Important Dates

- July 31st In person NMAA Rules Clinic in Albuquerque. Crowne Plaza
- August 5th- In person Rules Clinics. Farmington HS, August 7th- Capital HS, August 12th Albuquerque HS, August 14th Roswell HS and August 15th Onate HS
- August 12th- First day of Soccer Season
- August 15th- Deadline to attend Soccer Rules Clinic
- September 1st Rosters, schedules and photos are due on MaxPreps
- October 27th Coaches input due by 8:00 AM. Soccer brackets released
- November 1st 2nd First round of state at site of higher seed
- November 6th- 8th Quarterfinals, semi finals and finals at Bernalillo Soccer Complex

Regular Season Tournaments

 In regular season tournament matches the host school will determine how matches will be settled for advancement purposes beyond regulation and two overtimes. If match is determined by shoot out you now record it as a win or a loss.

Misconduct progression Rule Bylaw 7.17.3

- 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 NMAA Executive Director or his/her designee.
- If a player receives a red card, or a second yellow card resulting in disqualification, that individual is suspended for the next scheduled game.
- The NMAA Director of Soccer will document all card reports. When players/teams are nearing suspension levels I will notify the coach/athletic director.

Misconduct progression Rule Bylaw 7.17.3

- 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 NMAA Executive Director or his/her designee.
- 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.

Ejections- Departures from NMAA 7.7.2 (Game ejection Policy)

- Yellow Card Misconduct (NFHS 12-8Art. 1) A player receiving two yellow cards in a contest will be subject to an additional game penalty under NMAA 7.7.2 ONLY if one or both of those cards is C2 (Dissent) or C5 (Incidental Vulgar/Profane language).
- Red Card Disqualification (NFHS 12-8, ART 2). All red card disqualifications will require an additional one game penalty under NMAA 7.7.2 Except: D8 (Second Caution) Except where one or both caution is a C2 (Dissent) or C5 (Language) and D7 (DOGSO by Handling).

D9 Violent/Malicious Conduct—Fighting

- Misconduct Rule (NMAA 7.17.3.A.4). "A coach or player who is issued a red card for (D9) Violent/Malicious Conduct—Fighting may receive a three (3) match suspension, starting with the next scheduled match, and including any carryover to the state soccer tournament and/or following season. A second Violent/Malicious Conduct—Fighting red card received in the same season may result in an automatic suspension for the remainder of the season, including carryover to the state soccer tournament and/or the following season.
- By definition a player or coach would be guilty of Violent/Malicious Conduct—Fighting if he/she "act deliberately to strike or punch, or attempt to strike or punch, another player, coach, bench personnel or fan. These acts include, but are not limited to, kicking, head butting, hair pulling, or an open handed strike, if done deliberately and in a malicious manner, either on the field of play or outside its boundaries and whether the ball is in play or not. A player, coach or member of bench personnel shall be guilty of this misconduct if he/she leaves the coaching/bench area to participate in an altercation.

Dual Participation

 Participation Rule (NMAA 7.3.1) which addresses concurrent participation on school and club teams. It is the responsibility of the head coach to communicate the rule to parents and studentathletes and monitor student-athletes participation on nonschool soccer teams during the interscholastic season, within the game-limitation rules (NMAA 7.1).

Heat Prevention

- The athletic trainer and/or head coach are responsible for checking the heat index prior to the beginning of practice daily.
- If heat index is above 104 practice is cancelled. If heat index is 100-104 modify practice to remove protective equipment and shorten practice.
- Heat index 95-99 use caution but may practice. Heat index under 95, risk of heat illness is present, but risk is greatly reduced. Water breaks should occur every 20-30 minutes.
- DO NOT restrict intake of fluids. Emersion in cold water is the treatment of choice for management of acute heat exhaustion and heat stroke while emergency units are on their way.

Concussion Protocol

 Concussion Management (SB1). Athletes and Coaches are required annually to complete the concussion management course and concussion fact sheet (parents must complete). Go to www.nmact.org and fulfill this important requirement of state law.

Verification of Equipment and Sportsmanship Regulations

Please understand the following; it is your responsibility to ensure that your sub-varsity coaches (JV, C-Team, Freshmen, etc) are aware of the information as well.

I acknowledge thatall players:

1. have been informed what equipment is mandatory and what constitutes illegal equipment.

2. have been provided the equipment mandated by rule.
3. have been instructed to wear and how to wear mandatory equipment during a game.
4. have been instructed to notify the coaching staff when equipment becomes illegal

through play during the game.

5. have been made aware of and will practice the safety as well as the sportsmanship regulations in concert with NFHS and NMAA rules.

By signing the rules clinic attendance form, you certify that you and all members of your team/coaches are cognizant of the above information

Soccer Match Reporting System (Officials)

- All matches must be entered using the link below. The link can be found at www.nmact.org on the soccer homepage
- http://nmact.powermediallc.org/officials/soccer-cards/
- Designate one official to submit report

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SOCCER UNIFORMS

NFHS SOCCER UNIFORM

Game Jersey

- Home Team
 - Dark color contrasting white
 - If gray is used, the shading of the gray color should be 70% dark or darker for it to clearly contrast with white (Gray Color Spectrum Chart)
- Visiting Team
 - All-white
 - No color trim
- Only names and patches, emblems, logos or insignias referencing the school are allowed
- 2 ¼ inch square manufacturer's logo allowed
- Team members wear the same color and style uniform
- Goalkeeper's jersey must distinctively different in color from that of team members and opposing team

NFHS Soccer Jersey

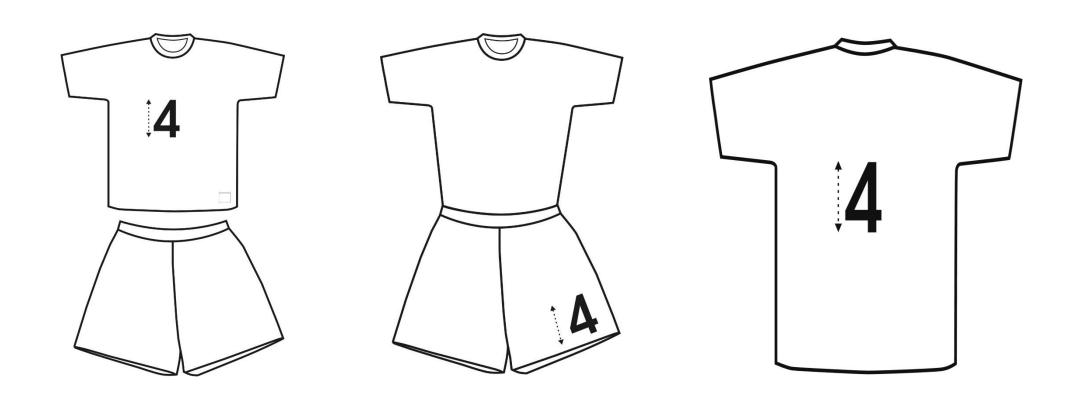
Front of Jersey

- All jerseys, including the goalkeeper, must be numbered on the front
- Numbers must not be duplicated
- There must be a 4-inch number on the front (jersey or shorts)
- The color of the number must contrast with the color of the jersey or pants, be clearly visible and match the color of the number on the back of the jersey

Back of Jersey

- All jerseys, including the goalkeeper, must be numbered on the back
- Numbers must not be duplicated
- There must be a 6-inch number on the back
- The color of the number must contrast with the color of the jersey, be clearly visible and match the color of the number on the front of the jersey

Number placement



Other items worn

- Socks
 - Home Team
 - Dark color contrasting white
 - Does not need to match the jersey color
 - Both socks must be the same color
 - Visiting Team
 - All white
 - If tape or stays are used, they must the same color as the socks
 - Manufacturer's logo on both sides of the socks is legal
- Shorts
 - May be of a color unlike that of the jersey
 - May have an appropriately size manufacturer's logo

Other items

Shinguards

- Must meet the NOCSAE standards at time of manufacture
- NOCSAE seal and height range permanently mark on front of shinguard
- Worn with bottom edge no higher than 2 inches above the ankle
- Age- and size-appropriate
- Worn under socks
- Must not be altered

Undergarments

- If worn, must be of a similar length for an individual
- Solid color, all alike for the team, if worn

Other items

- Head coverings
 - Goalkeeper may wear a soft-billed baseball-type hat or soft-billed visor
 - Soft-padded headgear is permitted
 - Medical or cosmetic required head coverings must be approved by the State Association
 - Religious required head coverings must be approved by the State Association

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SOCCER RULES CHANGES

Rule 4-3 improperly equipped

Improperly Equipped Players (18-1-1u)

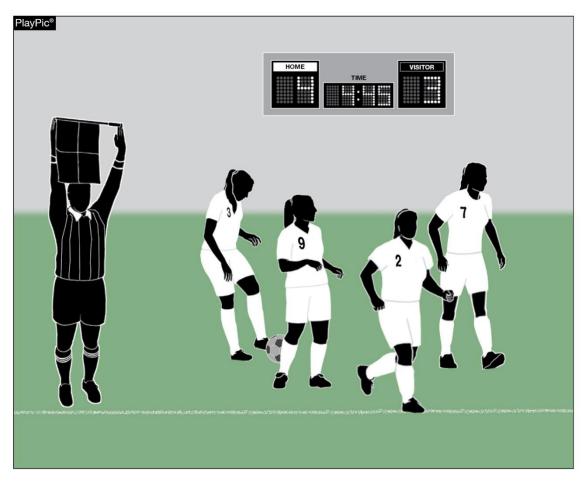
- Cautions will not be issued for improperly equipped player(s).
- If not immediately correctable, improperly equipped player(s) shall be instructed to leave the field of play when the ball next ceases to be in play. The player(s) may be replaced. The removed player(s), if not replaced, may re-enter at the next dead ball only after reporting to an official, who shall be satisfied the player's equipment and uniform are in order. Play shall not be stopped for an infringement of this rule except that the referee may stop play immediately where there is a dangerous situation.

Rule 5-3-1d advantage signal

The officials shall:

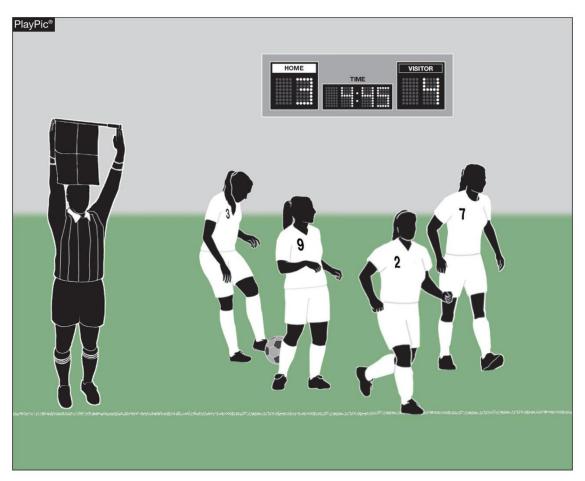
(d) call out "play on" and, with an underswing of <u>one</u> or both arms, indicate a foul which was observed but shall go unpenalized because penalizing the offending team would give an advantage to the offending team. If the referee applies the advantage, which was anticipated but does not develop at that time, the referee shall penalize the original offense.

7-4-3 Time-Out and In



The clock shall be stopped when a substitute by the team in the lead is beckoned on the field in the final five minutes of the second period only during regulation time, the second period of overtime and the fourth period (if the state plays in quarters).

3-4-3 substitutions



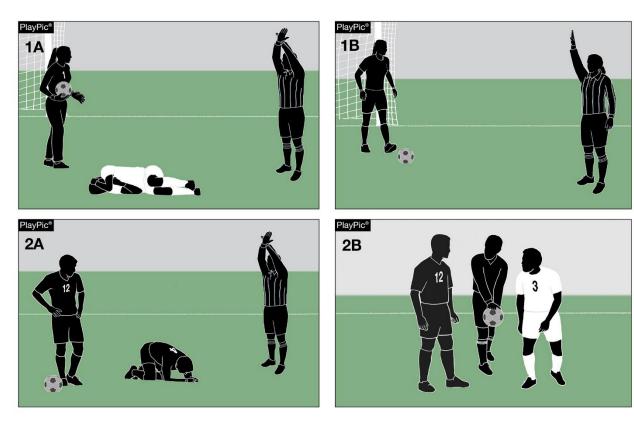
• The clock shall be stopped when a substitute by the team in the lead is beckoned onto the field in the final five minutes of the second period, in the fourth quarter (if the game is played in quarters) and in the second period of the overtime.

Rule 9-2-1 drop ball

The game is restarted with a drop ball:

- a. when the ball is caused to go out of bounds by two opponents simultaneously;
- b. when the ball becomes deflated;
- c. following temporary suspension of play for an injury or unusual situation and a goalkeeper is not in possession of the ball.
- d. when simultaneous fouls of the same degree occur by opponents.

9-2-1 Drop Ball



Unless a goalkeeper is in possession of the ball, the restart following a temporary suspension of play for an injury or unusual situation is a drop ball.

Rule 9-2-3 drop ball

The ball is dropped by an official from waist level to the ground. Any number of players may contest a dropped ball (including the goalkeepers); a referee cannot decide who may contest a dropped ball or its outcome.

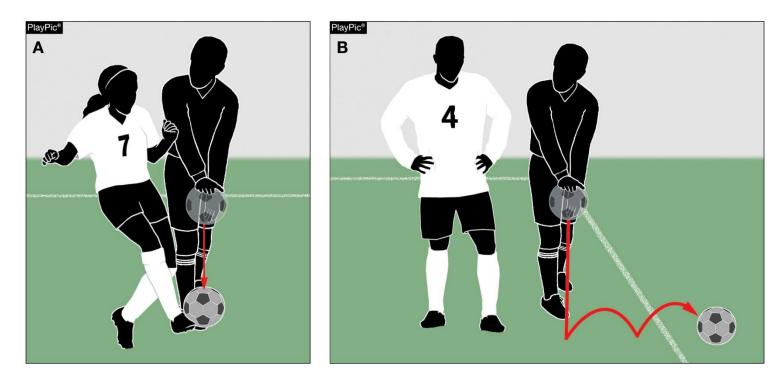
9-2-3 Drop Ball





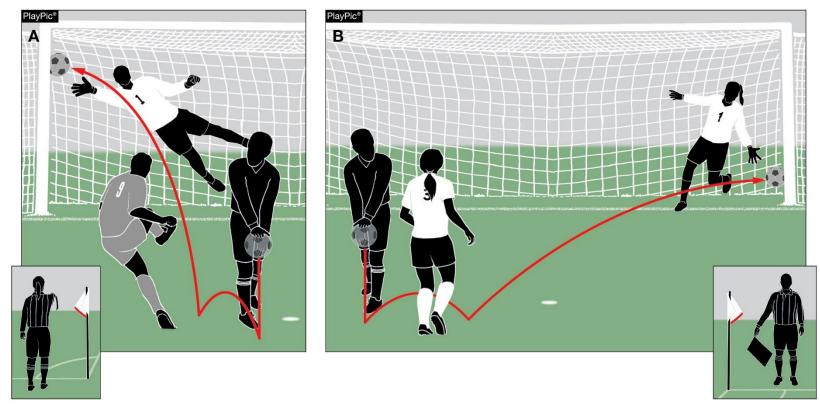
Any number of players may contest a dropped ball, including goalkeepers.

9-2-5 Drop Ball



The dropped ball is repeated if it touches a player before it touches the ground or it leaves the field of play before it is touched.

9-2-6 Drop Ball



A goal cannot be scored directly from a drop ball; the ball must touch at least two players before entering the goal.

Rule 9-3 drop ball

In case of a temporary suspension due to injury or any unusual situation the game shall be started by <u>a drop</u> <u>ball</u> at the point where the ball was when the play was suspended (except as noted in 14-1-7), <u>provided the ball was not in the goal area and not in the possession of the goalkeeper. 12-8-2</u>

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SOCCER Points of Emphasis

Pre-game communication between the school administration and game officials

An authorized representative of the host school shall greet the officials upon their arrival. The host school principal, principal's designee or game administrator must indicate to the head official or center referee his/her location should a situation develop where his/her assistance is needed during a contest. The contest coaches should not serve as the principal's designee or game administrator. The expectation is that the principal's designee or game administrator will take positive action to maintain an atmosphere of good sportsmanship within the spectator seating area.

Pre-game Communication Between the School Administration and Game Officials





The site administrator should indicate his/her general location for the contest so that the referees know where to look if there is a need.

Officials communicating misconduct to coaches

NFHS Rule 5-3 states that game officials shall communicate the nature of misconduct to coaches, the scorer and other officials when a yellow/red card has been issued. This communication is a notification and not an explanation. It is not intended to be an opportunity for the coach to discuss or dissent the call. It is, however, an educational opportunity for the coach to address and/or correct the behavior of the carded individual.

Officials communicating misconduct to coaches (con't.)

It is important to note that interscholastic athletics are an extension of the classroom and the behavior of all involved should reflect as such. Coaches and officials are expected to model good sportsmanship and to uphold the honor and dignity of their profession. This includes all interactions with student-athletes, other coaches and officials, school administration and spectators.

Contact Information

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