

7.17.1 General Rules/Policies

- A.** Classes - There are three classes for both boys and girls, A-AAA, AAAA and AAAAA.
- B.** Practice Date - Practice may begin Monday of Week #7.
- C.** Practice Requirement - Each team or individual must have at least five (5) days of practice before competing in a game.
- D.** NMAA District Clinic - At least one head boys' team coach and one head girls' team coach from each declared soccer school must complete the NMAA district clinic online at www.nmact.org between August 1st and August 31st. Failure to comply shall result in a \$100 fine to the school per head coach which will be assessed on September 1st.
- E.** Inclement Weather – If less than one half of the game has been played, the game will be replayed from the point of interruption. The head referee should note who had possession of the ball, on what particular part of the field.
- F.** Game Limitations
 - 1.** Each varsity team or individual is limited to twenty (20) regular season games, inclusive of a tournament. Each sub-varsity team or individual is limited to seventeen (17) regular season games, inclusive of a tournament. A tournament is interpreted as having three games.
 - 2.** If a varsity team has one (1) game scheduled during a week, a player is allowed to play in two (2) halves that week. If a varsity team has two (2) games scheduled during a week, a player is allowed to play in four (4) halves that week. (Overtime periods are considered part of the second half.) A student's participation in soccer games is limited to no more than three (3) halves of play in a single day in any two-game combination, except varsity/varsity games.
- G.** Length of Game - Games are two (2) halves of forty (40) minutes each as per the National Federation rulebook. This item is determined by state association adoption and subject to the Board's discretion.

NOTE: Time is kept on the sidelines except when there is not an official timer provided by the host school, in which case the head referee keeps the time on the field.

- H.** Schedule/Procedures – One copy of the schedule for the succeeding school year are to be sent to the NMAA and must be postmarked on or before May 1st (only for centrally located schools). Delinquent schedules are subject to a fine payable to the Association as determined by the Board annually.

I. Tournament Progression

In regular season, non-district games, when a team advances in a tournament other than by scoring a winning goal, the record will indicate the game was a tie. An asterisk (*) is placed by the team advancing in the tournament to indicate its advancement.

J. Ties in Regular Season District and Non-District Games

- 1.** If a game is tied upon completion of two forty-minute halves of play, a maximum of two ten-minute sudden-victory overtimes will be played to determine a winner. Should the

two over-time periods not determine a winner, a shoot-out will be held, in conformance with the procedures in the NFHS Soccer Rule Book, until a winner is determined. This applies to all regular season district and non-district contests held in New Mexico.

2. End-of-Season Team Standing Ties

The following system shall be implemented if two or more schools are tied for first or second place within the district and/or who are potentially qualifying teams to post-season competition, in the absence of a district tournament. The steps as listed below shall be taken in order to determine the qualifying teams to post-season play in the event the district has not recorded a tie-breaking procedure with the NMAA office in advance of the season.

STEP 1 If two or more teams have identical season records, break the tie based on the results of the game(s) played between the two tied teams. If one team has beaten the other in head-to-head competition (all regular season games), that team wins the disputed seed. If this is for first place, the other team(s) as may be applicable, would then contest using the procedure as outlined for second place.

STEP 2 If after Step #1 is applied a tie still remains, compute the goal differential for the two or more teams who are tied in the games played against each other; i.e., total goals by Team “A” compared with the total number of goals by Team “B”. The larger number of goals scored would be declared the winner, or higher seed.

STEP 3 If the teams are still tied after utilizing Step #2, compute the total goal differential against all district opponents. A matrix shall be created which identifies the goal totals for each game by all common opponents within the district and the higher goal differential shall prevail, as is provided in the example as follows:

<u>Regular Season Scores</u>		<u>Goal Differential</u>	
Team A: 2	Team B: 1	Team A +1	Team B -1
Team C: 2	Team B: 3	Team C -1	Team B +1
Team C: 3	Team A: 1	Team C +2	Team A -2
 <u>Composite Results</u>			
Team A = +1, -2 + -1			
Team B = -1, +1 + 0			
Team C = -1, +2 + +1			

As shown by this matrix, Team C would be #1, Team B would be #2 and Team A would be #3.

STEP 4 The same as Step #3, only use all district and non-district opponents in the same classification in developing the matrix (the entire schedule with the exception alluded to herein).

STEP 5 If teams remain tied, a coin flip would determine the order of qualifiers in a district absent either a post-season or tie-breaking procedure recorded in advance of the season with the NMAA office.

NOTE 1: All of the above must be completed and results reported to the NMAA office no later than 6:00 p.m. the

Saturday of **Week #17** prior to the start of the State Soccer Tournament.

NOTE 2: Districts are given the option of establishing a tie-breaking procedure for end-of-season team standing ties prior to the season.

K. Tie-Breaking Procedure (District, State Tournament)

In district and state tournament semifinal games, when the score is tied at the end of regulation time, the referee instructs both teams to return to their respective team boxes. There are five minutes during which both teams may confer with their coaches and the head referee instructs both teams as to proper procedure.

1. There shall be two ten (10) minute sudden victory overtime periods.

NOTE: In the final state championship games only, there shall be as many as four ten (10) minute sudden victory overtime periods.

- a. A coin toss shall be held as indicated in the National Federation Soccer Rulebook.
 - b. At the end of each ten (10) minute sudden-victory overtime period, teams shall change ends.
2. If the score still remains tied, coaches, officials and team captains assemble at the halfway line to review the procedure as outlined below:
 - a. The head referee chooses the goal at which all of the kicks from the penalty line shall be taken.
 - b. Each coach selects any five players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the kicks.
 - c. The head referee designates which captain will call the coin toss. The team winning the coin toss has the choice of kicking first or second.
 - d. Teams alternate kickers.
 - e. Following a total of five kicks for each team, the team scoring on the greatest number of these kicks is the winner.
3. If the score remains tied after each team has had five kicks from the penalty line:
 - a. Each coach selects five different players than the first five who already have kicked to take the kicks in a sudden victory situation, the teams kicking in the same order as determined by the coin toss. If one team scores and the other team does not score, the game is ended without further kicks being taken.
 - b. If the score remains tied, continue the sudden victory kicks with the coach selecting any five players to take the next set of alternating kicks. If a tie still remains, repeat step #3 for regular season contests and other applicable games in which a winner must be determined through a progression.

L. Tie-Breaking Procedure for World Cup Play

Please see section 7.17.4.E for World Cup Tie Breaking Procedures.

M. Tie-Breaking Procedure for the Final State Championship Game

If a tie remains at the end of regulation time in the final state championship game, there shall be as many as four sudden-victory overtime periods. The game ends when the first team scores during any of the overtime periods. If the score remains tied after the sudden-victory

overtime periods, the tie-breaking procedure shall continue as described in **7.17.1.K** #1 through #3 above until a winner is determined.

- N. Mercy Rule - A game is ended if at half-time or any time during the second half a team is ten (10) goals behind.

7.17.2 Officials

- A. Officials working any NMAA sanctioned event must be registered through the Association. Schools are required to use two (2) NMAA/NMOA officials for NMAA regular-season sanctioned contests.
- B. Schools are subject to a fine for using non-registered officials.

7.17.3 District Alignments 2006-2007/2007-2008

Class 5A – Soccer

of Schools 22

District	District	District	District	District
1-5A	2-5A	3-5A	4-5A	5-5A
Cibola	Albuquerque High	Alamogordo	Carlsbad	Eldorado
Gallup	La Cueva	Gadsden	Clovis	Highland
Rio Rancho	Sandia	Las Cruces	Hobbs	Los Lunas
West Mesa	Santa Fe Valley	Mayfield		Manzano
		Oñate		Rio Grande

Class 4A – Soccer

of Schools 22

District	District	District	District	District
1-4A	2-4A	3-4A	4-4A	5-4A
Aztec	Bernalillo	Deming	Artesia	Albuq. Academy
Farmington	Capital	Santa Teresa	Goddard	Belen
Kirtland Central	Española Valley	Silver	Roswell	Del Norte
Piedra Vista	Los Alamos			Grants
	Taos			Moriarty
				St. Pius

Class 1A-3A – Soccer (Boys)

of Schools 19

District	District	District	District	District
1	2	3	4	5
Bloomfield	Moreno Valley	Monte del Sol	Hatch	Bosque School
Gallup Catholic	Peñasco	Santa Fe Prep	NMMI	East Mountain
Rehoboth	Pojoaque	St. Michael's	Ruidoso	Hope Christian
	Questa		Socorro	Sandia Prep
	Robertson			

Class 1A-3A – Soccer (Girls)

of Schools 16

District	District	District	District	District
1	2	3	4	5
Bloomfield Rehoboth	Moreno Valley Pojoaque Robertson	Monte del Sol Santa Fe Prep St. Michael's	Hatch Ruidoso Socorro	Bosque School East Mountain Hope Christian Menaul Sandia Prep

7.17.4 State Tournament (All Classes)

A. Dates:

Seeding (Saturday prior to World Cup Play) – Week #17

Classes A-AAA, AAAA, AAAAA:

World Cup Play – Week #18

Semifinals and Finals – Week #19

B. Roster Limitation - Each team is limited to twenty-two (22) squad members.

C. State Pairings (See Section 7.11)

In Classes A-AAA the District Champion and runner-ups advance to the NMAA State Tournament along with two (2) at-large berths.

In Classes AAAA, and AAAAA the District Champion and runner-ups advance to the NMAA State Tournament along with two (2) at-large berths.

D. World Cup Play Format

Each classification will seed 12 teams. Those 12 seeds will be divided into four pools of three and will play Thursday - Saturday of Week #18. All game rules and regulations apply to World Cup Play. See below.

Seed #1 (A1)
Seed #2 (B1)
Seed #3 (C1)
Seed #4 (D1)
Seed #5 (D2)
Seed #6 (C2)
Seed #7 (B2)
Seed #8 (A2)
Seed #9 (A3)
Seed #10 (B3)
Seed #11 (C3)
Seed #12 (D3)

Pools (A1, A2, A3)
(B1, B2, B3)
(C1, C2, C3)
(D1, D2, D3)

Teams will be assured two games; playing each opponent within their pool once. The winner of each pool will advance to the semifinals the following week (Week #19).

Note: The number one seeded team in each pool will play Thursday and Saturday during World Cup Play. See below examples

A1 vs. A2 Thur.	B1 vs. B3 Thur.
A2 vs. A3 Fri.	B2 vs. B3 Thur.
A1 vs. A3 Sat.	B1 vs. B2 Thur.

E. World Cup Play Tie Breaking Procedures

- a. The following points system will be utilized to break any ties during World Cup Play:
 - 3 points for Win
 - 1 point for Tie (penalty kick will only be used to determine tie breaker)
 - 0 points for Loss
- b. Should a tie continue to exist during World Cup Play, the following criteria will be utilized in the order by which it is listed (1-8) to determine the winner of the pool for the purpose of advancing to the semifinal round.
 1. Head to head competition
 2. Goal Differential (up to five points)
 3. Goals scored against
 4. Shutouts
 5. Most goals scored (no cap with mercy rule)
 6. Fewest red cards
 7. Fewest yellow cards
 8. Penalty Kick Shootout
 9. Penalty Kick Shootout Goal Differential
 10. Coin Flip

7.17.5 Misconduct Progression Rule

A. Regular Season

1. Yellow cards received during regular season or tournament competition must be counted. Once a player has accumulated five yellow cards, they are suspended for the next game. Once the player accumulates three additional yellow cards (totaling eight yellow cards), they are suspended for the next two games and are required to attend a meeting with the school's Athletic Director, head coach and the NMAA Executive Director or his/her designee. Any additional yellow cards received by a player after eight total cards will be subject to more severe penalties by the NMAA Executive Director, including but not limited to suspension from additional contests.
2. Any team whose players and coaches, during the regular season, collectively receive a total of 24 or more yellow cards (including all second yellow/red cards and straight red cards) will be required to attend a meeting with the school's Athletic Director and the NMAA Executive Director or his/her designee.
3. Any school receiving 32 or more yellow cards will be prohibited from participation in post-season. Any yellow/red cards received by the coach will count toward the 32 card total. *(Note: The 32 card total is in effect for a two-year block, at which time this amount will be revisited by the NMAA Soccer Sport-Specific Committee and NMAA Commission.)*
4. If a player receives a red card or a second yellow card resulting in disqualification, that individual is suspended for the next scheduled game. These are minimum penalties. All yellow and red cards must be reported to the NMAA.

5. Coaches who are ejected must sit out the next contest minimally in post season as well as regular season play.

B. Post Season

Upon the commencement of post-season, all players and coaches receive a “clean slate” for the accumulation of cards. However, any pending sit-out resulting from the accumulation of cards or a direct send-off must be fulfilled in post-season if the requirement for a sit-out has not been satisfied during the regular season. For example, if a player receives his/her fifth yellow card or is sent off during the final regular season game, he/she will be required to sit out the first game of the post-season if the team has qualified for post-season competition or the first game of the next season if the team has not qualified for post-season competition.

1. If a player is ejected for “persisting in misconduct after receiving caution” (a “second yellow card” offense) he/she is charged with one caution in that contest. However, the player ejected is not permitted to participate in the following contest.
2. Any yellow cards received during the regular season **DO NOT** carry over into the post - season. **Note:** If an athlete receives the 5th, 7th, 9th, etc. yellow card in the last game of the regular season, the athlete will still be required to sit out the first game in post-season play. Athletes who receive a second yellow card in post-season play will be required to sit out the next game. Also, an athlete who receives a red card must sit out the next game minimally, no matter when it is received.
3. Coaches who are ejected must sit out the next contest minimally in post season as well as regular season play.

C. Referee

At the end of each contest, the referee confirms that all cautions and ejections during the contest are recorded both on his/her game report form (for players, name and number should be listed) and in the official scorebook (normally kept by the home team).

D. Athletic Administration

Athletic Directors, Administrators and/or Coaches are required to monitor and report on the misconduct of their team members and themselves. The total number of accumulated cautions and ejections and the dates when coaches or players were not permitted to participate will be noted on the pre-game lineup forms given to the scorer prior to the match. The referee notes all cautions/ejections and reports it to the NMAA no later than the day following the game.