



**Idaho High School Activities
Association
2026-2027
Soccer Coaches Packet**

dairy west®

2026 Soccer

Classification based on grades 9-12:

6A	1,400 and over
5A	1,399 - 700
4A	699 and under

2026 Soccer Season

First Day of Practice	August 10
First Game	After 10 days of practice
Dist. Tourn. Completion	October 13
State Play-ins	October 17
State Tournament	October 22-24

*All teams will be required to enter rosters, schedules and scores on MaxPreps.

Soccer Sports Practice Model

The IHSAA Board of Directors has adopted the fall sports practice model for soccer.

Game Limitation for Each Team

No team shall participate in more than 16 games per season.

Game Limitations for Individuals

An individual shall play in no more than 32 halves during regular season and no more than four (4) halves per day.

Game Limitations Per Day

No team or individual shall participate in more than two games per day during regular season play.

Number of Participants/Coaches/Support Personnel

At all play-in and state tournament games, varsity teams are limited to twenty-two students in uniform at the start of the contest. Violation of this rule will result in the school being assessed a maximum fine for dressing more than the approved number of players at a state play-in or tournament game with forfeiture of the game if excess numbers play. All classifications will be allowed three coaches and three support personnel to be admitted without an IHSAA card or tournament pass. Any coaches or support personnel exceeding that number must have either an IHSAA card or purchase a tournament pass.

Teams

Each school will be allowed to enter one varsity girls' team and one varsity boys' team into district competitions.

Girls will play on a separate team and boys will play on a separate team. If a school offers a boys' team and not a girls' team, girls will be allowed to play on the boys' team. If a school offers a girls' team and not a boys' team, boys will not be allowed to play on the girls' team.

Outside Competition

Competing on a club soccer team during the IHSAA season is prohibited. See Outside Competition Rule 8-11.

Soccer Practice Games

An organized scrimmage or practice with or against teams or players not belonging to their school is considered a contest, and counts toward the allowed 16 game regular season limit.

High school soccer teams are not allowed to scrimmage or practice with or against non-high school teams or players.

Playing Rules

All contests will be played under NFHS Rules. Rule books are to be picked up and signed for by the school representatives (one for boys', one for girls') at the district rules clinic.

Officials

Only IHSAA certified officials shall officiate any IHSAA contest. Officials may become certified by complying with IHSAA certification requirements. Assignment and training of officials is the responsibility of the District Board of Control of each activity district.

Sportsmanship

Sportsmanship shall be a point of emphasis for all schools sponsoring soccer. School administrators are encouraged to hold a sportsmanship meeting with all players, coaches and parents prior to the first regular season game.

Yellow Card Accumulation Program

Schools shall be required to track and record the accumulation of yellow cards (cautions) during the soccer season by an individual player or coach. The situations surrounding red cards (4-3 Ejections) are dealt with directly under IHSAA Rule 4-3 and will not change. The consequences for the accumulation of excessive yellow cards will be as follows:

1. Beginning with the first regular season contest, any player or coach who receives a total of five (5) yellow cards in one season shall be suspended from and may not participate in the next regularly scheduled contest at that level and all contests in the interim, including postseason games. Suspended players or coaches must serve their suspension in the next scheduled contest. If the total is reached in the final postseason contest, the suspension will be served in the first contest of the following year. If a senior is to serve a suspension, it shall be rolled over to the first contest of the next sport in which the athlete is involved. The IHSAA strongly recommends that school administration meet with any coach/player who reaches suspension level to address the situation and develop protocols for improvement.
2. If a player or coach receives an additional five (5) yellow cards after the first suspension, an additional two game penalty would apply and the process would be repeated. See next page:
 - 5 yellows = 1 game suspension
 - 10 yellows = additional 2 game suspension
 - 15 yellows = additional 3 game suspension, and so on.
3. A red card with 4-3 not in effect will count as two (2) yellow cards.
4. Coaches will be responsible for tracking yellow cards accumulated by their players and/or team personnel (coaches included) and report to their athletic directors. Each school is responsible for maintaining accurate records of all yellow cards received during the regular season and postseason tournaments. Schools must notify the IHSAA when the player or coach reaches suspension level. *See "Card Accumulation Notice" on the IHSAA website.
5. Officials shall include yellow card information in the DragonFly game reports when possible.
6. Yellow cards received in pre-season scrimmages or jamborees will not count towards accumulation totals.

7. Any illegal participation of suspended players or coaches may result in fines, sanctions and elimination from district and state play.
8. Any player/coach found guilty of getting him/herself deliberately cautioned will be subject to an additional match ban.
9. At the beginning of the District tournament (includes District play in games if applicable), yellow card count will reset to "0".
10. District tournament yellow card accumulation will be as follows:
3 yellows = 1 game suspension
6 yellows = additional 2 game suspension, and so on
11. At the beginning of the State tournament (includes State play in games), yellow card count will reset to "0".
12. State tournament yellow card accumulation will be as follows:
3 yellows = 1 game suspension

Official Ball

The Official Soccer Ball for all play-in and state tournament games is the Baden ST7 Perfection® THERMO Bonded.

2026 Soccer Representation

State tournament representation in soccer is determined for a two-year period based on 40% of schools in each classification. See Rule 2-5.

State Play-ins – Saturday, October 17th

Matchups will be determined by MaxPreps rankings. The highest seeded team according to MaxPreps will host.

BOYS

6A Boys Play-in Pool 4 teams – 2 games

*District 4-5-6B (Guarantee host)
3 At-Large

5A Boys Play-in Pool 4 teams – 2 games

4 At-Large

4A Boys Play-in Pool 6 teams – 3 games

*District 1-2B
*District 3B
*District 4B
3 At-Large

GIRLS

6A Girls Play-in Pool 4 teams – 2 games

*District 4-5-6B (Guarantee host)
3 At-Large

5A Girls Play-in Pool 6 teams – 3 games

*District 3B
5 At-Large

4A Girls Play-in Pool 6 teams – 3 games

*District 1-2B
*District 3B
*District 4B
*District 5B
2 At-Large

2026 Bracketing

Qualifying teams will be seeded into the state bracket according to the final rankings through and including all regular season and district tournament matches. The high seed is considered the home team for all matches in the tournament.

#2 Seed

#7 Seed

#3 Seed

#6 Seed

#4 Seed

#5 Seed

#1 Seed

#8 Seed

2026 State Tournament

Date: October 22-24

Site: 6A: Bonneville HS (G)/Hillcrest HS (B)
5A: Sandpoint – Field of Dreams/Stadium
4A: Twin Falls HS (G)/Burley HS (B)

Time Schedule

Time schedules will be determined by each site host, depending on the number of fields available.

Size of Field

- A. The field of play shall be 100 yards to 120 yards long and 55 yards to 80 yards wide. It is highly recommended that high school games be played on a field at least 110 yards by 65 yards.
- B. In the event that a schools' field dimensions do not meet minimum standards, they shall line their field as close to the minimum standards as possible and shall indicate that their field falls below minimum standards because of geographic restrictions.

Tie Games

- A. Regular season games that are tied at the end of 80 minutes of play:
 1. The decision whether to break ties will be made prior to the game by the two teams playing.
 2. If used, tie games will be resolved by the same procedure used in (B).
- B. District, state or play-in games that are tied at the end of 80 minutes of play will be resolved as follows:
Two (2) sudden victory (10) ten-minute overtimes will be played. If the game is still tied after the (2) 10-minute overtime periods, kicks will be taken from the penalty mark with five (5) members from each team alternating kicks. After all five (5)

members from each team have kicked, the team with the most goals will be declared the winner. If the game is still tied, the coach will select five (5) new players (different players than the first five (5) who kicked), to take alternating kicks in a sudden victory situation; if one team scores and the other team does not score, the game is ended without more kicks being taken.

Suspended Soccer Games

In the event a game must be suspended because of conditions which make it impossible to continue play, the head referee shall declare it as 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 may be rescheduled from the point of suspension of play. If for reasons the schools are unable to reschedule the contest, the game shall be declared no-contest.

2026-28 BOYS SOCCER CLASSIFICATION & ALIGNMENT

District	6A 1400 & Above	5A 1399-700	4A 699 & Below
I (11)	Coeur d'Alene Lake City Post Falls	Lakeland Sandpoint	Bonnars Ferry CdA Charter Kootenai** Priest River St. Maries** Timberlake
II (5)		Lewiston Moscow	Grangeville** Prarie**
III (31)	Bishop Kelly Boise Borah Centennial Eagle Kuna** Meridian Middleton Mountain View Owyhee Rocky Mountain Timberline-B	Caldwell Capital Columbia Mountain Home Nampa Ridgevue Skyview Vallivue	Ambrose Casade** Emmett* Fruitland McCall –Donnelly** Meadows Valley ** Melba** New Plymouth** Parma Payette Weiser
IV (16)	Canyon Ridge	Burley Jerome Minico Twin Falls Wood River	Bliss** Buhl Declo Filer Glenns Ferry** Gooding Hagerman** Kimberly Sun Valley Community School Wendell
V (9)	Highland-P	Century Pocatello	Aberdeen American Falls Malad** Marsh Valley ** Preston Snake River
VI (14)	Madison Rigby** Thunder Ridge	Blackfoot Bonneville Hillcrest Idaho Falls Shelley Skyline	Firth Ririe** South Fremont Sugar-Salem Teton
(86)	(20)	(25)	(41)

** Was Previously in a Co-op

2026-28 GIRLS SOCCER CLASSIFICATION & ALIGNMENT

District	6A 1400 & Above	5A 1399-700	4A 699 & Below
I (11)	Coeur d'Alene** Lake City	Lakeland Post Falls Sandpoint	Bonnars Ferry CdA Charter Kellog** Priest River St. Maries Timberlake
II (5)		Lewiston Moscow**	Deary** Grangeville Orofino Potlatch**
III (31)	Bishop Kelly Boise Borah Centennial Eagle Kuna** Meridian Middleton Mountain View Owyhee Rocky Mountain Timberline-B	Caldwell Capital Columbia Mountain Home Ridgevue Skyview Vallivue	Cascade** Emmett** Fruitland Homedale McCall –Donnelly** Meadows Valley** Melba** Nampa New Plymouth** Parma Payette Tri-Valley** Weiser**
IV (19)		Burley Canyon Ridge Jerome Minico Twin Falls Wood River	Bliss** Buhl Declo** Filer Glens Ferry** Gooding Hagerman** Kimberly Raff River** Shoshone** Sun Valley Comm. Wendell
V (10)	Highland-P	Century Pocatello	Aberdeen American Falls Marsh Valley Malad Preston** Snake River West Side**
VI (13)	Madison Rigby Thunder Ridge	Blackfoot Bonneville Hillcrest Idaho Falls Shelley Skyline	Firth South Fremont Sugar-Salem Teton
(89)	(18)	(26)	(45)

**Was previously in a Co-op

Soccer Rules Changes - 2026-27

Mon Mar 16 2026

4-4-1c: Clarifies that dark socks must be worn by the home team.

Rationale: The two teams must wear colors that distinguish them from each other. The addition of the word dark in the home team sock clarifies that only the visiting team may wear white socks.

4-2-7d,e (NEW): Offers guidance on appropriate tooth and mouth protector elements.

Rationale: The overall purpose and function of the tooth and mouth protector is to protect the teeth, the mouth, and lips if it has a lip guard. Items that are added or included on the tooth and mouth protector that do not serve a purpose or function in the protection of the teeth or mouth should not be allowed. Also, items that are a part of the tooth and mouth protector that are a health risk to the individual wearing it should not be allowed.

4-2-11a thru c NOTE 2 (NEW): Prohibits players from wearing audio or video devices while participating in a match.

Rationale: No athlete participating in a match is permitted to wear any type of audio or video device to record, transmit, or live stream. This language aligns with other NFHS rules books. The use of electronic communication devices with players on the field is still prohibited. State associations may further restrict electronic devices.

5-3-1f-j: Change updates the officiating procedures for issuing yellow and red cards by removing the term carded in favor of consistent terminology already used in the rules book; cautioned and ejected.

Rationale: This aligns terminology by removing the term “carded” and using language found within the rules book. Explicitly defining that cautions correspond to yellow cards and ejections correspond to red cards provide clarity. Repeated or redundant language has been reorganized into new sub articles to improve readability and consistency across the rule. Additionally, the revision clarifies that any player who is shown a card, yellow or red, must still leave the field of play and that officials are responsible for directing the player to do so.

8-1-2: Clarifies when a kickoff should be retaken, specifically when not all players are on their half of the field.

Rationale: This change provides clarity on the differing restarts regarding kickoff offenses. This change explicitly addresses situations when the kickoff should be retaken because players were not properly positioned on their half of the field.

12-1-2c: Emphasizes the importance of goalkeeper safety when in possession of the ball and improves clarity for consistent officiating purposes.

Rationale: Overall, this change aligns the rule with consistent officiating practice, removes redundancies and improves clarity without materially altering when a charge is or is not permitted. The change consolidates language referring to the goalkeeper controlling the ball with their hands, where the simplified language refers to the full, shared definition referenced in a later section. This change emphasizes the core safety concept that remains unchanged: the goalkeeper in possession of the ball with their hands cannot be charged

or challenged.

12-2-3: Adds biting to direct free kick fouls.

Rationale: Incorporates biting into direct free kick fouls.

12-3-1 thru 3: Extends goalkeeper possession limit and adjusts the penalty when the time limit is exceeded.

Rationale: Reorganizes goalkeeper restrictions, extends goalkeeper possession limit from six to eight seconds and changes the penalty from indirect free kick at the point of infraction to a corner kick. It brings the rule in line with the spirit of the game and gives officials clearer authority and makes the punishment less severe when the goalkeeper clearly exceeds the time limit.

12-3-5: Clarifies considerations of dangerous play.

Rationale: Adds clarifying language to the considerations for dangerous play that include actions that prevent a nearby opponent from playing the ball for fear of injury.

12-3-6 & 7 (NEW): Offers flexibility for officials when addressing verbal offenses by categorizing them as indirect free kick fouls.

Rationale: By including "other verbal offenses" as an indirect free kick foul, this also gives more flexibility for officials when disciplining verbal offenses: they are now considered fouls at a minimum and may rise to the level of misconduct depending on the circumstances. New Article 7 then addresses any other reason for which play is stopped for misconduct; play is restarted with an indirect free kick.

12-6-1b (1-4) (NEW): Adds language to provide additional guidance regarding DOGSO.

Rationale: This change clarifies and simplifies the language surrounding DOGSO ejections by removing redundant wording, eliminating references to "attempted" DOGSO, since intent is not part of the decision, and aligns with previous rule wording within Rule 12. The updated structure provides four clear categories for denying a goal or obvious opportunity.

13-1 thru 3: Reorganizes free kick restart procedures into distinct categories, clarifying when, where, and how free kicks are awarded and taken, while incorporating guidance for situations involving outside agents, off-field offenses, thrown objects, and unauthorized field entry or exit.

Rationale: The revision of Rule 13 clarifies the procedures for restarts on free kicks by breaking the rule into distinct categories, outlining when and where free kicks are awarded, and detailing how they should be taken. It also specifies the correct restart locations and provides guidance for officials on managing these situations. Additionally, the update incorporates restart procedures for scenarios involving outside agents, offenses occurring off the field, thrown objects, individuals entering the field illegally, players leaving the field without permission, and offenses that occur outside the field of play.

Rule 14: Encroachment is now penalized only when it clearly impacts the kick outcome, and goalkeepers receive a warning for a first offense rather than an immediate caution. Deceptive movements and stutter-stepping remain permitted during the run-up, but feinting after the approach is completed is prohibited.

Rationale: The rewrite ensures that encroachment is now only penalized if the offense has a clear impact on the penalty kick. Goalkeepers will now receive a warning for a first offense rather than an immediate caution, acknowledging that such infractions often stem from mis-anticipation. Regarding the kicker, the revisions continue to allow for deceptive movements and stutter-stepping during the run-up; however, the change

strictly prohibits feinting once the approach to the ball is completed. Finally, in rare instances where both the kicker and goalkeeper offend simultaneously, the kicker is penalized, as their illegal feinting is typically the catalyst for the goalkeeper's infraction. The penalty chart is also updated and reformatted for clarity.

IHSAA Coaches Code of Ethics

The function of a coach is to educate students through participation in interscholastic competition. Interscholastic programs should be designed to promote citizenship and enhance the academic mission of the school.

The Coach Will

- Be aware that he or she has a tremendous influence, for either good or ill, on the education of the student and, thus, shall never place the value of winning above the value of instilling the highest ideals of character.
- Uphold the honor and dignity of the profession. The coach shall strive to set an example of the highest ethical and moral conduct. The coach/school will honor contracts regardless of possible inconvenience or financial loss.
- Master the contest rules and shall teach them to his or her team. The coach shall not seek an advantage by circumvention of the spirit or letter of the rules.
- Demonstrate respect and support for officials. The coach shall not indulge in conduct, which would incite players or spectators against the officials. The coach will not make statements concerning officials' decisions after a game.
- Work with school faculty to promote overall educational growth of the student. The coach shall not exert pressure on faculty members to give student-athletes special consideration.
- Honor the commitment to student based programs that supplement the educational growth of each student-athlete.
- Be professional in association with other coaches. The coach should meet and exchange cordial greetings with the opposing coach to set the correct tone for the event before and after the contest.
- Exert his or her influence to enhance sportsmanship of all extracurricular activities.
- Cooperate with different media sources in an appropriate manner that promotes all aspects of the sport, school and community. Public criticism of officials, opponents or players is unethical.
- Uphold all policies and procedures of the school, district, IHSAA and the National Federation.



IHSAA
CARD ACCUMULATION NOTICE



School: _____

Name of Individual: _____

Coach? _____

If yes, Head Coach _____ Asst. Coach _____

Player? _____

If yes, jersey # _____ Grade _____

Boys/Girls _____

Level (JV, Varsity) _____

Please list the games/opponents of each game in which the individual received a yellow card:

Yellow Card	Date	Opponent	Reason for Yellow Card
1			
2			
3			
4			
5			

Game(s) in which player/coach will serve the suspension (must be the next regularly scheduled game(s)):

Date

Opponent

School Administrator _____ Date _____

Signature

Head Coach _____ Date _____

Signature



IDAHO HIGH SCHOOL ACTIVITIES ASSOCIATION

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Yellow Card Accumulation Program

Schools shall be required to track and record the accumulation of yellow cards (cautions) during the soccer season by an individual player or coach. The situations surrounding red cards (4-3 Ejections) are dealt with directly under IHSAA Rule 4-3 and will not change. The consequences for the accumulation of excessive yellow cards will be as follows:

1. Beginning with the first regular season contest, any player or coach who receives a total of five (5) yellow cards in one season shall be suspended from and may not participate in the next regularly scheduled contest at that level and all contests in the interim, including postseason games. Suspended players or coaches must serve their suspension in the next scheduled contest. If the total is reached in the final postseason contest, the suspension will be served in the first contest of the following year. If a senior is to serve a suspension, it shall be rolled over to the first contest of the next sport in which the athlete is involved. The IHSAA strongly recommends that school administration meet with any coach/player who reaches suspension level to address the situation and develop protocols for improvement.
2. If a player or coach receives an additional five (5) yellow cards after the first suspension, an additional two game penalty would apply and the process would be repeated. See next page:
 - 5 yellows = 1 game suspension
 - 10 yellows = additional 2 game suspension
 - 15 yellows = additional 3 game suspension, and so on.
3. A red card with 4-3 not in effect will count as two (2) yellow cards.
4. Coaches will be responsible for tracking yellow cards accumulated by their players and/or team personnel (coaches included) and report to their athletic directors. Each school is responsible for maintaining accurate records of all yellow cards received during the regular season and postseason tournaments. Schools must notify the IHSAA when the player or coach reaches suspension level. *See "**Card Accumulation Notice**" on the IHSAA website.
5. Officials shall include yellow card information in the Dragonfly Game Reports when possible.
6. Yellow cards received in pre-season scrimmages or jamborees will not count towards accumulation totals.
7. Any illegal participation of suspended players or coaches may result in fines, sanctions and elimination from district and state play.
8. Any player/coach found guilty of getting him/herself deliberately cautioned will be subject to an additional match ban.
9. At the beginning of the District tournament (includes District play in games if applicable), yellow card count will reset to "0".
10. District tournament yellow card accumulation will be as follows:
 - 3 yellows = 1 game suspension
 - 6 yellows = additional 2 game suspension, and so on
11. At the beginning of the State tournament (includes State play in games), yellow card count will reset to "0".
12. State tournament yellow card accumulation will be as follows:
 - 3 yellows = 1 game suspension



Safety courses are required for all coaches on even numbered years. Courses must be taken after May 1, 2026. Submit certificate of completion to your administration.

Required Safety Courses:

- *Coaching Mental Wellness
- *Sudden Cardiac Arrest
- *St. Luke's Concussion Course

Follow these instructions to access the free, courses.

- ✓ Go to the IHSAA website - www.idhsaa.org
- ✓ Click school / Coaches
- ✓ Fill in required information to sign-in or create account
- ✓ Follow instructions to start course
- ✓ At the conclusion of the course, **PRINT / SAVE CERTIFICATE.**

NFHS Learn Help Desk
(317) 565-2023



For more information on IHSAA and NFHS coaches education

- ▶ Idaho Coaches Education – www.idhsaa.org
- ▶ NFHS Learning Center – www.nfhslearn.com
- ▶ Follow Idaho Coaches on Twitter @IHSAAcoach

IHSAA Coach Education

The Idaho High School Activities Association is committed to the promotion of coaches' education programs as well as providing resources toward continuing education for all of Idaho's coaches.

✓ **Requirements for Idaho Coaches**

ALL COACHES

- CPR/1st Aid Certification
- St. Luke's Concussion Course (fall of even numbered years)
- NFHS Sudden Cardiac Arrest Course (fall of even numbered years)
- NFHS Coaching Mental Wellness (fall of even numbered years)

NON-CERTIFIED TEACHER

- NFHS Fundamentals of Coaching
- NFHS Teaching & Modeling Behavior

CHEER/DANCE/MUSIC/DRAMA/ADMINISTRATION

- NFHS Understanding Copyright & Compliance

POLE VAULT COACHES

- NFHS Coaching Pole Vault

✓ **NFHS/IHSAA Educational Recommendations for Interscholastic Coaches**

- Complete the NFHS Fundamentals of Coaching course (prior to coaching)
- Complete necessary courses to become and NFHS LEVEL 1 Coach within the first year of coaching
- Maintain current certification in CPR, AED and 1st Aid Safety
- Complete online courses or professional development specific to the sport in which they are an interscholastic coach
- Know the playing rules of their sport(s) and understand state association rules and policies governing their sport
- Encourage the participation of team building activities and community service projects with your team
- Pursue NFHS Certified LEVEL 3 credential within two years
- Read, understand and agree to the national and state Coaches Code of Ethics

NFHS Learning Center Coaches Education Courses

SPORT/ACTIVITY SPECIFIC COURSES

Coaching Baseball
Introduction to Pitch Smart – **FREE**
Coaching Basketball
Coaching Cheer & Dance
Spirit Safety Certification
Coaching Football
Blocking, Shoulder Tackling & Equipment Fitting
USA Football Tackling & Contact
Coaching Golf
Coaching Cross Country
Coaching Soccer
Coaching Softball
Coaching Swimming
Coaching Tennis
Coaching Track & Field
Coaching Pole Vault – **FREE**
Coaching Volleyball
Coaching Wrestling
Coaching Adapted Sports – **FREE**
Coaching Unified Sports – **FREE**
Adjudicating Speech & Debate – **FREE**
Introduction to Music – **FREE**
Introduction to Music Adjudication – **FREE**
Introduction to Esports – **FREE**
Speech & Debate Event Management – **FREE**
Theater Safety – **FREE**
Band Safety – **FREE**

ISSUES IN ACTIVITIES/SCHOOLS COURSES

Fundamentals of Coaching
Engaging Effectively with Parents – **FREE**
Appearance & Performance Enhancing Drugs – **FREE**
Bullying, Hazing and Inappropriate Behaviors – **FREE**
NCAA Eligibility – **FREE**
Mental Training for Performance
Middle School Sports
Positive Parenting Within the School – **FREE**
Social Media – **FREE**
Implicit Bias – **FREE**
Sportsmanship – **FREE**
Sports Nutrition – **FREE**
Strength & Conditioning
Teaching and Modeling Behavior
Teaching Sports Skills
Captains Course – **FREE**
Supervising After School Activities – **FREE**
Interscholastic Music Event Management – **FREE**
Title IX – **FREE**
Understanding Copyright & Compliance – **FREE**
Understanding Vaping & E-Cigarettes – **FREE**
Protecting Students from Abuse – **FREE**
P.A. Announcing – **FREE**

STUDENT COURSES - FREE

Concussion for Students
Hazing Prevention for Students
Learning Pro:
Homework Helper
Reading & Learning Strategies
Research Skills
Test Taking Tips
Captains Course
Social Media for Students
The Student Experience
Student Mental Health – **FREE**
SAFETY COURSES
Sudden Cardiac Arrest – **FREE**
Heat Illness Prevention – **FREE**
First Aid, Health and Safety
Concussion in Sports – **FREE**
Protecting Students from Abuse – **FREE**
ACL Prevention – **FREE**
The Collapsed Athlete – **FREE**
Band Safety – **FREE**
Afterschool Safety
COVID-19 for Coaches – **FREE**

IHSAA Rule 4-3 Application

Paraphrasing NFHS Rule 12-6, pages 63-64:

Rule 12-6 EJECTION

Article 1...A player, coach or bench personnel shall be ejected (red card) for:

- a. subsequent caution **4-3 DNA**
NOTE: If both cautions are for dissent **4-3 DA**
- b. a player (other than the goalkeeper within the team's own penalty area) deliberately handles a ball, attempting to prevent a goal and the goal is not scored. **4-3 DNA**
- c. a player commits a foul outside the penalty area when attempting to deny an obvious goal-scoring opportunity, and the goal is not scored. (*DOGSO*) **4-3 DNA**
- d. a player commits a foul, inside the penalty area, while not attempting to play the ball, denying the opponent an obvious goal-scoring opportunity (*DOGSO*) and referee awards a penalty kick. **4-3 DA**
- e. using insulting, offensive or abusive language or gesture:
 - 1. taunting – use of word or act to incite or degrade an opposing player, coach, referee or other individual **4-3 DA**
- f. committing serious foul play; **4-3 DA**
- g. spitting at or biting an opponent, teammate or game official **4-3 DA**
- h. leaving the team area to enter the field where a fight or altercation is taking place unless summoned by an official **4-3 DA**
- i. exhibiting violent conduct **4-3 DA**

DNA = 4-3 does not apply

DA = 4-3 does apply



GUIDELINES FOR HANDLING CONTESTS DURING **LIGHTNING DISTURBANCES**

The purpose of these guidelines is to provide a default policy to those responsible for making decisions concerning the suspension and restarting of contests based on the presence of lightning.

Proactive Planning

1. Assign staff to monitor local weather conditions before and during events.
2. Develop an evacuation plan, including identification of appropriate nearby shelters.
3. Develop criteria for suspension and resumption of play:
 - a. When thunder is heard, or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play and take shelter immediately.
 - b. Thirty-minute rule: Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.
 - c. Any subsequent thunder or lightning after the beginning of the 30-minute count reset the clock and another 30-minute count should begin.
4. Hold periodic reviews for appropriate personnel.

For more detailed information, refer to the *Guidelines for Lightning Safety* section contained in the NFHS Sports Medicine Handbook www.nfhs.org.



IHSAA

IDAHO HIGH SCHOOL ACTIVITIES ASSOCIATION

IHSAA and MaxPreps Partnership FAQ

IHSAA and MaxPreps Partnership Background

The IHSAA has partnered with MaxPreps to efficiently collect schedules, scores, rosters and team photos, to highlight member school information. MaxPreps' industry leading platform provides schools with various desktop, tablet and mobile options to keep their team information accurate. Once team information is submitted to MaxPreps it will be automatically made available to the IHSAA.

--- Frequently Asked Questions

1. **What do coaches need to do?** In order to accurately manage important IHSAA initiatives, coaches are required to enter their team rosters and team photos on MaxPreps. Coaches are also required to enter their scores into MaxPreps immediately after each game throughout the season to help compile accurate regular-season standings and statewide leaderboards and post-season seeding.
2. **How do coaches sign up to get free access to their administrative account on MaxPreps for the first time?** Coaches or Athletic Directors can follow [this link](#) to become a MaxPreps member and follow the prompts to request their unique access code. Your one-time access code will identify you as the coach or AD with permission to your team/school account. You can enter this access code in the "Set up Admin Accounts" link of your member account profile page.
3. **Can coaches allow a team statistician or assistant coach to help manage their team information?** Yes! Once the coach has access to their team admin page, they can give other individuals access to their page to help keep their team information accurate.
4. **What if I already have a MaxPreps account?** Coaches and ADs with an existing account will simply need to continue submitting information.
5. **What do Athletic Directors need to do?** Athletic Directors simply need to clearly communicate with coaches to keep their scores and other team information updated on MaxPreps. ADs should direct any new coaches or coaches currently not using MaxPreps to contact MaxPreps at 800-329-7324 x1 or support@maxpreps.com, to sign up immediately.
6. **Can Athletic Directors control their MaxPreps team pages, if desired?** Yes. Athletic Directors can control every single team page from their free "School Administration" page on MaxPreps. While MaxPreps recommends coaches are responsible for their own team information, MaxPreps provides 100% free reporting, communication and school management tools for athletic directors, if desired. In order to gain access to your school administration page, please contact MaxPreps at support@maxpreps.com, to sign up today.



IHSAA

IDAHO HIGH SCHOOL ACTIVITIES ASSOCIATION

7. **Which sports are included in the partnership?** At this time, football, girls' volleyball, boys' and girls' basketball, boys' and girls' soccer, baseball and softball are included for score and statistics entry. All sports are required to enter team rosters and team photos.
8. **What about other sports?** Coaches from any other sports may still choose to use MaxPreps' free platform.
9. **Is MaxPreps compatible with other stat programs?** In addition to MaxPreps' own mobile, tablet and desktop tools, MaxPreps is compatible with more than 80 different stat companies across multiple sports.
10. **Does MaxPreps have an app to manage team information?** Yes! An app called Teams by MaxPreps is coming soon and will be available to download for both iPhone and Android devices. ADs and Coaches will be able to communicate directly with athletes and parents, sync their game schedule to their phone's calendar, enter complete schedules, rosters, scores, stats and more. Visit maxpreps.com/teams for more information.
11. **How can fans participate with their teams?** This season the IHSAA is encouraging all teams to assign Official Team Reporter responsibilities to a trusted program volunteer. The **MaxPreps fan app** allows the program volunteer to provide live scoring updates on their mobile device during the game, to keep your high school community engaged and informed. All scores and updates will be available statewide on the IHSAA Scoreboard. The app is available for [iOS devices](#) and [Android devices](#).
12. **What do I label my game type as?** All games should be labeled as conference, non-conference, conference tournament or tournament. **Do not label games as "playoff". In Idaho, the state tournament games are considered "playoffs".**
13. **What is the consequence for school's that do NOT enter game results/scores?** All regular season and district tournament game scores must be entered by each member school on MaxPreps by midnight, Pacific Time, on the Saturday preceding the state tournament. Schools that fail to meet this deadline will be fined \$1,500 per sport. Any scores submitted or modified after the deadline will not be included in the final rankings.
14. **Who can I contact with additional questions?** Coaches and ADs may contact MaxPreps Idaho representative Alisa Dancer at alisa.dancer@playonsports.com, or may direct questions to MaxPreps coach support at support@maxpreps.com, or 800-329-7324 x1. MaxPreps also has a support website at support.maxpreps.com that can help answer specific questions such as how to enter a schedule or a roster, or how to upload a team photo, etc.



MaxPreps Rankings

IHSAA State tournament brackets for girls' soccer, boys' soccer, volleyball, girls' basketball, boys' basketball, baseball and softball will be seeded using MaxPreps Final Idaho Rankings.

Frequently Asked Questions

Do playing out of state school effect the rankings?

- There is no difference in playing a team from your state or an out of state opponent. We do not use the state played for in the calculation. You will want to make sure that the opponent school has an up to date schedule on MaxPreps but that goes with any team you play. If an opponent's schedule is not up to date, reach out to Alisa Dancer, alisa.dancer@playonsports.com or 530-957-1575 to get the schedule fixed.

Does playing a lower or higher division team have any impact on the rankings?

- MaxPreps rankings does not take into account the division or league a team is playing in. Playing a 5A school is the same as playing a 2A. Playing a school **ranked** lower than you and losing could hurt your ranking.

What is the rating?

- Calculated using your win/loss and quality of win. Quality of win is based on where your opponent is ranked and if you won or lost.

What is the strength of schedule?

- Is the average rating of all your opponents.

Is there a Margin of Victory?

- Yes, each sport has a small margin of victory. Should you run up the score? No, it is capped and does not have a high impact on your rating.
- Margin of Victory maximums for each sport:
 - Baseball – 10 runs
 - Basketball – 20 points
 - Football – 21 points
 - Soccer – 5 goals
 - Softball – 10 runs

Do forfeits count?

- **“No-Fault” Forfeits** (both school administrations agree that the game can’t be played) do NOT count in the rankings. **Do not select the forfeit button.** Game can be deleted from schedule.
- **“At-Fault” Forfeits** (one school violates a rule and/or contract to participate) count in the rankings and should be entered with a game score that is the maximum margin of victory per sport. If you do win as an “At-Fault” forfeit mark the score as – Football 21-0, Volleyball 3-0, Soccer 5-0, Basketball 20-0, Softball and Baseball 10-0. If the District Board of Control determines a breach of contract has occurred, schools will enter a “forfeit” into MaxPreps or Track Wrestling, whichever is applicable.

What is the consequence for school’s that do NOT enter game results/scores?

- All regular season and district tournament game scores must be entered by each member school on MaxPreps by midnight, Pacific Time, on the Saturday preceding the state tournament. Schools that fail to meet this deadline will be fined \$1,500 per sport. Any scores submitted or modified after the deadline will not be included in the final rankings.

MaxPreps rankings are run twice a week. Each time it is run, it starts from the beginning of the season. If a team you played is ranked high at the beginning of the season and they lose their best player and start losing games, their rating could drop along with yours if you played them.

The more games you play helps but you can still be ranked high even if you are playing less games than your opponents. Especially if you are winning the games you do play.

Coaches and ADs may contact MaxPreps Idaho representative Alisa Dancer at alisa.dancer@playonsports.com or 530-957-1575