

SOCCER (Boys' & Girls')

- 1) The FIFA rules will be followed except where the KingCo League chooses to make variations. KingCo Soccer Guidelines have been approved by the WIAA as the regulations to be enforced by the officials for KingCo matches.
 - a. http://www.fifa.com/mm/document/footballdevelopment/refereeing/81/42/36/log2013en_neutral.pdf
 - b. <http://www.wiaa.com/ConDocs/Con145/WIAA-FIFA%20Soccer%20Modifications%2013-14.pdf>
- 2) Coaches will use a standard roster form for all KingCo League games. Information will include: player's name (first and last); number; year; school; and position.
- 3) The scheduling of all KingCo contests is to be coordinated through the KingCo Soccer Coordinator who is responsible for ordering officials
- 4) Revisions to the KingCo League soccer schedule, as adopted, are to be approved at a regularly scheduled meeting of the KingCo Athletic Director Board.
- 5) Varsity contests will begin at 7:30 and JV contests at 5:30 unless otherwise dictated by field use schedules.
- 6) For all varsity matches, there will be one referee and two linesmen assigned by the officials' association. This format is also recommended for JV League games. (IF less than full allotment of officials arrives for the game, both coaches must agree to use less than the full allotment of officials OR agree to reschedule the game).
- 7) The home team will get first choice as to which end of the field they wish for warm-ups. A representative from their team/school should greet the visiting team upon arrival and inform them as to which end of the field they should warm up on.
- 8) In a situation where the two teams involved have the same colored uniforms, the visiting team is responsible for changing its color. The home team will wear their white jersey and the visiting team will wear dark (green, red, black). Recommendation: have both jerseys with you in case a problem should arise.
- 9) It is recommended that the home field be equipped with a scoreboard and P.A. system when possible. The scoreboard will start at 40:00 and run down to 2:00 at which time it will be stopped. The scoreboard will also maintain the current game score throughout the game. This will apply to all KingCo playoff games.
- 10) A player is limited to two halves of soccer on any one day. Entry one or more times in a half is counted as a full half.
- 11) Red Card Policy: See WIAA Rule 38.3.3.
- 12) The following guidelines will be used for contests ending in a tie-score at the end of regulation play.
 - a) JV & C teams. No overtime will be played in regular season games.
 - b) *Varsity*: Regular season games ending in a tie will have two (2) five (5) minute NON- SUDDEN DEATH overtime periods. If the game is still tied after these two (2) periods, the game ends in a tie. *KingCo Playoff games*: This will apply to the entire KingCo Tournament and not just the State qualifying matches. This is the same format used at State Tournament matches.

- 1) If the game is tied at the end of regulation they will play 2 x 5-minute sudden victory periods.
 - 2) If the game is tied at the end of overtime periods they will go to 5 penalty kicks.
 - 3) If the game is tied at the end of 5 penalty kicks then sudden victory penalty kicks.
- c) ONLY players on the field at the end of overtime, immediately prior to Penalty Kicks is eligible to take Penalty Kicks.
- 13) It is the host team's responsibility to record the game results on www.kingcoathletics.com immediately following the completion of League and non-League games.
- 14) League standing will be based upon the following guidelines:
- a) Win = 3 points; Tie = 1 point; Loss = 0 points.
- 15) Seeding for KingCo playoffs will be determined by the following formula:
- a) League standing (determined by points)
 - b) In case of tie, refer to tie breaker language
- 16) Host team Responsibilities:
- a) Host teams will always maintain their home stand side and the visitors will always maintain the visitor side of the host's stadium.
 - b) Each host team will provide a faculty member or responsible parent to make player introductions. Announcements for pre-game will include all team members for both the home and visitor.
 - i) The visitors will be introduced first. All members of the team will be introduced.
 - ii) The announcer will not indicate a difference between "starters" and "non-starters". For example, "Announcing players for the visiting team from Bellevue High School ... (reading straight down the roster)."
 - c) If play-by-play announcing is done, the "qualified" adult will only name players entering the game, scoring a goal or making an assist, and recognize goalkeeper saves.
- 17) Game Suspensions: In the event a game must be suspended because of conditions which make it impossible to continue play, the referee shall declare it an official game if one complete half or more of the game has been played. If less than one-half of the game has been played, the game will be restarted from the suspension of play.
- 18) Lightning Disturbances: Lightning Guidelines for Washington State High School Modifications to FIFA Laws (See link below) <http://www.wiaa.com/conDocs/Con1648/WIAA-FIFA%20Soccer%20Modifications%2018-19.pdf>

Appendix B: CURRENT KINGCO SCHOOLS

<u>Member School</u>	<u>District</u>	<u>Classification</u>	<u>Abbreviation</u>
Bellevue High School	Bellevue	3A	BELV
Bothell High School	Northshore	4A	BOTH
Eastlake High School	Lake Washington	4A	ELAK
Inglemoor High School	Northshore	4A	INGL
Interlake High School	Bellevue	3A	INTL
Issaquah High School	Issaquah	4A	ISSA
Juanita High School	Lake Washington	3A	JUAN
Lake Washington High School	Lake Washington	3A	LWAS
Liberty High School	Issaquah	2A	LBIS
Mercer Island High School	Mercer Island	3A	MRCR
Mount Si High School	Snoqualmie Valley	4A	MTSI
Newport High School	Bellevue	4A	NWPT
North Creek High School	Northshore	4A	NRCK
Redmond High School	Lake Washington	3A	REDM
Sammamish High School	Bellevue	2A	SAMM
Skyline High School	Issaquah	4A	SKLN
Woodinville High School	Northshore	4A	WDNV

Appendix H: TICKET PRICES FOR LEAGUE AND CONFERENCE EVENTS

KINGCO League Contest (Regular Season)

	Adults	Students w/o ASB	Visiting Students w/ ASB	K-8	Sr 65+ Pre-K Student w/ ASB
BASKETBALL	\$7.00	\$7.00	\$5.00	\$5.00	Free
FOOTBALL	\$7.00	\$7.00	\$5.00	\$5.00	Free
GYMNASTICS	\$7.00	\$7.00	\$5.00	\$5.00	Free
SOCCER	\$7.00	\$7.00	\$5.00	\$5.00	Free
VOLLEYBALL	\$7.00	\$7.00	\$5.00	\$5.00	Free
WRESTLING	\$7.00	\$7.00	\$5.00	\$5.00	Free

KINGCO Conference Events (Post-Season)

	Adults	Students w/o ASB	Students w/ ASB	K-8 Seniors 65+	Pre-K
All Sports	\$7.00	\$7.00	\$5.00	\$5.00	Free
One Session Ticket Price	\$7.00	\$7.00	\$5.00	\$5.00	Free
Track Championship (each day)	\$7.00	\$7.00	\$5.00	\$5.00	Free

ADMISSIONS: General Rules for admission to contests:

- a) No re-admission will be allowed for non-league, league and playoff games.
- b) For all activities where admission is charged, the following will be in effect: Admission charges may continue throughout the total contest.
- c) Free regular season admission for senior citizens 65 and older.
- d) Admission must be charged for the following events: during the regular league season.
 - a. **FALL – Football, Girls Soccer, Volleyball**
 - b. **WINTER – B&G Basketball, Gymnastics, Wrestling**
 - c. **SPRING – Boys Soccer**
- e) Staff members with KingCo faculty passes will be supervisors.
- f) Students who have not reached high school will not be allowed admission to athletic contests unless accompanied by a parent or an adult. The burden of proof is the responsibility of the individual wishing admittance.
- g) Season ticket sales and special family nights, with any price reduction, is left to the discretion of each school (20% reduction of total ticket price is allowed by law).
- h) Admissions will be charged ½ hour prior to the first JV game (also applies to C games) that precedes a varsity contest. Gymnastics will begin charging one hour prior to the meet.
- i) Each member school shall receive five student photographer passes, issued by the League.
- j) Charging admission for Quads will begin ½ hour prior to the first game.
- k) KingCo Admission Prices for Regular Season and Post Season are included as Appendix F.

KINGCO PASSES (KingCo Post season):

- a) Faculty passes are NOT recognized at KingCo Post season events
- b) The Washington Coaches Association provides scouting passes, distribution of which is at the discretion of each member school. Scouting Passes are good for admittance to all KingCo athletic events including the KingCo playoffs.
- c) News media, assigned to cover KingCo athletic events, receives free admission upon display of a Press I.D. card. Each member school receives five media passes for students/school use. Photographer areas will be at the discretion of the event manager, subject to the following guidelines.
 - i. A photographer should not be on the turf at any time.
 - ii. Photographers that wish to access an area other than the stands must gain clearance from the site supervisor.
 - iii. KingCo regulations specifically prohibit any spectators on the field and states this in the pregame announcements. "Spectators are required to stay off the playing surface at all times particularly at the conclusion of games."
 - iv. Photographers should not be near either teams' bench at any time.
 - v. Photographers do not stand directly behind the goal box, goal posts, or lacrosse goals.
- d) No KingCo League pass shall be sold.
- e) No KingCo League scouting pass shall be distributed to or used by students or children.
- f) WSCA membership shall be recognized for admission to any KingCo League event including the playoffs.
- g) Passes must be accompanied by picture ID.

APPENDIX M: KINGCO TIE BREAKER LANGUAGE

Philosophy of Tie-Breakers:

1. The regular season is given high value.
2. Each sport is different and unique but keeping continuity and consistency is also important.
3. It is important to eliminate additional playoff games in an effort to cut down on the nights student/athletes are out and the amount of time they miss from the school day.

Notes:

- When the tiebreaker system is used in the following situations, the steps listed below each situation will be applied in rank order (Step #1 first, if that does not break the tie, go to Step #2 and so on though as many steps as necessary to break the tie.
- Head to head competition will be the first criteria used in all tiebreaker situations regardless of what's at stake. Head to head will also be used in determining a League Champion when it can be applied.
- Since the KingCo Conference is currently a Multi-Classification League (2A/3A), the results from league contests for schools in that division will count for both Regular Season Championships and will be used in seeding any tournaments.

- A. Determining League Champion and/or Entry into a Championship Contest:** Head to Head Contests. If teams split head-to-head regular league contests or did not meet during the regular league season a playoff contest may occur. See breaking Multiple Ties below when 3 or more teams are involved.

Notes:

- Playoff will occur only if necessary (ex. 3-way tie for 1st but only 2 playoff spots are available). Otherwise, if teams split head-to-head regular league contests, then they will all be declared Co-Champions. If number of teams tied equals number of playoff spots and no advantage is gained with either spot, a coin toss will be used. Home court or home field will not be considered an advantage that will warrant an additional playoff contest.
- If in league play a higher seed in a bracket is at stake, this will be considered an advantage and the steps under Section D will be applied to break that tie. If the tie is broken for seeding, then the teams involved will still be declared Co-Champions.

- B. Placement into a Post Season Tournament Bracket when a BYE or Automatic Entry is at Stake and when Additional Tennis Entries are at Stake:** Head to Head Contests. If teams split head-to-head regular league contests or did not meet during the regular league season a playoff contest will occur. See breaking Multiple Ties below when 3 or more teams are involved.

Note: If both above scenarios exist for the same situation, the will statement has higher priority than the may statement.

- C. Entry into Final Spot(s) of a Post Season Tournament Bracket:** Head to Head Contests. If teams split head-to-head regular league contests or did not meet during the regular league season a playoff contest will occur. See breaking Multiple Ties below when 3 or more teams are involved.

- D. All Other Seeding into a Post Season Tournament Bracket or Determination of Final League Standings:**

Step 1 – Head-to-Head Regular League Contests. **See breaking Multiple Ties below when 3 or more teams are involved.**

Step 2 – Results against Teams-above and below in League going in rank order from first to last place. **See breaking Multiple Ties below when 3 or more teams are involved.**

Step 3 – Coin Toss or Random Draw

Description of Steps (Criteria):

Step 1 – Head to Head Contests – If one team had a better won-loss record in regular league contests against the other team during the regular league season, then the tiebreaker will be awarded to the team with the better record in head-to-head competition.

Note: Some sports have league non-counters as part of their regular league schedule. These contests will not count when determining head-to-head won-loss records.

Step 2 – Results against Teams above and below in League going in rank order from first to last place.

Example: If a tie at 3rd, how did each team do against the #1 team? If Team A beat the #1 team and Team B did not, then Team A would win the tiebreaker. If both teams beat the #1 team we would go on to the #2 team-and repeat the process all the way down to the last placed team in the league if necessary.

Step 3 – Coin Toss/Random Draw: If reaching this step in the policy and three or less teams are involved a coin toss will be used. If four or more teams are involved a random draw will be utilized. No playoffs will occur if reaching this step.

Breaking Multiple Ties:

Step 1 – Head to Head: As many teams as are involved, head-to-head records will be compiled for each team. If more than two teams are involved, the team with the best overall record against the other teams involved in the tie will be awarded the advantage (championship, higher seed or BYE).

1st – Compile head-to-head records. Place teams into bracket based on rank order.

2nd – If there is an additional tie within the ranking that tie would be broken by applying the appropriate steps above, again comparing head to head.

Step 2 – Results against Teams above and below in League going in rank order from first to last place. Example: If a multiple tie at 3rd, how did each team do against the #1 team? If Team A beat the #1 team and Team B and Team C did not, then Team A would win the tiebreaker and be placed in the bracket. Then the steps would start over with Teams B and C and they would be compared Head to Head. If they split, they would then go to the #2 Team and so on until the tie was broken. If all 3 teams beat the #1 team we would go on to the #2 team-and repeat the process all the way down to the last placed team in the league if necessary.

Step 3 – Coin Toss/Random Draw: If reaching this step in the policy and three or less teams are involved a coin toss will be used. If four or more teams are involved a random draw will be utilized. No playoffs will occur if reaching this step.

Automatic Entry:

Defined as a tournament bracket spot that guarantees entry into the next level of competition (ex. The top 4 entries in a KingCo Tournament who automatically qualify for District and are just playing for seeding).

Last Updated: ~~5/31/16~~, 6/1/17