



COLORADO HIGH SCHOOL
SOCCER OFFICIALS



HSSO Pre-Season Webinar



Welcome & Updates – James Mayes

Dealing with dissent – James Mayes

Substitutions Reminders – James Mayes

Playoff Dates & expected assignment dates – James Mayes

Playoff OT procedures review – Joe Solarte

Q&A / Closing remarks

Welcome

Spring Season 2026

James Mayes



Welcome

Spring Season 2026

Post season voting



- Post season voting email came out today – please fill it out ASAP
- <https://survey.alchemer.com/s3/8786507/Spring-2026-CHSAA-Post-Season-Girls-Soccer-Officials-Voting>

Welcome

Spring Season 2026

Pre-game

Pre-game

Referee to introduce themselves to both coaches.

Pass out the cards with official's names on them.

Resources page - CHSAA Pregame Sportsmanship Card (pdf)

The prescribed HS pre-game is also on these cards



HSSO MANDATORY SPORTSMANSHIP PRE-GAME PROCEDURE



Prior to each varsity and sub-varsity soccer game, the officials will address captains and coaches of both teams concerning sportsmanship. The referee shall emphasize that good sportsmanship is expected of all participants in high school athletic competition and that insulting, offensive, abusive, vulgar, or profane language or gestures, taunting, and excessive celebration will not be tolerated and will be dealt with appropriately if they occur during the match.



Dealing with Dissent

Spring Season 2026
James Mayes



HSSO - Dealing with Dissent

Range of Responses

- Not all verbal or physical responses to referees are considered dissent
- Important to identify language & actions correctly then manage appropriately





HSSO - Dealing with Dissent

EMOTIONAL OUTBURST / RESPONSE

Identifying Behaviors

Visual & verbal cues examples

- Frustration
- Immediate
- Not sustained, extended, or lengthy
- Result of a referee decision or teammate's action, or atmosphere in the stadium
- Not severely aggressive
- Not directed at an official
- Not personal, public, or provocative



HSSO - Dealing with Dissent

DISSENT

**Personal – Public
– Provocative**

Visual & verbal cues examples

- Distance:** Running from distance to confront a match official
- Aggressiveness:** Approaching / confronting a match official in an aggressive manner
- Visual:** Waving arms, making disrespectful actions/gestures
- Mobbing:** Three or more players confronting a match official
- Duration:** Sustained + lengthy (not “one and done”)
- Calculated:** Not a reaction, had time to think



HSSO - Dealing with Dissent

**OFFENSIVE,
INSULTING,
ABUSIVE
LANGUAGE +
ACTIONS**

Identifying Behaviors

Visual & verbal cues examples

- Racial, religious, ethnic or gender-based comments or actions
- Unacceptable language in any situation
- Words “attack” the official
- Unwanted Physical contact



HSSO - Dealing with Dissent

MANAGING THE GRAY AREAS

Considerations




Go Up or Go Down?
Manage or Caution?
Caution or Send-Off?

- Environment / Atmosphere of the Game
- Temperature of the Game
- Time of the Game
- Will it Have a Positive Impact on Game Control?



HSSO - Dealing with Dissent

Dealing with a Range of Player Responses

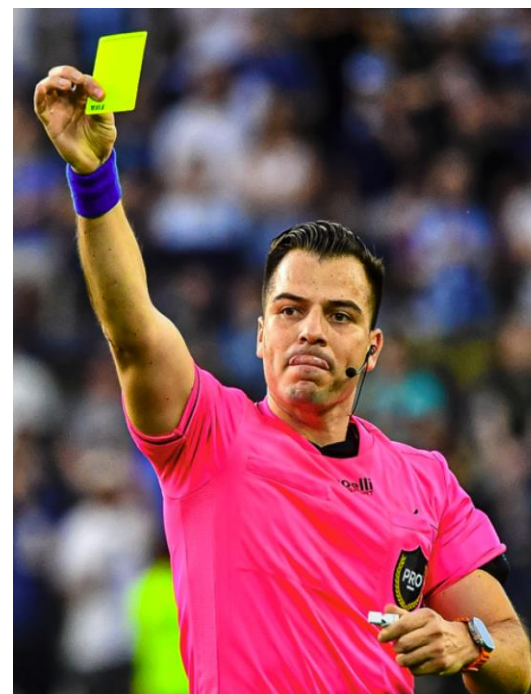
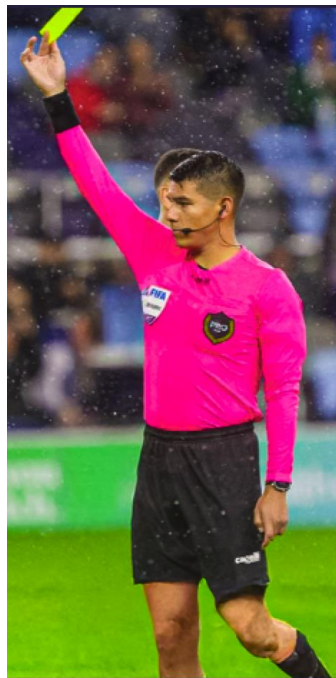
STEP APPROACH	 1	 2	 3
	Emotional Outburst: Manage	Dissent: Issue YC	Persistent Dissent: YC/RC
	<ul style="list-style-type: none">• Empowered to act• Confident body language• Short & calm word• Maintain composure	<ul style="list-style-type: none">• Empowered to act• Confident body language• Comfortable distance	<ul style="list-style-type: none">• Empowered to act• Confident body language• Safe distance• Ready for further emotions



HSSO - Dealing with Dissent

The Step Approach is a Guideline

If behavior warrants an immediate Yellow Card or Red Card, give it!





Substitutions Reminder

Spring Season 2026
James Mayes



HSSO – Substitutions Reminder

- **Either Team**

- Unlimited at end of period
- Goal
- Goal kick (players must have already reported to scorer)
- Caution (player must go out)
- injury if referee stops clock and beckons on a coach or appropriate health-care professional onto the field, player must go out including goalkeeper. Both teams may sub as many players as they like regardless of whether or not they have already reported to the scorer.
- Disqualification (but not for disqualified player)
- Blood on player or uniform or any sign of concussion (may not return until cleared by health care professional.)
- When Bench player is carded, and subs have already reported. All subs must be beckoned onto field.
- Player leaving for improper equipment may be subbed for and after corrected may reenter at next dead ball.
- Re-entry shall occur from the official area after being beckoned.
- When the game is temporarily suspended. Both teams may sub as many players as they like regardless of whether or not they have already reported to the scorer.

- **Team in Possession**

- Throw- in or corner kick (if sub, opposing team may also sub)
- Players must have reported to scorer prior to ball going out of play

- **Leaving the field**

- The player being replaced **shall** exit the field on the bench side **unless** the player is injured and unable to exit to that side.



Playoff Dates & expected assignment dates

Spring Season 2026
James Mayes

Playoff Dates & expected assignment dates



- Post season brackets released Sunday May 3rd
- Games May 5th – May 20th
- 1st Round assigned by local assignors
- 1st round should be published Monday 4th (some assignors might get them out Sunday night)
- 5A play Tuesday - 2A/4A Wednesday - 3A Thursday
- 2nd Round onwards assigned by CHSAA
- **Please update calendar and blocks!!!**



Playoff OT procedures review

Spring Season 2026
Joe Solarte



Playoff OT procedures review

- <https://hssocoolorado.org/resources>
 - NFHS Soccer Rules, Changes & CHSAA Modifications
 - [CHSAA Post Season Tournament Game Tie-Breakers \(pdf\)](#)
- Two 15-minute sudden victory (golden goal) overtime periods.
- Kicks-from-the-Penalty Mark (KFTPM)

CHSAA Soccer - Post Season/Tournament Game Tie-Breakers

CHSAA Soccer - Post Season/Tournament Game Tie-Breakers

If a game requiring a winner is tied at the conclusion of regulation, the Referee will instruct both teams to return to their respective team technical areas. There will be a five-minute break during which both teams may confer with their Coaches, and the Referee will instruct both teams on the following procedures.

1. Two 15-minute sudden victory (golden goal) overtime periods may be played.
 - a. Flip a coin for the start of the first overtime. Visitor calls the coin toss. The winner of the toss shall choose a goal to defend or to kick off in the first overtime.
 - b. The game is over when either team scores a goal.
 - c. If a second sudden victory overtime is required, there will be a two-minute interval. Teams shall exchange ends and alternate the kickoff.
 - d. If, after both overtime periods, the score still remains tied, all Coaches, Officials and team Captains shall assemble at the halfway line to review the Kicks-from-the-Penalty Mark procedure as outlined below.
2. Kicks-from-the-Penalty Mark (KFTPM) Mechanics:
 - a. The Referee shall choose the goal at which all of the kicks from the penalty mark shall be taken.
 - b. A coin toss shall be held; visiting team calls. The team winning the toss shall have the choice of kicking first or second. Teams will alternate kickers.
 - c. Each Coach will identify **any** five rostered Players, including the Goalkeeper – on or off the field at the end of overtime – who will participate in the first five kicks.
 - i. Exception: Any Player who may have been disqualified / ejected during the game is not eligible to participate in KFTPM.
 - d. Players shall remain in the center circle until beckoned by the Referee.
 - e. Each kicker shall report to the Referee in the penalty area. The Referee will record the Player's number and the kick order in their team's cycle.
 - f. The Goalkeeper who is to defend against the next kick attempt shall be located outside the field of play at the intersection of the goal line and penalty area boundary behind the Assistant Referee.
 - g. Once the Kicker has reported to the Referee to attempt a kick, they may place the ball on the penalty mark.
 - h. The Referee tells the Goalkeeper to take their place on the goal line, and then signals with a whistle for the kick.
 - i. The kick is completed when the ball stops moving, goes out of play, or the Referee stops play for any infringement of the rules.
3. Mechanics for sudden victory KFTPM: (If tied after each team has attempted five kicks)
 - a. Kickers 6-10, each Coach will identify five **different** Players than the first five who have already kicked.
 - b. Kickers 11-15, if the score remains tied, continue the sudden victory kicks with the Coaches identifying **any** five Players to take the next set of alternating kicks.
 - c. Kickers 16-20, if the score remains tied, continue the sudden victory kicks with the coach identifying five **different** Players except those who participated in step 3b.
 - d. Repeat the steps in 3b and 3c as necessary.
4. Kicks-from-the-Penalty Mark (KFTPM) are complete when:
 - a. Before both teams have taken five kicks, one team has scored more goals than the other team could score – even if it were to complete its allocated five kicks (e.g. 4-2). In this case, no more kicks are taken.
 - b. After both teams have taken five kicks, the team with the most goals (e.g. 5-4).
 - c. If the score remains tied after each team has had five kicks, KFTPM becomes a sudden victory situation (e.g. wherein if one team scores and the other team does not score, the game is ended without more kicks being taken).
5. Pertinent Kicks-from-the-Penalty Mark (KFTPM) Rules:
 - a. National Federation Rule 14-1 Art. 3: The opposing goalkeeper shall stand **with at least one foot on or in-line with** the goal line, facing the kicker, between the goal posts, **and shall not be touching the goal posts, crossbar or nets** until the ball is kicked. Lateral **or forward** movement is allowed, but the goalkeeper is not permitted to come off the line **with both feet** until the ball is in play.
 - i. PENALTY (Article 3): Infringement by the defending team is not penalized if the goal is scored. If a goal is not scored on the penalty kick, it is retaken.
 - ii. **ADVICE:** While the NFHS Rules do not specify if the Goalkeeper must be cautioned for encroachment on a Penalty Kick the advice would be to treat this situation as provided in the Penalty section and perform a retake if the Goalkeeper comes off the line with both feet before the ball is in play and is then saved. The first offense **can** be a Warning, the second offence a Caution for Persistent Infringement, and the third offense an Ejection for receiving a second Caution. This mechanic would be **inline** with current IFAB and NCAA interpretations for the game of soccer.
 - b. National Federation Rule 14-1 Art. 4: The ball shall be kicked while it is stationary on the ground from the mark or any place on the penalty kick mark. To be in play, the ball shall be moved forward. The player taking the penalty kick is permitted to use a stutter-step or a hesitation move provided there is no stopping and there is continuous movement toward the ball. Failure to kick the ball as specified shall be considered a violation by the attacking team and the appropriate penalties shall apply. Stutter-stepping is not an interruption in movement.
 - i. PENALTY (Article 4): If there is an infringement by the kicker and the ball enters the goal, the goal does not count and the kick shall be retaken. If a goal is not scored on the penalty kick, it is not retaken.
 - ii. **NOTE:** A player who starts their approach and does not kick the ball shall be cautioned, and the kick will be retaken by another player.
- c. Any Misconduct (**Caution**) by the Goalkeeper at any time during the KFTPM, will result in the Goalkeeper being replaced for one kick by their opponent.
- d. Any Misconduct (**Caution**) by the Kicker at any time during the KFTPM, will result in the Kicker not being eligible to kick until the next set of five kicks.
- e. Results: Add one goal to the winning team score and credit the team with a victory. Or, report the tied score and place an asterisk (*) by the team winning in KFTPM to indicate the advancement was the result of a tie-breaker system.

Revised 4-2021

CHSAA Soccer - Post Season/Tournament Game Tie-Breakers

Let's simplify the NFHS Kicks from the Penalty Mark procedures...

- All rostered & eligible players (aka: not Red Card Disqualified) can be in the center circle
- All others.. Disqualified Players, Head Coaches, Assistants, Team Managers, Trainers, etc... **must** remain in their team's technical area
- Think of NFHS Kicks from the Penalty Mark as "groupings" of five (5) kicks
- **Any** five (5) players can take a kick in Rounds 1-5
- If still tied... each additional round is Sudden Death...
 - **BUT** players are still considered "grouped" within five (5) players
- Five (5) **different** players can take a kick in Sudden Death Rounds 6-10
- For each additional "grouping" of five (5) rounds of Sudden Death Kicks...
 - Repeats are allowed, as long as they were **not part** of the directly proceeding "group" of five (5) players
- If you reach Sudden Death Rounds 11-15... pick **any** five (5) players...
 - can only repeat if they kicked during rounds 1-5
- If you reach Sudden Death Rounds 16-20... pick five (5) **different** players...
 - can only repeat if they kicked during rounds 6-10

Questions?

Ken Hehir

720-530-9945

kenhehir@msn.com

Joe Solarte

303-885-0255

solartejoe@gmail.com

Jason Hampton

303-775-5294

jasonbhampton@gmail.com

James Mayes

650-743-3395

jamesamayes@gmail.com

