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ARTICLE 9

SECTION 1 – REGULAR SEASON REGULATIONS

1. SPORT COMMITTEE MEETING

- 1.01 The Conference office will conduct an annual meeting of head coaches. This meeting will be conducted either by conference call or in-person as designated by a yearly alternating schedule. An administrator or full-time assistant coach may substitute for the head coach with prior approval from the Conference office. Representation by each institution is required unless approval is granted by the Conference office

2. EVENT AND GAME MANAGEMENT GUIDELINES

- 2.01 All Atlantic 10 soccer fields must meet the following standards:
- A. The field must meet all NCAA requirements as outlined in rule one of the NCAA Soccer Rules.
 - B. The surface should be properly maintained and clearly marked. The playing surface should be level and void of holes or ditches resulting from heavy overuse. The facility should also be free of broken glass.
 - C. The facility should have controlled use and proper security.
 - D. The field must be game ready a minimum of one hour prior to start time. Goals, nets, and corner flags should be in place at this time. Lines should be clearly painted and fully dried.
 - E. A visible scoreboard, public address system, and scorer's table must also be in place.
 - F. The NCAA protocol is followed for all Conference games with the exception of senior day.
- 2.02 If a member institution is unable to meet all of the above conditions for its home site, it will play all its Conference games "away" until such requirements are met. The institution would then resume Conference play based on the master schedule issued by the Conference office.
- 2.03 The visiting team practice must be scheduled at the same site in which the home team practices. A time period of 60 minutes must be provided. The request for practice must be made by September 1. In the event of extenuating circumstances (i.e. inclement weather), a comparable site must be provided.
- 2.04 All nets used during the regular season and Conference Championship should be constructed of nylon-like mesh.
- 2.05 A secure and private locker room with showers must be provided for the visiting team at least 90 minutes before the game and after the game. The host institution is responsible for providing towels and soap for the locker rooms. If locker rooms are not located near the game field, the home institution must provide a space dedicated only to the visiting team for use during pre-game, halftime and post-game activities (i.e. tent with side walls).
- 2.06 The home institution will provide the officials a secure and private locker room with showers at least 60 minutes before the game and after the game. Towels and soap will also be included. Reserved parking for the officials near the locker room (or game field) is to be available. If the locker room is not within close proximity of the field, transportation to and from the game field should also be provided.
- 2.07 The home institution should provide suitable security for the officials before and after the game. This includes upon their arrival, in the locker room and on and around the field.
- 2.08 The home institution should provide pre-game drinks and post-game snacks for the officials.
- 2.09 Each home institution must provide forty (40) complimentary tickets to the visiting team for any regular season Conference competition. If the host institution does not charge admission, this policy does not apply.
- 2.10 The Atlantic 10 Conference logo must be displayed at the field for all home games. Refer to the Atlantic 10 Identity Guidelines for logo specifications.
- 2.11 The host institution shall not tolerate disruptive and unsportsmanlike fan behavior. All efforts must be made to prevent and police this behavior. Fans must be warned against throwing debris on the playing area. No obscene or degrading signage is allowed in the field area. Public address announcements must be made warning violators of eviction.

SOCCKER

- 2.12 The following announcement should be read prior to all Conference contests: *“The (name of school) and the Atlantic 10 Conference promote good sportsmanship by student-athletes, coaches and spectators. We request your cooperation by supporting the participants and officials in a positive manner. Profane, racist, sexist, sexual orientation and other derogatory comments or other intimidating actions directed at officials, student-athletes, coaches or team representatives will not be tolerated and are grounds for removal from the site of competition.”*
- 2.13 An athletic department staff member or representative (not a coach) must be present at each home Conference contest and remain until the crowd disperses. The on-site administrator will introduce him/herself to the visiting team head coach and/or administrator and officials. The on-site administrator will answer any questions and indicate where he/she will be stationed for the duration of the contest.
- 2.14 Each institution must provide a “visitor’s guide” which must be available to each visiting AD, SWA, SID, Head Athletic Trainer, and Head Coach. The guide can be sport specific or it can include information on all athletic facilities. The information should include, but is not limited to, the following: campus map, parking location(s) for team buses and officials, location of visiting team and officials locker rooms, appropriate departmental personnel contact information, including home and cell phone numbers where applicable, campus security phone numbers, list of nearby coin laundromats, list of restaurants – especially those serving after evening games – and a list of hotels in close proximity to campus and/or the playing field.

3. OFFICIAL BALL

- 3.01 It is the discretion of each institution to select the game ball manufacturer used for regular season play.

4. OFFICIALS

- 4.01 Referees for all A-10 non-conference and conference matches, including exhibitions and scrimmages, must be assigned by the A-10 Coordinator of Officials through ArbiterSports.
- 4.02 All games will be officiated by one referee and two assistant referees. In addition to the three-person on-field referee crew, one additional official will be assigned to the scorer’s table area. The Coordinator of Officials will assign the officials to work each game. If extenuating circumstances arise in which the assigned number of referees are not present, it is permissible for a minimum of two referees to officiate the game.
- 4.03 All A-10 institutions must use the Ref-Comm Yapalong 4000 (4-User) Referee Communication System for all home games.
- 4.04 The following is to be adhered to in regards to payment of officials:
- A. If an official is notified of a postponement/cancellation/rain-out of a game before he/she begins the trip to the site of the game, he/she receives NO PAYMENT.
 - B. If an official departs his/her house for a game and is notified of a postponement/ cancellation/rain-out prior to arriving at the site of the game AND the game is not played, he/she receives ONE-HALF (1/2) of the game fee, plus travel where appropriate.
 - C. If an official arrives to the game site, he/she receives the FULL GAME FEE, plus travel expenses where appropriate, regardless if the game is played.
 - D. Officials assigned to a full-crew game who work the game two-person shall receive a base fee normally set for two referees, plus any travel and/or tolls.
- 4.05 The following should be provided to the officials while on site:
- A. Secure locker room with showers, towels and soap. The locker room should be large enough to accommodate the entire crew.
 - B. Drinks and snacks in the locker room before the game.
 - C. Reserved parking near the locker room facility along with transportation to and from the game field if the locker room is not near the field.
 - D. Security personnel to and from the game field and locker room.

SOCCER

5. RULES

- 5.01 All soccer competition will abide by NCAA rules, as set forth by the NCAA Soccer Rules Committee.
- 5.02 If a conference soccer game is postponed, the game will be played the following day. If the game is not able to be played the following day, the two institutions will look to find an agreeable date. If the two institutions cannot mutually agree on a future game date and the game would have an impact on qualification or seeding in the Championship, the Conference office will set the date the game must be played.
- 5.03 **If a game is suspended due to inclement weather, conference policy will supersede the NCAA “three-hour completion” rule (NCAA Rule 7.6). The conference office in conjunction with the host school will determine when the game can be resumed regardless of the length of time since the start of the match.**

6. SCHEDULING GUIDELINES - CONFERENCE GAMES

- 6.01 Men’s Soccer shall compete in eight (8) conference games. Women’s Soccer will compete in 10 conference games.
- 6.02 For all Conference games, it will be the responsibility of the home institution to establish game time and date (according to Conference policy). The visiting team should be consulted as a matter of courtesy.
- 6.03 It is the responsibility of the home team’s administrator to make each of the following personnel aware of any changes to date, time, or location of a game: visiting institution’s administrator, visiting institution’s head coach, A-10 Coordinator of Officials, and A-10 office.
- 6.04 If institutions are not able to reach an agreement on Sunday game times, the games must be scheduled between 12:00 pm and 2:30 pm (with the exception of daylight savings time).

7. SCOUTING REPORTS

- 7.01 Scouting information or video of Conference opponents may not be provided to non-conference opponents.

8. SPECIAL EVENTS

- 8.01 Senior Day recognition or any special event should be held 15 minutes prior to the game so as not to impact the start of the game. The opponent must be notified prior to arrival of the time frame slated for the special event.

9. UNIFORMS

- 9.01 Men’s Soccer:
The home team will wear dark-colored uniforms on Wednesday of Conference games and light-colored uniforms on Saturday of Conference games. The visiting team will wear light-colored uniforms on Wednesday and dark-colored uniforms on Saturday. Any change to this policy must be mutually agreed upon by both institutions prior to the visiting team’s departure from their campus. The home team should confirm uniform colors with the visiting team prior to the game.
- 9.02 Women’s Soccer:
The home team will wear dark-colored uniforms on Thursday of Conference games and light-colored uniforms on Sunday of Conference games. The visiting team will wear light-colored uniforms on Thursday and dark-colored uniforms on Sunday. Any change to this policy must be mutually agreed upon by both institutions prior to the visiting team’s departure from their campus. The home team should confirm uniform colors with the visiting team prior to the game. **Additionally, the home team should identify each team’s uniform colors when uploading match video to VidSwap.**
- 9.03 The Conference logo must be applied to all home and away uniforms. Refer to the Atlantic 10 Identity Guidelines for specific size, placement and logo requirements.

10. VIDEO EXCHANGE

- 10.01 Men’s Soccer must use RightPlay video exchange service as the primary means for transferring match video.
- 10.02 Women’s Soccer must use VidSwap video exchange service as the primary means for transferring match video.

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10.03 Men's Soccer:

- A. **Teams must upload all home non-conference and conference games to RightPlay video exchange within 24 hours of the completion of the game. The home team is responsible for the upload of conference games.**
- B. Video Requirements:
 - Filmed from an elevated position
 - Include sound
 - Recorded from conclusion of National Anthem through final whistle
 - Run continuously throughout the game
 - Video record the scoreboard:
 - ✓ After each goal
 - ✓ At the end of the half
 - ✓ At the conclusion of the game
 - ✓ Include any statistical information on board
- C. If possible and *upon prior request*, a DVD or digital copy of the game will be provided to the A-10 visiting team at the conclusion of the match.

10.04 Women's Soccer:

- A. Teams must upload their two most recent home non-conference games prior to the first conference game. Teams are not required to upload videos of non-conference games once conference play has begun.
- B. All conference games must be uploaded to VidSwap video exchange. The home team is responsible for the upload of conference games.
- C. Game video (non-conference and conference) must be uploaded within 24 hours of completion of the game.
- D. Video Requirements:
 - Filmed from an elevated position
 - Include sound
 - Recorded from conclusion of National Anthem through final whistle
 - Run continuously throughout the game
 - Video record the scoreboard:
 - ✓ After each goal
 - ✓ At the end of the half
 - ✓ At the conclusion of the game
 - ✓ Include any statistical information on board
- E. If possible and *upon prior request* a DVD or digital copy of the game will be provided to the A-10 visiting team at the conclusion of the match.

SECTION 2 - CONFERENCE CHAMPIONSHIP REGULATIONS

1. AWARDS

- 1.01 The following awards will be presented following the Championship:
 - A. Championship team trophy
 - B. Championship individual awards (27 - men, 28 - women)
 - C. All-Championship team (11)
 - D. Most Outstanding Player

- 1.02 The Most Outstanding Player and at least one goalkeeper must be a member of the All-Championship Team.

2. DATE AND SITE DETERMINATION

- 2.01 The dates and locations for the Championship will be determined by the Atlantic 10 Conference.
- 2.02 **Quarterfinal games will be played on the campuses of the top four seeds (#1-#4) the weekend following the final regular season games and the weekend prior to the semifinals and championship final. If the higher seeded team is not able to host, the quarterfinal match will be played on the campus of the lower seeded team.**

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- 2.03 The semifinal and championship final site will be assigned through a rotational cycle of institutions that meet the minimum standards for hosting. The site of the Championship is subject to the approval of the Senior Woman Administrators and Directors of Athletics.

3. FORMAT

- 3.01 The top eight (8) teams, after Conference regular season play has ended, will compete for the Atlantic 10 Soccer Championship. The teams will be seeded one (1) through eight (8).
- 3.02 **Quarterfinals matches will be played on the campuses of the top four seeds (#1-#4) on either Saturday or Sunday based on facility and schedule availability.**
- A. **Men: Quarterfinals matches will be played on either Saturday or Sunday based on facility and schedule availability. Saturday will be the designated day for quarterfinal games unless the host institution has a direct facility conflict preventing play on Saturday. In that situation the quarterfinal game will be played on Sunday.**
- B. **Women: Host institutions playing men's soccer and football (if applicable) on the road must conduct the women's soccer quarterfinal game on Saturday. Institutions scheduled to host an on-campus football game or a home men's soccer match on Saturday have the option to conduct the women's soccer quarterfinal game either before or after the respective men's soccer or football game, or they may play the quarterfinal game on Sunday.**
- 3.03 **All institutions must pre-determine the day they would play the quarterfinal game (if hosting) by September 1.**
- 3.04 **Game times will be set by the host school with prior approval from the Conference office. Games should not begin before noon (12:00 p.m.) on Saturday or Sunday.**
- 3.05 **The four winners of the quarterfinal games will advance to one, pre-determined site for the semifinals and championship final. The two semifinal matches will be played on Friday, and the championship final will be played on Sunday.**
- 3.06 The winner of the Atlantic 10 Soccer Championship will receive an automatic bid to the NCAA Championship.
- 3.07 If the Championship cannot be conducted or completed (even if play has begun), the automatic qualifier to the NCAA Championship shall be the regular season champion. In the event of a tie for regular season champion, the tie-breaker method will be used in determining the #1 seed/representative.

4. OFFICIAL BALL

- 4.01 The game ball of the Atlantic 10 Soccer Championship will be the same ball as the NCAA Championship ball and will be used in all semifinal and championship final games.

5. OFFICIALS

- 5.01 A three-person referee system will be used for all games of the Championship. In addition, there will be one (1) official assigned to the official scorer's table area for each game. The Coordinator of Officials will assign the officials to work each game.

6. POLICIES AND PROCEDURES

- 6.01 The Atlantic 10 Soccer Championship will be played on a field with a grass-like surface of at least 110' by 70'.
- 6.02 NCAA soccer rules will be followed in governing length of game and overtime. There will be two sudden-victory overtime periods 10 minutes in length, followed by kicks, if necessary.
- 6.03 The higher seeded team will wear light-colored jerseys and socks and will occupy the bench to the right of the scorer's table when facing the table. The lower seeded team will wear dark-colored jerseys and socks and will occupy the bench to the left of the scorer's table when facing the table. The host institution has the option to occupy their home bench regardless of seed if they qualify for the championship.

SOCCER

- 6.04 The travel party and squad size for the Atlantic 10 Championship will remain consistent with the standard for the NCAA Soccer Championship.

7. PRACTICE

- 7.01 The host school will provide 60 minutes of practice time to each team on a soccer practice field the day preceding the Championship. Teams may walk the game field (no balls) without cleats the day before their first game. Each team competing in the championship final will be offered a 60-minute practice on a soccer practice field the day between the semifinals and championship final.
- 7.02 Practice times will be assigned according to match times. The Conference office may reassign practice times under extenuating circumstances.
- 7.03 **The host institution will have the option to select the practice time consistent with their normal regular season practice time on the first day of championship practice to avoid additional missed class time.**

8. PRE-CHAMPIONSHIP CONFERENCE CALL

- 8.01 A conference call will be held prior to the start of competition to review Championship procedures. The head coach and program administrator from the participating institutions are required to participate on the call.

9. SEEDING AND TIE-BREAKER

- 9.01 Seeding for the Championship will be determined by a point system:
3 points awarded for a Conference victory.
1 point awarded for a Conference tie.
0 points awarded for a Conference loss.
- 9.02 In the event of a tie, the following tie-breaker system will be used for selection to the Championship and seeding in the Championship. (Note: In the women's tie-breaker step, 'E' will be used before step 'D'):
- A. Head-to-head competition. If head-to-head competition did not occur for all teams involved in the tie, skip to 'B'.
 - B. Composite Conference record (by points) versus all common Conference opponents. This becomes step 'A' if head-to-head competition did not occur for all tied teams.
 - C. Each team's Conference record (by points) versus the highest common Conference opponent in the standings and continuing down through the lowest common opponent in the standings, if necessary.
 - D. Overall goal differential of the tied teams in head-to-head competition (maximum of six goals per game).
 - E. Goal differential against common Conference opponents (maximum of six goals per game).
 - F. Goal differential versus the highest common Conference opponent in the standings and continuing down through the lowest common opponent in the standings, if necessary (maximum of six goals per game).
NOTE: When arriving at another pair of tied teams while comparing goal differential, use each team's combined goal differential against the tied teams as a group rather than the performance against the individual tied teams.
 - G. Coin toss if a tie exists among two teams and a draw if a tie exists among three or more teams.
- 9.03 All ties will be broken in descending order. Once ties are broken, they remain broken throughout the tie-breaker process.
- 9.04 Each time a tie is broken (regardless of the number of remaining tied teams), the tie-breaker procedure begins anew with step 'A'.

10. TRAVEL REIMBURSEMENT

- 10.01 Participating members will receive travel reimbursement and per diem allowances according to the following formula:
- A. One round-trip coach airfare plus fees not to exceed \$400.00 for each member of the official travel party. Institutions are permitted to fly provided the distance from campus is over 400 miles one way. The mileage chart is located on page 12 of this manual. There are no exceptions or waivers for mileage qualification.

SOCCKER

- B. Actual invoice for charter bus service.
- C. Current IRS mileage for local institutions if institutional van used rather than charter bus.
- D. Per diem allowance of \$75 per day for each member of the travel party each day of competition and the day between semifinal competition and the Championship.
- E. Per diem allowance of \$37.50 for each member of the travel party the day immediately preceding and following competition.
- F. Local and host institutions will receive a per diem of \$25 for each member of the travel party each day of competition, the day immediately preceding and following competition. With the Commissioner's approval an exception can be made if dorms are closed.