

GNAC SPORTS REGULATIONS

MEN'S SOCCER

Updated Aug. 8, 2023



1. PARTICIPATION REQUIREMENT

- 1.1 All member institutions fielding teams in men's soccer shall agree to participate for the conference championship.

2. SCHEDULE

- 2.1 Member institutions shall observe the NCAA starting date for pre-season practice
- 2.2 Length of playing season – according to NCAA regulations.
- 2.3 GNAC members will play a double round-robin schedule.
- 2.4 Conference schedules will be completed by the conference office.
- 2.5 Game dates will be per the conference schedule. Game times are to be set by the host institution with consideration given to visitor's requests. Any changes to the conference schedule may be made by filing a CHANGE OF SCHEDULE REQUEST with the conference office, signed by both participating athletic directors. **(Revised 10/03)**
- 2.6 For conference doubleheaders, there must be a mandatory 2.5 hours between listed start times (and a minimum 30-minute warmup for the teams in the second game unless reduced by mutual agreement of the head coaches).

3. NCAA REGIONAL TOURNAMENT REPRESENTATION

- 3.1 Any conference member selected by the NCAA can participate regardless of conference standing.

4. CONDUCT OF PARTICIPANTS

- 4.1 See GNAC Bylaw Article 10, Section 1. [See Appendix C.](#)

5. PLAYING RULES

- 5.1 As per current NCAA Soccer Rule Book.
- 5.2 Teams must adhere to field specifications according to the NCAA Soccer Rule Book.

6. OFFICIALS

- 6.1 To be assigned by the GNAC soccer assigner(s).

7. EQUIPMENT

- 7.1 No restrictions other than set NCAA regulations.
- 7.2 **Game Ball:** in 2023, teams must use the Wilson Vivido ball.

8. GAME MANAGEMENT/CONDITIONS OF COMPETITION

- 8.1 All conditions for halftime shall be equitable (for example if during the halftime, the home team utilizes a locker room or tent, the visiting team shall be provided the same type of space). **(Revised 4/13)**
- 8.2 The game administrator shall introduce themselves to the visiting coach during pre-game activities and advise coach of their location during the game. **(Revised 4/13)**
- 8.3 The rule to prevent fans from encroaching on participants along the sideline during the game should be strictly enforced by game management. **(Revised 4/13)**
- 8.4 When two teams are present each will warm up in the half of the field closest to the assigned team bench area.
- 8.5 Protested game status will be determined by the conference commissioner.
- 8.6 Game site must meet the requirements of the NCAA Men's Soccer Rule Book, i.e., scorer's table, timekeeper, etc.
- 8.7 Pre-game protocol is according to the NCAA Soccer Rule Book (see Appendix E and F).
- 8.8 Teams participating in the second game of a doubleheader at a GNAC member site shall have 30 minutes of warm-up prior to starting introductions (this can be reduced by mutual agreement of the head coaches).

9. CONFERENCE CHAMPION

- 9.1 The conference champion shall be determined based on regular season conference play and be awarded the AQ to the NCAA tournament. **(Amended 5/10; 10/11)**
- 9.2 Conference standings will be computed on a basis of three points for a win and one point for a tie. The team with the highest point total will be declared the regular season champion. Note: in the event there is at least one "no contest" in conference play, the standings will be ordered based on points per game (total points divided by matches played). The team with the highest points-per-game average will be declared the regular season champion.
 - 9.2.1 Prior to finalizing the conference regular-season standings, nullification penalties for the use of ineligible players will be applied according to GNAC Bylaw 6.4 (and the nullification penalty chart approved annually by the GNAC Management Council).
- 9.3 If two or more teams tie for first place, they will be declared co-champions.

10. AQ TIEBREAKER

- 10.1 See Appendix A for determining the recipient of the AQ to the NCAA tournament should there be a tie for first place in the final regular season standings.

11. STATISTICAL INFORMATION

- 11.1 Home team is responsible for official statistics and must provide a copy for visitors. The electronic game file should be e-mailed to the visiting institution SID and the conference office as soon as possible at the conclusion of the contest.

12. ON-SITE VIDEO EXCHANGE AND SCOUTING REPORT POLICY

- 12.1 In-person scouting is allowed. **(Section originally added 5/09; Amended 5/10; 5/11)**
- 12.2 See Appendix C for the GNAC's video exchange protocol.

Appendix A

Tiebreakers for Determining AQ to NCAA Tournament

Note: the tiebreakers below are used when there is a tie for first place in total points if all conference games were played (or if average points per game were used due to at least one "no contest" in conference play). Points are based on three points for a win, one point for a tie and zero points for a loss.

Two-Team Tiebreaker

1. Points won in head to head matches
2. Aggregate scoring between tied teams in head to head matches
 - a. The two tied teams as a pair play each other twice. The winner is decided by adding together the scores from the two games -- the aggregate score. If the aggregate score is tied, then the winner is the school that scored more goals on its opponent's field (usually referred to as "the away goals rule").
3. Goal differential in all conference games
4. Goals scored in all conference games
5. Goal differential in all away conference games
6. Goals scored in all away conference games
7. Points won against teams with .750 winning percentage or better
8. Points won against teams with .500 winning percentage or better
9. Start at the top of the standings below the first-place tie and compare points won in head-to-head results with each team in the standings, working down the list until an advantage is gained.
 - a. When coming across a group of tied teams, total the points earned in all games against the teams in that group before comparing.
10. Coin toss

Tiebreaker involving more than two teams

1. Points won in all matches played between teams involved in the tie
2. Aggregate scoring between tied teams in head to head matches
 - a. The two tied teams as a pair play each other twice. The winner is decided by adding together the scores from the two games -- the aggregate score. If the aggregate score is tied, then the winner is the club that scored more goals on its opponent's field (usually referred to as "the away goals rule").
3. Goal differential in all conference games
4. Goals scored in all conference games
5. Goal differential in all away conference games
6. Goals scored in all away conference games
7. Points won against teams with .750 winning percentage or better
8. Points won against teams with .500 winning percentage or better
9. Start at the top of the standings below the first-place tie and compare points won in head-to-head results with each team in the standings, working down the list until an advantage is gained.
 - a. When coming across a group of tied teams, total the points earned in all games against the teams in that group before comparing.
- Win = 3 points; Tie = 1 point; Loss = 0 points
- Goal differential = goals scored – goals allowed
- If a tie involving three or more teams has separation, but two teams remain tied, use the two-team tiebreaker between those two teams.
- If a tie involving three or more teams has separation, but three or more teams remain tied, restart the tiebreaker process at the first step.
10. Coin toss

Appendix C

ARTICLE 10 CONDUCT AND SANCTIONS

Section 10.1. Sportsmanlike Conduct.

10.1.1. GNAC Code of Behavior

In upholding and acting upon the principles, traditions and responsibilities enunciated in the Great Northwest Athletic Conference Statement of Philosophy, the Conference expects, and will insist upon, maintenance of commendably respectable standards of decorum and personal deportment of all players, coaches, officials and spectators at Conference contests. In this regard, Referees are recognized as fully in charge of such events, with full and undeniable authority to sustain such standards and take whatever enforcement or disciplinary actions, including declaration of game forfeiture, as are necessary and appropriate. Specifically; threatening, disruptive, unsportsmanlike, disrespectful, violent, harassing, and/or seriously distracting behavior will not be tolerated. In implementing this policy, the senior game official should, at the beginning of each game, clearly outline with the team captains and coaches the standards of behavior and decorum that will be upheld and enforced.

As a matter of Conference policy, all Referees have the full support of the Conference Commissioner's authority, as authorized by the Management Council and the CEO Board.

The Great Northwest Athletic Conference wishes to exemplify behavior of a kind that will deserve and command the respect and support of the public and campus communities which they represent and with which they relate, as well as the NCAA at large.

10.1.2. It shall be the responsibility of each institution to ensure that all individuals employed by or directly associated with the athletic programs of that institution conduct themselves in a sportsmanlike manner when representing their institution, especially at intercollegiate athletic contests.

10.1.3. Unsportsmanlike conduct shall subject the individual to disciplinary action. The institution with which the offending individual is associated may also be subject to disciplinary action if it is found that the institution's policies, action, or failure to act substantially contributed to the individual's misconduct.

10.1.4. Acts of Unsportsmanlike Conduct and Individual Penalties.

10.1.4.1. Acts of unsportsmanlike conduct shall include, but not be limited to: any person who strikes or physically abuses an official, opposing coach, player, or spectator. This person may be ejected from the contest and may be suspended for additional contests, as the Commissioner deems appropriate.

10.1.4.2. The following actions shall be subject to a public reprimand for the first offense and a suspension for one contest for an additional offense (a flagrant offense is subject to suspension on the first offense):

- a) Intentionally inciting participants or spectators to violent or abusive action.
- b) Using obscene gestures or profane or unduly provocative language or action toward officials, opponents, or spectators.
- c) Publicly criticizing any game official, Conference personnel, another institution or its personnel.
- d) Acts of unsportsmanlike conduct not specifically described herein.

- 10.1.4.3. Any person who engages in negative recruiting by making statements to a prospective student-athlete, his/her parents, high school coach, or other persons interested in the prospective athlete which are derogatory of another member institution, its personnel, or its athletic program shall be subject to a public reprimand for the first offense, and to the suspension of the privilege of recruiting for one season for an additional offense.

10.1.5. Penalty Imposition and Appeal Procedures.

- 10.1.5.1. Whenever the Commissioner concludes that there has been a violation of this regulation, he/she shall impose the penalty prescribed above or, where he/she is given discretion as to penalty, he/she shall impose a penalty that he/she deems appropriate.
- 10.1.5.2. Whenever the Commissioner decides to impose a penalty, he/she shall first give notice of the decision to the individual and the institution involved. **(Revised 10/06)**
- 10.1.5.3. In the event that the individual or the institution feels that the penalty is inappropriate because the violation did not occur or because the penalty is excessive, there shall be the right to appeal the matter to the Appeals Committee. An intent to appeal must be filed in writing to the Commissioner's office within one working day of receipt of notice of the penalty imposed. Once notice of intent to appeal has been filed, the official, written appeal documents and supporting information must be received in writing by the Commissioner's office within two working days of receipt of notice of the penalty imposed. **[Revised 5/13]**
- 10.1.5.4. The Appeals Committee shall conduct a prompt hearing, giving the individual or institution opportunity to be heard. The Committee may reaffirm, set aside, or increase the penalty as is deemed appropriate, giving the individual or institution written notice of its decision and its reasons.
- 10.1.5.5. The Appeals Committee shall stay the penalty imposed by the Commissioner pending the decision. No public announcement of the penalty shall be made until the individual or institution fails to give notice of the desire to appeal within the time period specified in 10.1.5.3.
- 10.1.5.6. Whenever a penalty of suspension is imposed at or near the end of a season of competition, the penalty may be carried over into the next season of competition.
- 10.1.5.7. Definition of terms used in this bylaw.
- a) Suspension in the case of a player means that the player cannot participate in the designated number of contests but may practice.
 - b) In the case of a coach, suspension means that the coach cannot be present in the playing arena for the designated number of contests but may conduct practice sessions.

Appendix D

VIDEO EXCHANGE PROTOCOL

Upload Deadlines

- The host institution is responsible for filming the contest and uploading it onto HUDL following the contest.
- All Conference Contests:
 - On-Site Video: It is preferred that the host institution provide the visiting team with a copy of the contest downloaded to a visiting team-provided flash drive, SD card, or external hard drive after the competition of the contest onsite. If the onsite exchange is not available coaches will have access to the video link provided post-game.
 - Coaches Video Link: Game film meeting the HUDL breakdown requirements will be emailed to the coaches via a link to YouTube or another online link within 4 hours after the conclusion of the contest. External hard drives/ SD cards will not be exchanged on site.
 - HUDL Upload: Game film meeting the HUDL breakdown requirements will be posted to HUDL within 12 hours after the conclusion of the contest.

Video Recording Requirements

- The host institution is responsible for making sure the match film is recorded in accordance with the “breakdown requirements” set forth by HUDL (See Attachment.)
- The video used for the coach’s video exchange can only be the same as the live stream if it meets the HUDL breakdown requirements. The rationale for the need to use two different cameras is that for a live stream the preferred filming view is 1/3 and zoomed in while for a HUDL/Coaches film 2/3 of the field needs to be viewed for accurate breakdown. It can not be guaranteed that the live stream will meet the requirements of HUDL.

Post Match Requirements

- Only conference matches are required to be shared.
- The visiting school is not responsible for uploading the contest.
- If the video uploaded by a team is not complete or otherwise not in compliance, the team that noticed the error will contact the conference office AND the team not in compliance. The conference office will also notify the uploading team about the problem with its video. That team shall then be responsible to correct the problem to the extent possible by checking the original video for errors and re-uploading the video.
- If there is an issue with the video itself or the ability to upload the video by the mandated deadline, the video coordinator shall notify the entire video exchange coordinator group of the issues and the steps being taken to remedy the issue.

Updated August 2, 2022

Appendix E

GNAC REGULAR SEASON TIMING PROTOCOL

60:00	Teams may begin warm-up on the field in front of their bench
30:00	Game rosters submitted to official scorekeeper Medical re-entry documentation submitted, if applicable Referee inspects game balls
10:00	Teams clear field Captains and officials meet for coin toss Introduction of officials, coaches and players (international walkout) <ol style="list-style-type: none">1. Officials (to midfield)2. Visiting starters introduced (to midfield)3. Home starters introduced (to midfield)4. National anthem(s)<ol style="list-style-type: none">a. At U.S. venues, Canadian anthem first, U.S. anthem second*b. At Canadian venues, U.S. anthem first, Canadian anthem second*
0:00	Game begins (45:00 on clock, counting down)
15:00	Halftime (start clock immediately when first half ends)
5:00	Second-half lineups ready for pickup by host SID
0:00/45:00	Kickoff/second half

Overtime Procedure

Note: there is no overtime during the regular season.

Warm-Up Time Between Games of Doubleheader

Per GNAC Management Council policy, teams involved in the second game of a doubleheader are guaranteed 30 minutes of on-field warm-up time prior to the field being cleared for pre-game introductions. (This 30-minute requirement can be reduced by mutual agreement between the participating head coaches).

**Both anthems are played only in matches involving Simon Fraser. If it is a doubleheader the anthem(s) will be played prior to the first game.*

Updated 7/17/22 from 2022-23 NCAA Soccer Rule Book

Appendix F

GNAC SEVERE WEATHER TIMING PROTOCOL

To be used in cases of severe weather. Must be by mutual agreement of on-site game administrator, center referee and both head coaches.

Clock	Activity
60:00	Teams may begin warm-up on the field in front of their bench
30:00	Game rosters submitted to official scorekeeper Medical re-entry documentation submitted Referee inspects game balls
15:00	Introduction of starting lineups (this occurs while teams continue with on-field pre-game warmup)
5:00	Teams clear field Captains and officials meet for coin toss National anthem(s) <ul style="list-style-type: none">a. At U.S. venues, Canadian anthem first, U.S. anthem second*b. At Canadian venues, U.S. anthem first, Canadian anthem second*
0:00	Game begins (45:00 on clock, counting down)
15:00	Halftime (start clock immediately when first half ends)
5:00	Second-half lineups ready for pickup by host SID
0:00/45:00	Kickoff/second half

Note: effective in 2022, there is no overtime during the regular season.

Warm-Up Time Between Games of Doubleheader

Per GNAC Management Council policy, teams involved in the second game of a doubleheader are guaranteed 30 minutes of on-field warm-up time prior to the field being cleared for pre-game introductions. (This 30-minute requirement can be reduced by mutual agreement between the participating head coaches).

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