

1400 SOCCER (BOYS)

1410 Schedules and Dates (2023-24 was the first year of the two-year draw; 2024-25 is a flip)

- 1411 Dates to remember Fall 2024 (2023 – 2024 school year)
EOS meeting Wednesday 10/23/24
- First practice (Week 7) - August 19, 2024
 First match (Week 8) – August 27, 2024
 Regionals D 1 & 2 – October 22 & 26, 2024
 Regionals D 3 & 4 – October 22, 24 & 26, 2024
 Sectionals – October 31 & November 2, 2024
 State (Week 18) – November 7, 8 & 9, 2024
 End of Season Meeting – Wednesday, October 16, 2024
- 1412 Schedules shall be drawn up by the Athletic Director in charge of Soccer and approved by the Athletic Directors.
- 1413 The conference schedule shall consist of a single seven game round robin with each team in the conference playing all other teams in the conference.
- 1414 Varsity and JV teams will play on the same date at the same site. JV2 teams will play on Wednesday of the same week, but at the site opposite the Varsity and JV teams.
- 1415 The AD in charge of Soccer will compile the contest rules. Conference standings shall be determined by three points for a win, one point for a tie, and no points for a loss.

1420 Regulations

- 1421 Soccer shall be governed by the rules and regulations of the sport as referred to in the WIAA Handbook, the WIAA Spring Sports Regulations, and the National Federation, except as stated in these By-Laws.
- 1422 No player may compete for more than one team on the same day. Only freshmen may compete on the JV2 team. Freshmen, sophomores, and juniors may compete on the JV team. Freshmen, sophomores, juniors, and seniors may compete on the Varsity team. Exceptions to this rule must be agreed upon by the Athletic Directors of the schools involved. JV2 teams will adhere to the maximum number of games as set by the WIAA for Freshmen teams.

- 1423 Balls officially recognized by the National Federation Rules Book will be used.
- 1424 Rosters should be exchanged between schools prior to the first conference game.
- 1425 It is the responsibility of the winning team to inform the media of Varsity game results.

1430 Contest Guidelines

- 1431 Varsity games shall consist of two 40-minute halves; no overtime will be played. JV2 and JV games have two 40-minute halves; no overtime will be played. Half-time at all levels will be 10 minutes, unless mutually agreed upon by both coaches involved.
- 1432 Varsity teams per WIAA regulations will wear dark-colored jerseys at home and white-colored jerseys away.
- 1433 The Conference Commissioner will select and contract three officials for Varsity matches.

1440 Awards

- 1441 An engraved plate for the award-header will be made to the Varsity round robin Conference Championship school. Individual medals and certificates will be awarded the members of the championship team. A school may provide conference medals for players on the championship team at their own cost. These medals must be ordered through the Conference Commissioner.
- 1442 The conference shall award individual medals to the First and Second Team All-Conference selections. There will be 15 first team All-Conference gold medals and 14 second team all-conference silver medals. Honorable Mention selections will be awarded certificates.

1450 All-Conference Selection

- 1451 The conference head coaches (or designee) shall meet the first Monday following the last scheduled conference game to select the All-Conference Team and conduct any other business necessary relative to Boys' Soccer. The meeting will be chaired by the conference soccer coordinator.
- 1452 The coaches shall select 15 players for the First Team All-Conference and 14 for the Second Team All-Conference. All other players receiving votes will be Honorable Mention.

- 1453 Head coaches will nominate players for the All-Conference Teams one week prior to the annual meeting on a form supplied by the soccer coordinator. Nominations will be faxed to the soccer coordinator prior to the annual meeting.
- 1454 No nominations will be accepted at the annual meeting unless the ballot is short the required number of players to complete the First and Second All-Conference Teams.
- 1455 All voting will take place at the annual All-Conference selection meeting.
- 1456 Voting procedure:
- (a) From the list of players nominated, coaches will vote for 6 forwards, 6 midfielders, 6 defenders, and 3 goal keepers. Coaches may not vote for their own players.
 - (b) Players are to be ranked at each position and points awarded on a 6, 5, 4, 3, 2, 1 basis with 6 as the highest.
 - (c) The First and Second Team All-Conference will consist of 3 forwards; 3 midfielders, 3 defenders, 1 goal keeper, and 3 additional players.
 - (d) The top 3 finishers at each of the three field positions and the top finisher at goal keeper will be on the First Team. The 3 additional players on the First Team will be selected by taking the next 2 finishers at each of the three field positions and the next finisher at goal keeper for a total of seven players. These seven players will be ranked on a 7, 6, 5, 4, 3, 2, 1 basis with 7 as the highest. The top 3 finishers on this ballot will be the three additional players on the First Team.
 - (e) The procedure for determining the Second Team will be the same format used when selecting the players on the First Team. All remaining nominated players will be eligible to receive votes on the ballot for Second Team All-Conference.
 - (f) All other players receiving votes, but not elected to first or second team, will be Honorable Mention.
- 1457 The nominations for “Player of the Year” will be all players from the First Team ballot from each of the four position categories. Those fifteen nominations will be ranked one to fifteen with number one receiving fifteen points, number two receiving fourteen points, number three receiving thirteen points, and so on. The individual receiving the most points will be the winner of this honor. The coaches will have three tries to break the tie for Player of the Year. If they are unable to break the tie, the Athletic Directors will break the tie and determine the Player of the Year.