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**PLAY.
PERFORM.
COMPETE.
TOGETHER.**

2026-27 NFHS Soccer PowerPoint

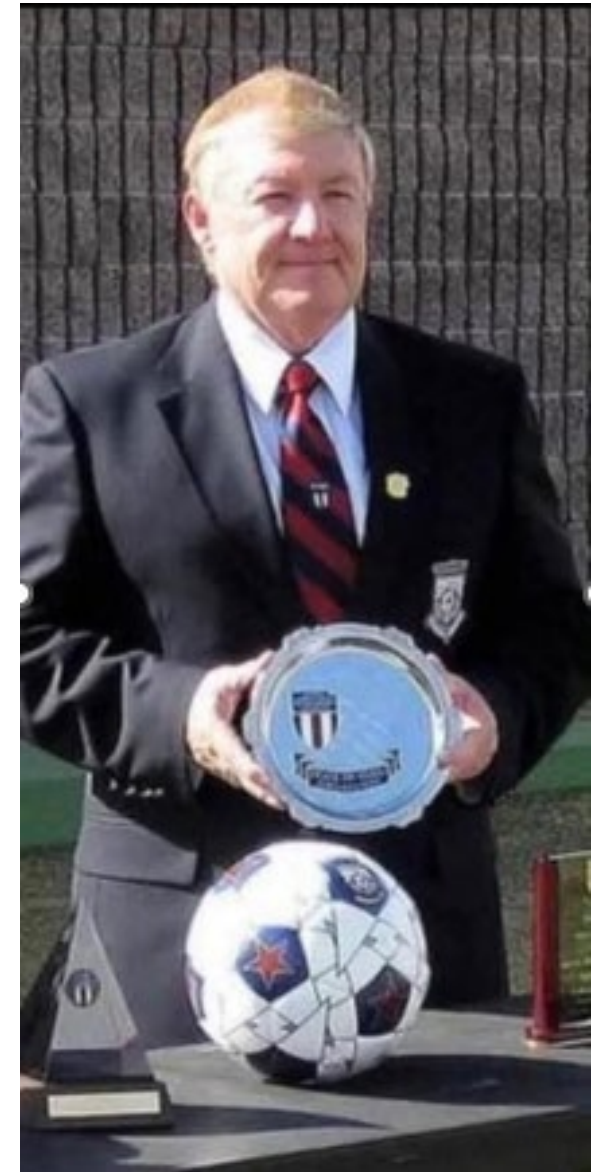
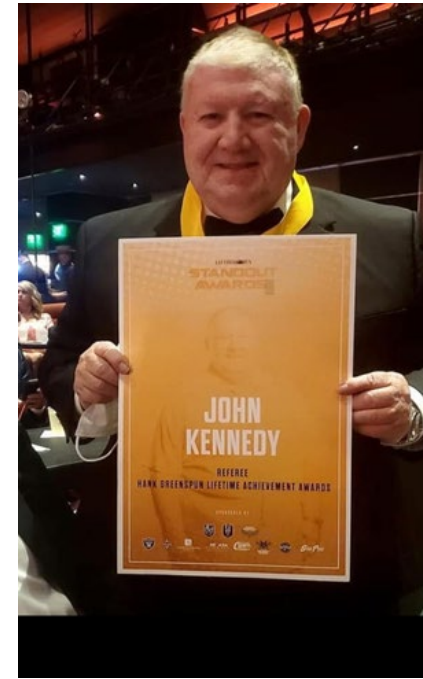
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dwhitfield@nfhs.org with requests.

John Kennedy

- 42 Years with SNOA
- 1985 and 1986 NCAA Division I Men's Soccer Championship
- 2024 Inductee to SNOA Hall of Fame



Coaches and Captains

- No Game Roster....No Game
- Coaches, are your players legally equipped.
 - They must verbally say “YES”
- Captains
 - Inform captains that the are the ONLY ONES allowed to talk to the referee
 - Visiting team calls the toss...
 - Nevada or Las Vegas (*not heads or tails*)



Health Care Professional (HCP)

- **MUST** be designated **BEFORE** the game starts.
- If no one is designated, any player that has a head injury during the game CANNOT re-enter the game.
- If HCP or coach is beckoned on the field to check a player, the player MUST leave the field.
- If after being beckoned on the field and the coach or HCP *does not enter the field...the player MUST still leave the field.*
- If HCP enters the field *without being beckoned*, and the player *IS NOT* injured...the player *DOES NOT* need to leave the field.

Managing Heat & Weather

Water breaks are mandatory until further notice (we do not add time for the JV games)

We add time for water breaks for the varsity games

Lighting delays (ten miles and 30 minutes)

Wet bulb thermometer available at Amazon (\$29)

More Details on Wet Bulb Measurements to come



Signs of Passing Out Due To Heat

- Fainting: A brief loss of consciousness.
- Dizziness: Feeling unsteady or like the room is spinning.
- Light-headedness: Feeling faint when rising from a chair or bed.
- Skin changes: Pale, cool, or clammy/moist skin.
- Weakness: Feeling very tired or having a weak pulse.
- Visual issues: Tunnel vision or blurred vision

Keep an eye on one another...look for signs of Heat Fatigue



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SHIN GUARDS

2 Games Forfeited because teams did not have legal shin guards

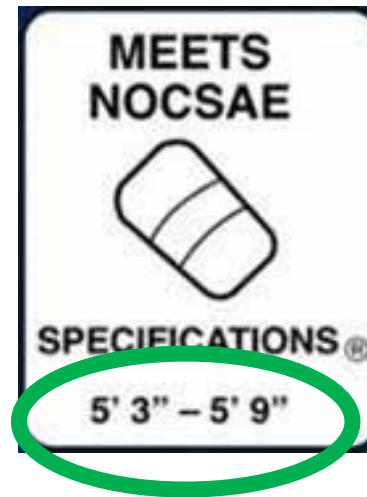
35 players on 2 teams, 7 players had legal shin guards

Shin Guard Measure Tool

- Shin guard must be height of the pipe

Or

- Have the NOCSAE Seal with player height specification



High School Shin Guard Regulation

NFHS Regulations, Rule 4, Section 1 state, shin guards shall:

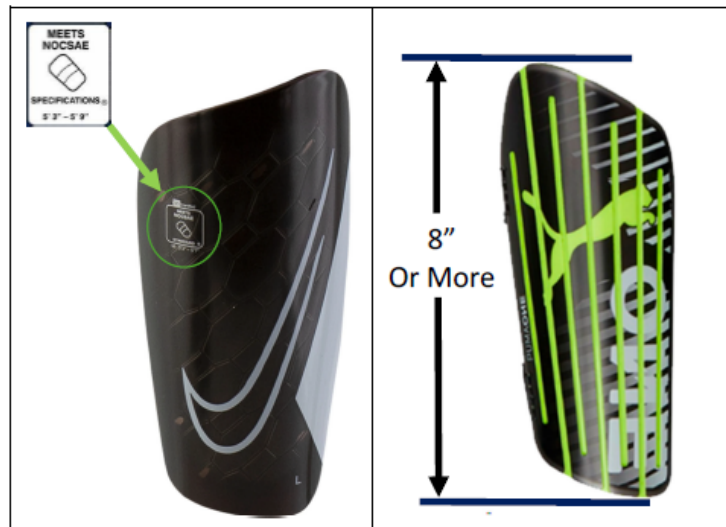
- Provide adequate and reasonable protection,
- Be professionally manufactured,
- Be age- and size-appropriate,
- not altered to decrease protection,
- Worn with the bottom edge no higher than 2 inches above the ankle
- Not be modified from its original manufactured state
- Be worn in the manner the manufacturer intended it to be worn.

The Shin guard must meet one of the following requirements:

1. Have the NOCSAE Stamp on the shin guard with the player height appropriate marking

Or

2. Measure 8" From top to bottom



Normativa sobre espinilleras para escuelas secundarias

El Reglamento de la NFHS, Regla 4, Sección 1, establece que las espinilleras deberán:

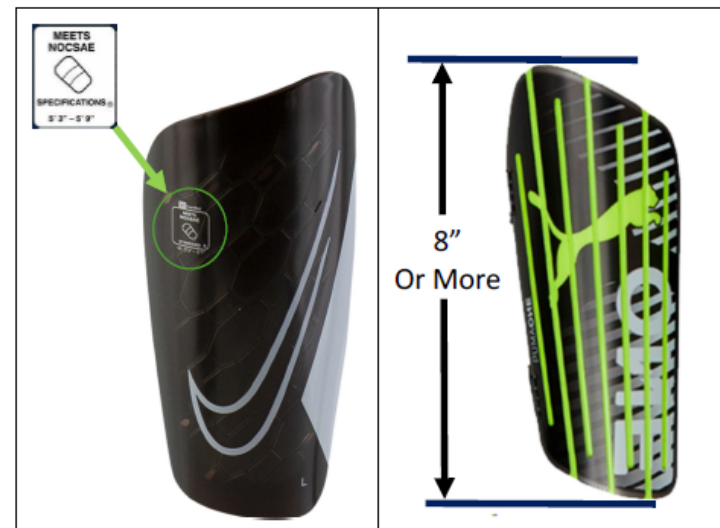
1. Proporcionar una protección adecuada y razonable,
2. Ser profesionalmente fabricada
3. Debe ser apropiado para la edad y el tamaño
4. No alterado para disminuir la protección,
5. Se lleva de manera que el borde inferior no quede a más de 2 pulgadas por encima del tobillo.
6. No haber sido modificado con respecto a su estado original de fabricación
7. Debe llevarse de la manera prevista por el fabricante

La espinillera debe cumplir uno de los siguientes requisitos

1. La espinillera debe contar con el sello NOCSAE y la marca correspondiente a la estatura del jugador.

O

2. Mida 8 pulgadas de arriba a abajo





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7.23.2026 SNOA NFHS Nevada Coaches Meeting (pdf)	
2026-27 NFHS Soccer Rules - Full Presentation FINAL (pdf)	
NFHS Shin Guard Regulations^J English and Spanish (pdf)	
PK Chart (pdf)	
SNOA Coaches Card Template (pdf)	





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SUBSTITUTIONS

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Substitution Requirement/Check in

1. Properly equipped
2. Listed on the Roster
3. Report to half **BEFORE** the play is stopped.

Substitution Procedure

- Once checked in...Either team may substitute an unlimited number of players after:
 - Goal Kick
 - When a player on either team is cautioned or ejected.
 - When a player on either team leaves the field for improper equipment or open wound.
 - When bench personnel are cautioned or ejected.

Substitution...Team in possession

- *Once checked in*, the team in possession may substitute an unlimited number of players
 - Throw In
 - Corner Kick
- *Team NOT in possession can substitute an unlimited number of players if the team in possession is also substituting...but must be checked in before the ball goes out of play.*

Substitute from the Bench...EITHER TEAM

- Either team may substitute an unlimited number of players from the bench
 - After a goal
 - Between Periods
 - For an official scheduled hydration break.
 - *When a player is injured...any injury including concussion*
 - Even if Coach or Health Care Professional does not enter the field.

Player Re-entry.

- After a card...on the next legal substitution opportunity.
 - If the elect to play short...NO ONE can sub until the next legal substitution.
- After an injury or improper equipment... next legal substitution opportunity.
- After an injury and the team plays short...next stoppage of play.
- After a head injury...after approval from a Health Care Professional
 - If there is no designated health care professional available, player cannot re-enter.
- **NEVER DURING RUN OF PLAY**

When can a substitute enter the field

- When the player is beckoned on by the referee.
- Substitute CANNOT enter the field before being beckoned.
- Soon as the referee beckons the player to enter...
 - The sub becomes the player of record on the field.
 - The player leaving the field becomes a substitute.



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THROW IN

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Throw In

- With 2 –yards of where the ball went out of play
- Thrower must
 - use both hands (unless a physical impairment would limit use to one hand)
 - Have both feet on the ground
 - Shall deliver the ball from behind and over the head in one continuous movement.

Throw In

- Bad Throw...award ball to other team
- Ball does not enter the field...award to other team.
- Cannot Score from a throw in
- If thrower touches ball before anyone else...indirect free kick.



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Offside

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Offside When

1. In attacking half of the field of play
2. Closer to goal than second to last defender with ball is played
3. Involved in play

Not Offside When

- In own half of the field of play; or
- Goal kick,
- Corner kick
- Throw-in
- Not Involved in play.

AR #1 Responsibility

- ALWAYS be in position.
- ALWAYS be aligned with the 2nd to last defender.
- A bad call from an accurate position can be defended.
- An accurate call from a bad position is impossible to defend.



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Arbitor

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ARBITER[®]

**Get the Arbiter Phone APP
Makes your life a lot easier**



Block Your Calander In Arbiter

1. Click on Blocks

2. Click on Block All Day

3. Click on the Day you want to block.

ARBITER

DASHBOARD SCHEDULE EVALUATIONS **BLOCKS** ELIGIBILITY LISTS SETTINGS

Dale Berry
My Account

Dates Sites Teams Partners Travel Limits Postal Codes Summary

Groups

- ☐ All Groups
- ☒ NIAA
- ☐ NISOA
- ☒ SNOA Soccer

Action

- ☐ View Schedule
- ☒ Block All Day
- ☐ Block Part Day
- ☐ Clear Blocks
- ☐ Add Notes
- ☐ Firm Block

Reports

Calendar

Legend

- ☒ Assigned Game
- ☐ Attached Game
- ☐ Pending Game
- ☒ Full Day Block
- ☐ Part Day Block
- ☐ Open Day

Calendar

Action - "Block All Day"

Time Range

From 12:00 AM

To 11:59 PM

Date Range

From

To

Apply

S M T W T F S

✓ ✓ ✓ ✓ ✓ ✓ ✓

Month Aug

Action - "Block All Day"

July		August 2026					September
Sun	Mon	Tue	Wed	Thu	Fri	Sat	
26	27	28	29	30	31	1	
2	3	4	5	6	7	8	
9	10	11	12	13	14	15	
16	17	18	19	20	21	22	
23	24	25	26	27	28	29	
30	31	1	2	3	4	5	

8/8/2026 - Games and Blocks

Delete Note

Group	Games/Blocks	Status	From	To	Site/Created	Firm
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Exit

Arbiter Compliance

1. Set your blocks. 1st time warning 2nd time no further games until you meet with the board to show you understand the system
2. Blocking Partners (this can be done) and understanding about this and our expectations
3. Accepting your Games!!!!
4. Everyone must have a current picture and phone number in arbiter no exception



	Date
	Location
Home Team	
Away Team	
Referee	
AR1	
AR2	

	Date
	Location
Home Team	
Away Team	
Referee	
AR1	
AR2	

	Date
	Location
Home Team	
Away Team	
Referee	
AR1	
AR2	

	Date
	Location
Home Team	
Away Team	
Referee	
AR1	
AR2	

Master form
downloaded at



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Referee Coach Card

- Provide one card to each coach

If everyone on the crew forgets to bring a card, write the info on a piece of paper

	Date	8/6/23
	Location	Play Nice High
Home Team	Play Nice High	
Away Team	Pleasant Players HS	
Referee	Bob Goodcall	
AR1	Juan Touchline	
AR2	Susan Offside	



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Thank You

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