



**Idaho High School Activities
Association**

2026-2027

Soccer Officials 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 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	Bonniers Ferry CdA Charter Kellog** Priest River St. Maries Timberlake
II (5)		Lewiston Moscow**	Deary** Grangeville Pottlatch**
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

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	Bonniers Ferry CdA Charter Kootenai** Priest River St. Maries** Timberlake
II (5)		Lewiston Moscow	Grangeville** Orofino 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

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.



Becoming an Official

We are so excited to hear about your interest in becoming an official. There is a great need for officials across Idaho so thank you for reaching out. The friendship and camaraderie are hands down one of the greatest reasons to officiate. Here is what you will need to become a high school official.

Registration is through Dragonflymax.com our assigning platform

1. <https://www.dragonflymax.com/module-1-signing-up>
2. Once you are registered you will complete your Sudden Cardiac arrest course and St. Luke's Concussion course. The courses can be found in your dragonfly account once created. You can also go to <https://idhsaa.org> and the two links are found under the "Officials" tab under courses.
3. There will be a NFHS test per sport that your commissioner will go over with you. It is 50 questions, you can take the test up to 5 times and it is open book.

You must attend a Rules Clinic per year

Rule clinics are posted on our website at the beginning of every year on July 1st.

There will be rules clinic in your area, these meetings are required to attend in person or on-line. You will get all information from your commissioner that you will need for the season as well as your hard copy of the rule books.

Uniform and equipment

The IHSAA will contact you with commissioner contact information. Your district commissioner will let you know all you need to get the year started. It is important to reach out to your commissioner to let them know you are ready to officiate or with any questions.



Safety courses are required for all officials on even numbered years. Courses must be taken after May 1, 2026.

Required Safety Courses:

- *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



Athletic Officials Code of Ethics

Believing that mine is an important part in the nationwide school athletic program, I pledge to act in accordance with these principles:

- I will honor contracts regardless of possible inconvenience or financial loss.
- I will study the rules of the game, observe the work of other officials and will, at all times, attempt to improve myself and the game.
- I will conduct myself in such a manner that attention is drawn no to me, but to the young people playing the game.
- I will maintain my appearance in a manner befitting the dignity and importance of the game.
- I will cooperate with the news media in the interpretation and clarification of rules and/or other areas related to good sportsmanship but I will not make statements concerning "calls" after a game.
- I will uphold and abide by all rules of the IHSAA and the NFHS.
- I will give my complete cooperation to the school I serve and to the IHSAA which I represent.
- I will cooperate and be professional in my association with coaches and other officials and will do nothing to cause them public embarrassment.
- I will keep in mind that the game is more important than the wishes of any individual.

4-3 EJECTIONS

4-3-1 In any athletic contest, including jamborees, any coach or player ejected for an unsportsmanlike or flagrant act will be suspended for the remainder of the contest/game/jamboree – and, will be suspended for the next regularly scheduled contest at that level of competition, and all other games/meets/matches in the interim, in any sport, at any level of competition. Any staff or parent/fan/spectator associated with a member school ejected for an unsportsmanlike or flagrant act will be suspended for the remainder of the contest/game/jamboree – and, will be suspended for the next two regularly scheduled contests at that level of competition, and all other games/meets/matches in the interim, in any sport, at any level of competition.

Note: Jamborees shall not be considered a regularly scheduled contest.

- a. At the time of ejection, the person/s must leave the field of play and assume a position that will not enable him or her to see or be seen.
- b. During the suspension of the next regularly scheduled contest, the player is permitted to watch the contest, but may not participate. The coach is not allowed at the contest. The parent/staff/fan/spectator is not allowed at the next two contests.
- c. Players will also be required to take the NFHS free, online sportsmanship course and submit a certificate of completion to school administration prior to reinstatement. The course must be completed between ejection and reinstatement.
- d. Coaches will also be required to take the NFHS online Teaching and Modeling Behavior course and submit a certification of completion to school administration prior to reinstatement. The course must be completed between ejection and reinstatement.
- e. Parents will also be required to earn the NFHS National Parent Credential which includes the free, online Positive Parenting Within School Programs course and The Parent Seat. Credential Certificate must be submitted to school administration prior to reinstatement. The credential must be completed between ejection and reinstatement.
- f. Other Persons (staff/fan/spectators that are not parents) will also be required to take the NFHS free, online sportsmanship course and submit a certificate of completion to school administration prior to reinstatement. The course must be completed between ejection and reinstatement.

4-3-2 A second violation will result in being suspended for the next two (2) regularly scheduled contests. The third ejection will result in suspension for the remainder of that season. If penalties are imposed at the end of the sport season and no contest remains, the penalty is carried over to that particular sport until the next school year. In the case of a senior student, the penalty will continue to the next IHSAA sponsored sport.

4-3-3 The procedure for suspension and notification is:

- a. The officiating crew must approve any additional suspension by a majority vote at the conclusion of the contest.
- b. The official/ commissioner shall report an ejection to the school's principal and athletic director when a player/coach/staff/parent/fan/spectator is ejected from a competition.
- c. The report must be submitted within a 24-hour period of the conclusion of the competition in which the infraction occurred.
- d. The game official that disqualifies an individual for an unsportsmanlike act must notify the District Commissioner with a written report by the conclusion of the next day.
- e. The District Commissioner, upon receipt of the report, shall notify the District Secretary, President of the District Board of Control, the school, and the IHSAA with a written report of the incident by the conclusion of the next school day.

4-3-4 The responsibility to enforce the penalty for being suspended lies with the school principal. Any dialogue concerning the suspension should come from the school principal and be directed to the President of the District Board of Control of the region in which the contest took place. The President of the District Board of Control (of the region in which the contest took place) may appoint a hearing committee to hear any appeals within 48 hours of the receipt of a complete report of the incident. It is the responsibility of the secretary of the District Board of Control in which the hearing took place, to notify the district Board of Control secretary in which the student athlete or coach resides. Appeals may not deal with decisions made by contest officials.

4-3-5 When an individual is suspended for the next contest, the interpretation of "contest" is as follows:

Football: next game	Volleyball: next match
Basketball: next game	Cross Country: next meet
Wrestling: next contest	Softball: next game
Baseball: next game	Track: next meet
Tennis: next match	Golf: next match
Soccer: next match	Swimming: next meet

4-3-6 Any ejection that is the result of physical contact or excessive verbal abuse by a player/coach on a game official will be referred to the local District Board of Control for review to determine if any additional reprimand or suspension is warranted.

4-3-7 If a coach is ejected from an IHSAA contest, the designated school administrator must appoint an appropriately qualified adult to supervise the remainder of the contest or forfeit the contest.

IHSAA Rule 4-3 Application

Paraphrasing NFHS Rule 12-6, pages 68-69:

Rule 12-6 EJECTION

Article 1...A player, substitute, 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 denying the opposing team a goal of an obvious goal-scoring opportunity (DOGSO), resulting in a free kick, and the goal is not scored, by: **4-3 DNA**
 - 1. deliberately handling a ball (except a goalkeeper within their penalty area)
 - 2. committing a direct or indirect free kick offense outside their penalty area
 - 3. committing an indirect free kick offense inside their penalty area
 - 4. committing a direct free kick offense inside their penalty area, while not attempting to play the ball (e.g., holding, pulling, pushing, no possibility to play the ball, etc.)
- c. 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**
- d. committing serious foul play;
 - 1. the use of disproportionate and unnecessary force against an opponent while playing for the ball. **4-3 DA**
 - 2. a tackle or challenge that endangers the safety of an opponent or uses excessive force or brutality. **4-3 DA**
 - 3. a player who lunges at an opponent that endangers the safety of an opponent or uses excessive force or brutality. **4-3 DA**
- e. spitting at or biting an opponent, teammate or game official **4-3 DA**
- f. leaving the team area to enter the field where a fight or altercation is taking place unless summoned by an official **4-3 DA**
- g. exhibiting violent conduct **4-3 DA**
 - 1. violent conduct when not challenging for the ball **4-3 DA**
 - 2. committing a violent act with or without contact **4-3 DA**
 - 3. deliberately striking an opponent around the head or face **4-3 DA**

DNA = 4-3 does not apply

DA = 4-3 does apply



Completing an Ejection Report in Dragonfly

1. In the “Assignments” screen, select the game where your ejection report took place.
2. At the bottom of the page, select the “Add Document”, “IHSAA Ejection Report”

A screenshot of the Dragonfly software interface. The top section has two rows: "Officials" with "No Officials found" and "Workers" with "No Workers found". Below this is a "Key People" section featuring a profile icon and the name "Clint Sanders" with his title "Athletic Director | ID Test School 1" and email "clint.idtest1@dragonflyathletics.com". The bottom section is titled "Game Documents" and contains an "Add Document" button. A dropdown menu is open from this button, showing three options: "IHSAA Ejection Report", "Incident Report", and "Yellow Card Report". To the right of the dropdown, the text "0 game documents to show." is visible.

3. Complete all fields (all required). **Be aware that once you have submitted, it cannot be edited. It will also be viewable to all ADs and Commissioners at that time.**

Please ensure when completing the report please do the following:

- **Use language from the rule book in your sport that constitutes an ejection.**
- Be clear and concise and only report information relevant to the ejection.
- Do not include editorial comments or opinions, just facts.
- If the ejection is for language, please use write the language that the player used without paraphrasing or characters to replace letters.



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.