

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.

Lightning Delay Procedures- (Guideline for officials) - Due to the geographic makeup of New Mexico and the inability to reschedule contests, the following procedures will be put in place for lightning disturbances or other weather related issues:

1. Use the NFHS Rulebook as a guide to implement lightning delay procedures. (NFHS Soccer Rule 5-3 Article 2) *The head referee shall have authority to suspend play or terminate the game whenever the elements, spectators or other cause require.*
2. Adhere to the 30 minute rule before resuming play, regardless of the point of interruption (first or second half.)
3. Communicate with host school administration, visitor administration (if present), and with head coaches of both teams as conditions or decisions change.
4. Attempt to finish contests, if at all possible, once lightning disturbances subside.
5. Contests can be delayed up to two hours using the 30 minute rule.
6. After a two hour delay, it is ultimately the responsibility of the game officials in communication with the host site administration as to whether to suspend the contest or extend the delay additionally.
7. Officials should contact the NMAA Director of Soccer or the Commissioner of Officials for clarification if needed.

NOTE: These procedures are for varsity contests only. Sub-varsity or junior high contests are at the discretion of game officials and host site administration.

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.
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: The official time is kept on the field by the head referee.

- H. Schedule/Procedures** - One copy of the schedule for the succeeding school year is 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. 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.
3. Sub-varsity games are considered an official game at the end of regulation, regardless if the game is tied.

K. District Tie-Breaking Procedures to Determine Placement

In the event that two or more teams tie during regular season district play, placement is determined by a goal differential system during the season as follows:

1. Compare the results of head to head competition: If one team has defeated the other(s), that team has earned a higher placement.
2. Placement shall be determined by a goal differential of the teams tied based on district games, with 5 points being the maximum allowed for any one game. Each team involved uses either a plus or a minus goal differential; if a team wins by 5, they are credited (+5); the other team has a deficit (-5) in the calculation.
3. If two or more teams tie on the goal differential of the tied teams, the team which defeated the other teams in regular district play has earned the higher placement.

4. If all teams tie in the goal differential of the tied teams, the goal differential on all district games shall be used with 5 points being the maximum allowed for any one game.
5. If two or more teams tie in the goal differential of the tied teams on all district games, the team which defeated the other teams in regular district play has earned the higher placement.
6. If all teams tie in the goal differential on all district games, the least number of goals allowed in district play shall be used. The team which has allowed the least number of goals has earned the higher placement.
7. If all teams are still tied, a coin toss determines placement.
8. This process, including the coin toss, is administered by the NMAA staff. The official declaration of results is the responsibility of the Association staff.

Example A:

Team A and Team B are tied at the end of the season with a 2-2 record. Team A defeated Team B by a score of 5-2 and 3-1; therefore, Team A has earned the higher placement.

Example B:

Team A and Team B are tied at the end of the season with a 2-2 record. Team A defeated Team B by a score of 4-1 and Team B defeated Team A by a score of 3-2. Team A would have +3 and -1 goal differential, totaling +2, while Team B would have -3 and +1 goal differential, totaling -2. Therefore, Team A has earned the higher placement.

Example C:

Teams A, B and C are all tied with a 2-2 record. The results of the district games are as follows:

Team A (4) vs. Team B (2)

Team A (2) vs. Team C (3)

Team B (5) vs. Team C (1)

Results: Team A +1, Team B +2, Team C -3

Therefore, Team B has earned the highest placement, with Team A receiving the second highest placement and Team C finishing last.

L. Game Tie-Breaking Procedure (State Tournament)

In state tournament games, when the score is tied at the end of regulation time, the referee instructs both teams to return to their respective team boxes. Coaches are allowed five minutes to confer with their teams. During this timeframe, the referee shall instruct both coaches- 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; there is no follow-up on kicks. .
 - e. Following a total of five kicks for each team, the team scoring on the greatest number of these kicks is the winner.
 - f. The defending team may change the goalkeeper prior to each penalty kick.
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.

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 (10 minute) 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 L # 1 - 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.

O. Officials

- 1. 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.
- 2. Schools are subject to a fine for using non-registered officials.

7.17.3 State Tournament (All Classes)

A. Dates:

Classes A-AAA, AAAA, AAAAA:
 First Round– Week #18
 Quarterfinals, 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)

The District Champion advances to the NMAA State Tournament along with teams receiving at large berths (A-AAA -7, AAAA – 6, AAAAA – 7).

A. State Tournament

The State tournament will be a 12-team single elimination tournament, with the first round to be played at the home site of the higher seed. The top four seeds are to be given a bye for the first round.

7.17.4 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.

7.17.5 School Co-op Participation

Two Class A schools with a combined enrollment of 125 students or less can petition the Director to co-op in the sport of soccer. At least one of the schools must show proof that they do not have enough willing participants to field their own team.