



# Recommended Pregame Schedule for NCAA Soccer

The following schedule may be used for all soccer games during the regular season.

The committee recommends the clock count down.

<b>Game Clock</b>	<b>Time of Day</b>	
60:00	_____	Teams may begin warm-up.
15:00	_____	Game rosters exchanged.
10:00	_____	Captains and officials meet. Teams clear field. Introduction of officials and players. 1. Officials 2. Visiting coaches and team. 3. Home coaches and team. National anthem.
0:00	_____	Game begins.

# DEFINITIONS

## SHOTS

A shot is an attempt that is taken with the intent of scoring and is directed toward the goal.

A cross is not a shot. A cross is a long kick from a wide position into the penalty area in front of the goal. The intent of a cross is to set up a scoring opportunity for an attacking player. A goalkeeper who intercepts a cross is not credited with a save. To receive a save, the goalkeeper must have stopped a ball that otherwise would have gone into the goal.

Each shot results in one of five possibilities: a goal, a save, it hits the post, it is blocked by a defender, or it is high or wide.

## GOALS

An offensive player who either kicks or heads the ball into the goal is awarded a goal. The player is credited with two points for statistical purposes.

- a. When a defender kicks or heads the ball into his or her team's goal with the intent of making a pass back to a teammate or of clearing the ball out of danger, the goal is not credited to an individual, but is recorded as an "own goal."
- b. An offensive player whose shot is deflected into the goal by the goalkeeper or a defender receives credit for the goal, provided the momentum of the shot carried the ball into the goal.
- c. An offensive player whose pass is deflected into the goal by a defender or whose pass is mishandled by the goalkeeper and allowed to cross into the goal shall receive credit for a shot and a goal, provided the momentum of the shot carried the ball into the goal.

## ASSISTS

An assist is awarded for a pass leading directly to a goal. No more than two assists may be credited on any one scoring play. Players receiving assists are credited with one point for statistical purposes.

- a. If a scoring play consists of two consecutive passes without a defender gaining control of the ball, two assists may be awarded, provided the second player does not have to elude a defender to make the final pass. Both passes must have a direct influence on the outcome of a goal scored. If the second player needs to elude a defender before passing to the goal-scorer, credit only that assist.
- b. No assist is awarded when a player gains control from the defensive team and scores.
- c. No assist is awarded on a penalty-kick goal.
- d. A corner kick, throw-in or free kick leading to a goal each counts as a pass in awarding assists.
- e. A player cannot receive credit for an assist on a goal that the player also scores.
- f. If an attacking player's shot hits a post or crossbar and bounces back into the field of play and, before a defender can touch the ball, another attacker shoots the ball into the goal, credit the player whose shot hit the post or crossbar with an assist.
- g. If an attacking player shoots and the goalkeeper or defender blocks the shot but cannot control the ball, and a second attacking player immediately knocks the rebound in for a goal, credit the player who took the first shot with an assist.

## GOALKEEPER SAVES, SHUTOUTS

- a. A save is awarded to a goalkeeper only if a shot otherwise would have gone into the goal. A goalkeeper can be credited with a save without catching the ball. If the goalkeeper blocks the ball or punches it wide or over the goal, that goalkeeper can be credited with a save, provided the ball would have gone into the goal. To receive a save, the play must be a shot. A goalkeeper cannot receive credit for a save on a cross.
- b. When a game is tied after regulation and overtime periods, and a penalty-kick situation determines a winner, each goalkeeper will be charged only with goals allowed to that point.
- c. A goalkeeper is credited with a shutout only if he or she plays the entire match. If two or more goalkeepers participate in a game where no goals are allowed, no individual shutout is recorded.

## WINNING THE GAME, GAME-WINNING GOALS

The team scoring the greater number of goals during a postseason game shall be the winner. During the regular season, no goals or an equal number of goals are scored, the game shall be termed a "draw."

In games where the tiebreaker procedure described in Rule 7-1-b is used, the penalty-kick tiebreaker shall be used to determine advancement.

The winner of the penalty kicks during the national championship game only will be declared the winner for all purposes, including the record.

A game-winning goal for statistical purposes is the goal that is one more than the opposing team's final total.

