

OHSAA Tournament Regulations 2026



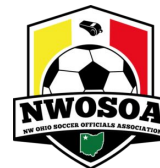
Tournament Dates

Sep 28	OHSAA District Board creates tourney referee pool; Karen emails instructions to pool; Referees add calendar blocks in DF and email Karen conflicts of interest immediately; Karen enters HOLD assignments in DragonFly
Oct 11	Tournament Draw Meeting
Oct 15	HOLD assignments updated and shifted per times and locations; <i>accept changes!</i>
Oct 19 - 24	Sectional Tournament
Oct 26 - 31	District Tournament
Nov 3 - 8	Regional Tournament
Nov 10 - 11	State Semi-Finals
Nov 13 - 16	State Finals



Game Fees

Game Fee	Sectional	District	Regional	State
Center	\$85	\$95	\$145	\$190
AR	\$75	\$85	\$130	\$175
4th Official	N/A	N/A	\$75	\$100 / \$145
2-whistle	\$85	\$95	N/A	N/A



Travel & Cancellations

Travel Stipend

- \$1.00 / mile one way, beginning at mile 41 from official's home *zip code* to game site *zip code*
- Example: Tournament site 65 miles from the official's zip code = \$25.00

Cancellations – *If an official is notified of a cancellation...*

- Prior to departure = no compensation
- Enroute/arrived and game is not started = travel stipend, no game fee (total $\geq$ 50% game fee)
- Game started and interrupted (weather, etc.) and not completed that day = full payment
- An official completing an interrupted contest on another day = full payment



Professionalism

COMMUNICATION

- Respond to emails from the tourney managers of your games.
- Lead officials: email your crew in advance of the game... timelines, colors, expectations, comms, etc.
- Find the site manager upon arrival. Where can you find them?
- Find the time keeper to coordinate timeline, signals, etc.
- Composure and de-escalation

ATTIRE

- Arrive in blacks.
- All referees in the crew must match.
- Bring short and long sleeve of all colors that you have.
- Wear shorts and bring sweatpants.
- Black base-layers; gloves
- 4th Officials can wear all black sweatpants and black jackets over the uniform



Pre-Game Checklist

- ✓ Arrive 1 hour before game time.
 - Immediately notify assigner if running late
 - Teams may take field 1 hour before kickoff (not before)
- ✓ Find the site manager upon arrival. Where can you find them?
- ✓ Check nets, flags, rosters, brief chat with coaches, keeper colors, ball pressure, etc.
- ✓ Benches outside of 40 yard line and 10 feet from touchline (diagonal if split).
- ✓ Both teams are guaranteed 30 minutes of uninterrupted warm-up time.
 - If previous game goes into overtime/shootout; note when teams take field for warm-up to start 30 min and coordinate with clock guy
- ✓ Teams must arrive within 30 minutes of start time or a forfeit shall be declared.
 - *The site admin should work with teams and call their OHSA contact to manage this*
- ✓ Thorough pre-game brief with referee crew; warm-up and hydrate.
- ✓ Talk to ball persons (3 each team) about neutrality and getting balls to players.



Pre-Game Timeline

GT-60:00	4:00pm	Teams are permitted to take the field
GT-40:00	4:20pm	Guaranteed 30 minute warm-up / game rosters submitted
GT-10:00	4:50pm	● Sportsmanship chat + coin toss ● International walkout ● National Anthem ● Introduction of Officials ● Introduction of teams (non-starters, starters, coaches)
Game Time	5:00pm	Kickoff ~ Start on time!



Game Balls, Noise & Benches

SELECT Brilliant Balls

Sectionals: Home team provides balls

Districts: Each team provides 3 balls

Regional & State: OHSAA provides

Each team provides **3 ball persons**

Cheerleaders and mascots permitted

Pep bands at State Finals only

Principal is responsible for student crowd control

No powered noisemakers (air horns, boom boxes)

Max 35 Travel Party individuals are permitted in bench area/field.

Includes players, coaches, trainers, 3 ball persons, videographer, etc. Players serving suspension (RC) may be in bench area but not on field.

Max 25 uniformed, rostered players

Count players prior to walk-on

Referees should report overage to coach and site administrator to be rectified.



Goal Differential

6 = RUNNING CLOCK

- Goal differential = 6
- During the 2nd half
- Running clock shall be used
- Clock reverts to regular timing if score drops below 6 goal differential
- Clock is only stopped for injuries or any unusual delay deemed necessary by the officials

8 = MERCY RULE

- Goal differential = 8
- End of the 1st half or during the 2nd half
- Match is completed. Score stands.
- Postseason tournament only



Interrupted Games

Tournament matches interrupted because of events beyond control ... must be continued from the point of interruption.

Ejected players and coaches cannot participate in the resumed match.

Teams playing short will continue to play short.



Email Karen game info:

- Clock timestamp
 - Restart of the game and location
 - Yellow and Red Cards
 - Concussions / injuries
 - 2nd half kick off if stopped in 1st half
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Game Management in Tournament Games

Match Control

- Consistent recognition of foul play, warnings, cautionable offenses
- Management of persistent offences
- Managing and understanding temperature changes and what the game needs

Positioning & Movement

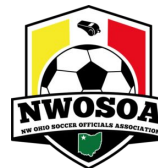
- Get there - good angle provides accuracy; proximity provides credibility
- Anticipate - drop zones, breakdown of play, intensity of attack
- Dynamic movement - adjust to challenges, turnovers, counterattacks

Game Management

- Mechanics are clear to all participants
- Clock management. Be proactive early. Use verbals to get ball into play quickly. Stop the clock for delays. Caution delaying restart if needed. Correct the time on the clock.

Interaction with Participants

- Address dissent early
- Composure and positive personality
- Be open to appropriate communication from participants
- Referees must offer coaches an explanation for cards



Overtime

Teams return to their benches

Head referee instructs both teams as to proper procedures... Coin toss

Play one 15-minute sudden victory overtime period.

If no one scores... switch ends and kick-off to play a 2nd 15-minute period.

If no one scores... Coin toss and penalty kick shootout



Overtime Procedures Outline

5:00 min Intermission and coin toss

15:00 min First overtime period

2:00 min Intermission

15:00 min Second overtime period

2:00 min Intermission and coin toss

Begin penalty kicks

Shootout!

Referee chooses the goal

Spectators at least 10 feet from the touch line; no one behind the goal w/o bleachers

Review process with coaches as they are on mental and emotional overload

Coin toss winner chooses to kick 1st / 2nd

Coaches provide list of 5 kickers: name, jersey number, and order

- All rostered, uniformed players are eligible except ejected players
- No changes except injuries, cards

Teams, coaches at halfline outside circle;
10 kickers in center circle with AR2

Goalies can change prior to any kick

No follow-up by kicker

Ball remains live until its momentum is spent, it goes out of bounds, or it is retouched by the kicker

1st set of kicks: all 5 kickers shoot unless a team cannot win

2nd set and beyond: sudden victory



Selection of Kickers

Set	Available Players	Status
1	All eligible players	All 10 players kick
2	All eligible players except 1st set kickers	Sudden victory
3	All eligible players	Sudden victory
4	All eligible players except 3rd set kickers	Sudden victory

If tied after 4 sets, repeat sets 3 and 4 until someone wins

Cautioned players skip their next eligible set, i.e., cautioned in 1st set is eligible in 4th set.

Cautioned keepers must wait until opponent has kicked against a sub goalie.



Away Kickers	Round 1	Round 2	Round 3	Round 4	Round 5
1	15 - Geiger	5 - Baharmast			
2	3 - Seitz	12 - Mayo			
3	11 - Elfath	6 - Hall			
4	4 - Penso	1 - Nesbitt			
5	8 - Dickerson	2 - Gonzales			

Managing the Shootout

Referee

Walk shooters towards their team after kick

Welcome next kicker with ball and reminds him/her to wait for the whistle

Check kicker's # on list and marks goal/miss

AR1

Manage goalkeepers

Watch for 1 foot on line until kick

Mark goals and misses

AR2 / 4th Official

Manage teams at halflines

Check kicker list and send kickers when Referee signals

Teams

- Rostered, uniformed players and coaches at halflines outside center circle
- Teams separated by center circle
- Players ejected from game or serving suspension must be on bench
- 10 kickers in center circle with AR2



When the game is over...

- Meet at predetermined location
 - Gather bags
 - Get out quickly
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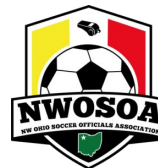


4th Official Duties ~ *Pregame*

- Dress in same uniform as crew
 - Black hat, gloves, sweatpants, jacket over uniform as needed
- Arrive 60 min before kickoff and participate in all pregame duties
 - Benches 15' from touchline and 10 yards from halfline
 - Game ball pressure to 13. Use gauge.
 - Team balls must go in bags
 - Find and instruct ball holders
 - Collect rosters / travel party list
 - Know where Site Manager will be
- Follow Referee's instructions and assist referee at all times; you are his/her right-hand; maintain eye contact
- Work with Site Manager:
 - 25 rostered, uniformed players *max*
 - 35 listed on Travel Party are in bench area/field *max*
 - Travel party remains within bench area or in bleachers; people not scattered on track
- Be prepared to take the field if an official cannot continue. Officials shall determine who will be referee and ARs.

Post-game

- Grab crew's stuff at final whistle
- Provide info to Referee for reports



4th Official Duties ~ *During game*

- Inform Referee of clock issues
- Manage subs
 - Check subs for equipment, uniform, and blood, prior to entering field
 - Signal subs with the provided air horn
 - Count on-field players regularly
- Record goals, cautions, ejections
 - Help Referee in carding correct player
 - Remind Referee of 2nd cautions
 - Track # of fouls/player + targeted players
 - Notify the Referee ASAP of violent conduct committed outside of the view of the Referee and ARs
- Hold trainer/coaches until Referee provides permission to enter field; help gather injury info for game report
- Bench Decorum
 - Keep Travel Party within bench area and 10' off of touchline
 - Work with coaches in addressing and correcting unacceptable behavior within the bench area
 - Direct their frustration toward you and not onto the field - *Talk to me*
 - Employ less-intrusive solutions when a situation may be resolved without creating greater conflict; de-escalate
 - Manage and report to Referee:
 - Persons leaving Bench Area to confront officials, players, coaches
 - Dissent or abusive, offensive language/gesture, taunting



Stay focused

Stay fair

Stay confident

