

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.