season) may coach a club team (or recreational team) from the end of the sport season through July 31st. No more than 8 players may come from one school's program (program is defined as the varsity/junior varsity from the most recent past high school season).

16.2.2 A junior varsity coach or an assistant coach of record for a program may coach a team with more than 8 players from that particular program (program is defined as the varsity/junior varsity from the most recent high school season).

16.3. Teams Must Represent Local High Schools.

16.3.1. **Recognition by Local School.** Teams participating in the South Dakota State High School Soccer Program must be either a "club sport" or a "school sponsored sport" at their local South Dakota high school and must be in good standing with the SDSSA. Teams will represent the local high school with which they are associated.

16.3.2. **Filing Agreement.** Each sponsoring association must file with the State High School Committee the club sport agreement it has with its local high school.

16.3.3. **Deadline to File Agreement.** Per Important Dates and Deadlines.

16.4. Teams Must Follow the High School Guidelines. Teams participating in the South Dakota State High School Soccer Program must agree to follow the guidelines, policies, and procedures set forth by the South Dakota State Soccer Association High School Committee in the approved State High School Policies and Procedures Guidelines.

16.4.1. **Apply the Text Not the Title.** The section and subsection titles in these Guidelines are for the convenience of the user only and are not to be considered in determining the meaning of the provision in question.

17. Player Eligibility Requirements.

17.1. When Player is Not Eligible. A player IS NOT ELIGIBLE to play South Dakota High School Soccer if:

17.1.1. **Age.** The player has reached his or her 20th birthday. (Note: A player who turns nineteen before August 1 in a given year is still eligible to play high school soccer that year. However, because he or she is no longer a U19, the player is not eligible to play in any game other than as sanctioned by the high school program on its master schedule. When submitting an official high school team roster to the SDSSA registrar, the name of any nineteen year old player who turned nineteen before August 1 must be specifically highlighted.)

17.1.2. **Eight Semesters.** The player has attended more than 4 first semesters and 4 second semesters of school (any total of 8), in grades 9 through 12. Enrollment in school for 15 days or participation in 1 extracurricular interschool competition shall constitute 1 semester.

17.1.3. **Passing Grades in Minimum Number of Courses.** The player is not passing and enrolled in 4 full credit academic classes in the current semester and passed 4 full credits the preceding semester.

17.1.4. **Graduated.** The player has graduated from a regular 4-year high school or institution of equivalent rank.

17.1.5. **Not Enrolled in School Represented by Team.** The player has not enrolled in his or her school prior to participation in practice or games. Date of entry into regular classes is considered the date of enrollment.

17.1.6. **Does not attend High School in South Dakota.** A player may not play High School Soccer in South Dakota unless he/she attends a South Dakota High School.

17.1.7. **Extended Absences.** The player has been absent from school more than 10 consecutive school days. (Illness or death in the family accepted).

17.1.8. **Violation of Open Enrollment Policy.** The player has transferred from one high school to another without a corresponding change in the residence of the player's parents or if the player's transfer was not in accordance with the South Dakota Open Enrollment Policy.

17.1.9. **No Physical Examination.** The player has not filed with his or her local association office a signed physical examination, a medical release form, (which includes authorization to treat as well as a medical history of the athlete), and a signed enrollment form from the local association with fees paid or such forms as are required by the player's school or local association.

17.1.10. **Assumed Name.** The player has ever participated in an athletic event under an assumed name.

17.1.11. **College Play.** The player has ever participated in athletics in any institution of learning of higher ranking than a standard secondary school, i.e., a college program.

17.1.12. **Violation of Amateur Standing.** The player has violated his or her amateur standing as established by the South Dakota High School Activities Association.

17.1.13. **Other Teams.** The player is an active member of an independent or non-high school team of the same sport during the high school season. A player may apply for a waiver when the ODP program is involved.

17.2. **Foreign Exchange Student.** A foreign exchange student is eligible to participate in the state high school soccer program for his or her high school, provided the student meets all the eligibility requirements established in these Guidelines and is properly registered with the SDSSA. To register with the SDSSA, a foreign exchange student must comply with the international player rules and regulations. Check with the State Registrar for further information and for the specific procedure to be followed for filing for international clearance.

17.3. **When Player Eligibility Determined.** Unless it is clear from the rule that some other date should apply, whether or not a player meets the general eligibility requirements will be determined as of the first day of the high school season.

17.4. **Determination of Player Eligibility.** The team coach or designee will confirm player eligibility with the respective school district.

18. Program Divisions & Team Assignments

18.1. **Assignment of Teams to Divisions.** The State High School Committee will assign each team recognized by the Committee and sanctioned for play in the high school program to the "AA" or "A" Division. A team's Division assignment or reassignment may be made with or without its consent.

18.2. **Division Assignments.** Division assignments are set forth in the Appendix.

19. State High School Tournament.

19.1. The State High School Tournament will mark the end of the high school season and will be held at a venue designated by the SDSSA Board. 8 teams will go to the state tournament in 2009. All teams qualifying will be eligible to play for the State Championship unless sanctions have been set against that team. The tournament format and rules will be set by the State High School Committee based on the proposals and recommendations made by the local tournament committee.

19.2. **Tournament Entry Form and Fee.** To be eligible for state high school tournament play, a team must submit its tournament fee to the SDSSA Registrar no later than the date per Important Dates and Deadlines. Any team that drops out of the tournament will forfeit its entry fee. A team will not be entitled to a partial refund if it brings fewer players to the tournament than it had submitted.

19.3. **Tournament Roster.** The following procedure will govern the establishment of each team's official state tournament roster:

19.3.1. **Official Tournament Roster.** A team's official tournament roster will consist of those high school players listed on the team's official varsity and junior varsity roster(s) only. Each team in the state high school tournament, in both the AA and A Divisions, may list up to twenty-five (25) players on its tournament roster provided it has submitted, by the deadline. A team may not list more players on its tournament roster than it has paid an entry fee for in advance.

19.3.2. **Tournament Roster, When Finalized.** A coach need not finalize his tournament roster until team check-in at the state tournament. The Tournament Committee will obtain team's official roster(s) from the State Registrar. At check-in, the tournament committee will verify that each player on the proposed tournament roster appears on the team's official varsity or junior varsity roster(s).

19.3.3. **Who Receives Official Rosters.** The tournament committee will then produce a final, official tournament roster and will supply one copy to the coach, one copy to the State Registrar and will keep one copy for tournament use.

19.3.4. **No Roster Changes After Check-in.** No change may be made in the official tournament roster after team check-in has been completed.

19.4. **Tournament Seeding.** Teams will be seeded for the Tournament based on season standings. (See Appendix B).

19.5. **Tournament Play Other than the State Tournament.** No high school team, varsity or junior varsity, may participate in any tournament during the high school season, other than the state high school tournament, unless the tournament is approved by the High School Committee and is properly sanctioned by the SDSSA or a similar state organization. This rule does not prevent teams from participating in a multi-school festival whose scheduled games correspond to the regular high school season schedule.

20. High School Commissioner.

20.1. **Purpose.** In order that constituents of the HS Program have a method to get a timely response to a question, inquiry, request, complaint, interpretation of the Guidelines, or similar matters, and to allow the HS Committee to delegate various administrative responsibilities to a program manager, the Office of HS Commissioner is hereby established.

20.2. Duties of the High School Commissioner.

20.2.1. **General Duties.** Under the supervision of the HS Committee, the High School Commissioner will interpret, apply and enforce the provisions of these Guidelines in response to questions, complaints, requests and inquiries from Coaches, Team Administrators, Local Associations, Referees, the Tournament Committee, the SDSSA, School Officials, Players, and Parents, a member of the HS Committee or Others.

20.2.2. **Administrative Duties.** Throughout the year, the Commissioner will also exercise such administrative duties and responsibilities as assigned by the HS Committee including review of the progress of the Tournament Committee, supervision of the operation of the high school website, and supervision of the calculation of league statistics and power point standings and management of the disciplinary process on behalf of the Committee whenever a complaint is made.

20.3. Matters not for the Commissioner. If matters referred to the Commissioner can not be resolved by reference to the provisions of the Guidelines and the facts at issue, or involve matters of policy not previously addressed by the HS Committee or are of a serious and not routine nature requiring review by the HS Committee, the Commissioner will refer the matter to the HS Committee for a resolution.

20.4. Procedure to be followed by the Commissioner. Whenever possible, matters for determination by the Commissioner will be presented to the Commissioner by e-mail.

20.4.1. Matters for the Commissioner: If the matter can properly be determined by the Commissioner, the Commissioner will decide the matter and will send his/her proposed response, by e-mail, to each member of the HS Committee. Unless a majority of the HS Committee objects to the proposed response within 48 hours, the proposed response will become the official response and will be sent to the person who submitted the matter to the Commissioner for determination.

20.4.2. Matters for the HS Committee. If the matter can only be properly decided by the HS Committee, the Commissioner will propose one or more options for the Committee's timely review and determination. The Commissioner will then send the Committee's decision to the person who submitted the mater for determination.

20.4.3. Administrative Matters. Routine administrative matters can be handled by the Commissioner without prior reference to the HS Committee but such matters will be reported by the Commissioner to the Committee in a timely fashion.

20.5. Appointment of the HS Commissioner. The HS Commissioner will be the Chairman of the HS Committee unless, by majority vote, the High School Committee appoints another person to serve as the HS Commissioner. In that instance, the HS Commissioner will serve under the supervision of the HS Committee Chairman. The person appointed Commissioner by the HS Committee need not be a member of the HS Committee and may be appointed for more than one term.

20.6. Other League Officials. The HS Committee may also appoint various other league officials, as needed, to properly manage the HS program. These officials may serve either on a voluntary or a paid basis and will be under the supervision of the HS Commissioner as provided by the HS Committee.

21. Referees and Game Officials

21.1. Statement of Policy. While the High School Committee recognizes that the training, assignment and compensation of game officials rests primarily with the SDSSA Referee Administrator, Referee Assignors and local associations respectfully, the High School Committee believes that competent and experienced officiating is essential to building a strong high school program in South Dakota.

21.2. Standards and Recommendations. To strengthen the quality of game officiating, the Committee adopts the following policies, standards and recommendations:

21.2.1. Pay Scale. Each Association or sponsoring school may determine the necessary fee to pay referees for its games, with consideration for availability, travel, etc. The fee will be determined by that organization. Mileage: Associations or schools may pay mileage (rate determined by thet organization and the referee). Per diem: Associations or schools may pay per diem costs (rate determined by the organization and the referee).

21.2.2. Referee Scheduling. Each high school game scheduled per the master schedule or approved by the committee will have three (3) referees assigned to that contest.

- 21.2.3. **Training.** It is the policy of the State High School Committee, in cooperation with the State Referee Administrator, on a regular basis, to use some of the program fees paid by high school players to help pay the costs educating referees as to the special rules and regulations associated with the high school program. However, the Committee will not use player fees to support normal and usual referee training, referee assessment activities, referee association development or similar programs. The High School Committee believes that referees have an independent responsibility to develop their knowledge and skills as referees and to fund these programs without relying on program fees paid by high school players.
- 21.2.4. **Referee Accountability.** Game officials who act unreasonably, abuse their authority, or who are clearly not yet experienced enough to officiate at a high school game undermine the high school program and are thus of concern to the High School Committee. The Committee will make available on the high school website a page for coaches to report to the Committee incidents of unprofessional conduct by referees or situations in which referees did not have the experience needed to properly officiate a high school game. This information will be passed along to the State Referee Administrator for further review and action.
- 21.2.5. **Referee Availability.** The High School Committee encourages each team to identify among its parents, coaches, and others who travel with the team those individuals who are certified referees and who might be available and willing to help officiate at an out-of-town venue. We encourage teams to make the names of these people available to local associations and their referee assignors at these venues as early as possible before the game date.
- 21.2.6. **Referee Conflicts of Interest.** Whenever possible, a referee associated in any way with a particular team should not center or line a game involving that team. Examples of this kind of improper association would include situations in which the Referee, in relation to a team, is a coach, assistant coach, team administrator or other team volunteer, player, parent or other relative of a player or a student at the school the team represents. If it is not possible to cover a game without using a referee having one or more of the associations noted above, the referee can be used but each coach must be notified of the conflict of interest before the start of the game. Referees will have an affirmative duty to disclose to their Assignor any conflict of interest identified by this rule.

22. APPENDIX

Guidelines for Developing Master Schedule

The High School Committee will observe the following guidelines when drawing the master schedule.

1. If a team plays in the same city where its school is located, that team will be deemed to have played a home game. Each team is entitled to play at home at least one Saturday each season. In addition, each team is entitled to play at home at least four Saturdays over two consecutive seasons.
2. Each season, every school will be entitled to play at home during its homecoming weekend, unless it agrees otherwise.
3. Number of games scheduled:
 - a. Each team will have a set number of games scheduled for varsity and, if applicable, a junior varsity.
 - b. Each varsity team may schedule additional games on its own, up to a maximum total of 14 games for the season.
 - i. The scheduled game must be agreed to by both parties.
 - ii. The master scheduler must be notified in writing of the scheduled games
 - iii. The respective Referee Assignor must approve the game and indicate the availability to officials for the match.
 - iv. The respective field scheduler must approve the game and indicate the availability of necessary fields for the match.
 - v. The game will not take priority over a regular season game. If it is necessary to reschedule a regular season game, this additional game will not have priority.
 - c. "A" division junior varsity teams will schedule their own games
 - i. Will schedule no more than 14 games
 - ii. Will schedule only with "A" division schools/organizations
 - iii. Will only schedule with other junior varsity teams OR with other sub-varsity teams (defined as the lower half of the roster of an "A" division varsity team). Note: each "A" division varsity team can only schedule one (1) sub-varsity game.
4. "A" division additional games as a sub-varsity or "A" division junior varsity games scheduled:
 - a. The scheduled game must be agreed to by both parties.
 - b. The master scheduler must be notified in writing of the scheduled games
 - c. The respective Referee Assignor must approve the game and indicate the availability to officials for the match.
 - d. The respective field scheduler must approve the game and indicate the availability of necessary fields for the match.
5. These rules must be faithfully applied unless a majority of the High School Committee, after a full discussion, makes an exception for good cause shown.

Point Specifications

- 1) While every team is scheduled to play every other team during the course of the season, a win/loss/tie system will still be used for purposes of seeding for the state tournament play because game cancellation due to weather or other factors may not allow all teams to play each other. The standings system will have the following general characteristics:
 - a) While some teams may play each other more than once during the season, the schedule will reflect which game counts for standings. If neither game is designated as the counting for the standings, the first game between the involved teams will count for power point purposes.
 - b) Only games against other teams, as set on the master schedule, will count toward standings.-
 - c) Tie Breaker: If two teams have the same record at the end of the season, the position of each team, for purposes of state tournament seeding, will be determined by applying the following tie breakers in the following order:
 - i) Head to Head competition;
 - ii) Goal differential (up to 3) in all games played determined by an average per game
 - iii) Goals allowed for the season determined as an average per game.
 - iv) How each team did against the first place team, if that can be determined. If not, how each team did against the second place team, if that can be determined. If not, how each team did against the third place team and so on until the tie is broken.
 - v) Flip of a coin.
 - vi) If more than two teams are tied, the above tie breakers will be applied until the position of one team is determined. The application of the tie breakers will then be restarted in the same manner to determine the position of the remaining teams.
 - vii) If several groups of teams are tied at various positions, the position of the group of teams with more power points will be determined before the position of the group of teams with fewer power points.

SDHS Soccer Power Point System

In the event a full schedule cannot be played, due to weather cancellations or other unforeseen circumstances, a power point system will be used to determine qualifying and seeding for the state tournament. Power Points will be calculated for each team (in all Divisions) for all qualifying games.

For all divisions, power points will be based on three criteria.

First, each team will earn Evaluation Points based on that team's wins and losses; each team's average Evaluation Points per qualifying game will be used to calculate Power Points.

Second, each team will earn Bonus Points based on the strength of that team's schedule.

Third, if at the end of the regular season, a team is undefeated in qualifying games, one Premium Point for each win (up to a maximum of 10 Premium Points) will be awarded to that team.

Evaluation Points

Each team will be awarded Evaluation Points based on its own season record and based on the following tables:

"AA" Division Teams

Victory over "AA" Division Opponent	50 Evaluation Points
Tie with "AA" Division Opponent	40 Evaluation Points
Loss to "AA" Division Opponent	30 Evaluation Points

"A" Division Teams

Victory over "A" Division Opponent	50 Evaluation Points
Tie with "A" Division Opponent	40 Evaluation Points
Loss to "A" Division Opponent	30 Evaluation Points

Bonus Points

Each team will receive Bonus Points based on the strength of that team's schedule.¹ The Bonus Points are based on the combined winning percentage of each team's divisional opponents. To calculate bonus points, the total number of wins plus one-half the number of ties² for all of each team's divisional opponents will be divided by the total number of games played by that all of that team's opponents. That combined winning percentage is then multiplied by thirty. Note: only games between teams within a division count for Bonus Points.

Premium Points

Finally, if at the end of the regular season, a team is undefeated in qualifying games, one Premium Point (up to a maximum of 10 Premium Points) for each win will be awarded to that team. Note: if a team has no losses but has one or more ties, that team is still undefeated, but would not receive Premium Points for its ties.

Example of Power Point Calculation

Assume Team "Red" played eight qualifying games. Team "Red" had five wins, two ties, and one loss. Further assume that the opponents of Team "Red" have 90 wins, 60 losses, and 30 ties.

Team "Red" would receive the following Evaluation Points:

<u>Results for Team "Red"</u>	<u>Points per Game</u>	<u>Evaluation Points Awarded</u>
5 wins against "A" Division teams	50	250
2 ties against "A" Division teams	40	80
1 loss to "A" Division teams	30	30
Total Evaluation Points		360
Average Evaluation Points per Game		45

Team "Red" receives 45 evaluation points.

Bonus Points

The opponents of Team "Red" have 90 wins, 60 losses, and 30 ties. Bonus Points for Team "Red" are calculated as follows:

Combined totals for Opponents of Team "Red"	Win Total
90 total wins	90
30 total ties (each ties counts as ½ of a win)	15
Total wins	105
Divided by 180 total games	.58333
Multiplied by 30	17.5
Team "Red" receives 17.5 Bonus Points.	

Premium Points

Team "Red" was not undefeated so it does not receive Premium Points.

Power Points

Team "Red" receives the following Power Points.

Evaluation Points	45.0
Bonus Points	17.5
Premium Points	00.0
Total Power Points	62.5

Game results and the power points awarded will be posted on the tournament web site every few days.

Any disputes concerning game results or Power Points will be addressed first by the Tournament Competition Chairman next by the HS Commissioner and finally by the State High School Committee.

¹Ties are counted as one-half win and one-half loss for Bonus Point calculations.

Referee Fee Schedule

Referee Pay: Each Association or sponsoring school may determine the necessary fee to pay referees for its games, with consideration for availability, travel, etc. The fee will be determined by that organization.

Mileage: Associations or schools may pay mileage (rate determined by the organization and referee)

Per diem: Associations or schools may pay per diem costs (rate determined by the organization and referee)

2009 Division Assignments

AA Boys

- 1 Aberdeen Central
- 2 Brandon Valley
- 3 Brookings
- 4 Pierre
- 5 Rapid City Central
- 6 Rapid City Stevens
- 7 Sioux Falls Lincoln
- 8 Sioux Falls O'Gorman
- 9 Sioux Falls Roosevelt
- 10 Sioux Falls Washington
- 11 Spearfish
- 12 Watertown
- 13 Yankton

AA Girls

- 1 Aberdeen Central
- 2 Brandon Valley
- 3 Brookings
- 4 Pierre
- 5 Rapid City Central
- 6 Rapid City Stevens
- 7 Sioux Falls Lincoln
- 8 Sioux Falls O'Gorman
- 9 Sioux Falls Roosevelt
- 10 Sioux Falls Washington
- 11 Spearfish
- 12 Watertown
- 13 Yankton

A Boys

- 1 Belle Fourche
- 2 Custer
- 3 Douglas
- 4 Freeman Academy
- 5 Groton
- 6 Harrisburg
- 7 Hot Springs
- 8 Huron
- 9 James Valley Christian
- 10 Mitchell
- 11 Mitchell Christian
- 12 St. Thomas More
- 13 Sioux Falls Christian
- 14 Sturgis
- 15 Vermillion

A Girls

- 1 Belle Fourche
- 2 Groton
- 3 Harrisburg
- 4 Huron
- 5 Mitchell
- 6 Sioux Falls Christian
- 7 St. Thomas More
- 8 Sturgis
- 9 Vermillion
- 10 West Central