

7.17.1 General Rules/Policies

- A. Classes** - There are three classes for both boys and girls, A/3A, 4A and 5A.
- 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 district clinic in person or online at www.nmact.org between August 1st and August 15th. Failure to comply shall result in a \$100 fine per coach to the school which will be assessed on September 1st.
- E. 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. In a two game combination (varsity/sub-varsity) on any given day against the same school, a player may not play in more than three (3) of the four (4) halves. Overtime periods and shootouts are considered part of the second half.

Q1: Can an athlete play in more than one game (in excess of 3 halves) in one day?

A1: Yes, as long as the games are against different schools. Example: A player plays in a tournament in which he/she plays in two games against different schools on the same day. Each game shall count against his/her maximum allowable game limits.

- F. Length of Game** - Games are two (2) halves of forty (40) minutes each as per the National Federation rulebook. Varsity regular season games, including district play, which are tied after the completion of regulation play shall be resolved in the following manner: The teams shall play two ten-minute sudden victory overtime periods. If no goals are scored during the two ten-minute sudden-victory overtime periods the game shall remain a tie. **Exceptions:** 1. All Junior Varsity games shall remain tied at the end of regulation time and 2. Regular season tournament games may, at the option of the tournament host, be settled by kicks from the mark (shootout) and 3. State Tournament games will be settled by kicks from the mark (shootout) as per 7.17.1.J.

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

- G. Regular Season Tournament Overtime Procedures** - The tournament organizer has the ability to modify the overtime procedures during regular season tournaments prior to the tournament beginning.
- H. District Tie-Breaking Procedures to Determine Placement** - For district games teams earn 3 points for a win, 1 point for a tie and 0 points for a loss. In the event that two or more teams tie during regular season district play (based on point totals), placement is determined by a goal differential system during the season as follows:
 - 1. Compare the results of head to head competition.
 - 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 8 points. Team A defeated Team B by scores of 5-2 and 3-1; therefore, Team A (+5) has earned the higher placement over Team B (-5).

Example B:

Team A and Team B are tied at the end of the season with 8 points. Team A defeated Team B 4-2 and tied Team B 1-1. Team A (+2) has earned the higher placement on the basis of the win over team B (-2).

Example C:

Teams A, B and C are tied at the end of the season with 8 points. The result of district games involving the tied teams is as follows:

Team A (4) vs Team B (2)	Team A (1) vs Team B (1)
Team B (4) vs Team C (1)	Team B (2) vs Team C (1)
Team C (5) vs Team A (1)	Team C (3) vs Team A (3)

Results: Team A=-2; Team B=+2; Team C = 0. Team B has earned the highest placement (+2), with Team C 2nd (0) and Team A 3rd (-2).

Example D:

Teams A, B and C are tied at the end of the season with 8 points. The result of district games involving the tied teams is as follows:

Team A (4) vs Team B (2)	Team A (1) vs Team B (1)
Team B (4) vs Team C (1)	Team B (2) vs Team C (1)
Team C (4) vs Team A (1)	Team C (3) vs Team A (3)

Results: Team A= -1; Team B =+2; Team C= -1. Team B has earned the highest placement (+2); Team A and Team C are tied with a -1 goal differential. Team C has a +3 point differential in the head to head games against Team A and therefore has earned the #2 placement; Team A is 3rd.

I. Game Tie-Breaking Procedure - Regular season tournament games (at option of the host school) and all state tournament games

In 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.
 - 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 3a for regular season contests and other applicable games in which a winner must be determined through a progression.
 4. Sub-varsity games are considered an official game at the end of regulation, regardless if the game is tied.
- J. Mercy Rule** - A game is ended if at half-time or any time during the second half a team is ten (10) goals behind.
- K. 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.
- L. Scorebook Requirement** – The home team is required to maintain a game scorebook. For all contests minimally, the scorebook must include team rosters, record of halves played, goals scored by team and individuals and cards issued. The head referee must sign the book at the conclusion of the contest.
- M. Games Interrupted** (See also 7.10.2)
1. In the event that a game must be interrupted because of conditions which make it impossible to continue play (i.e. lightning, darkness, power outage, etc.) the head official/referee shall declare it an official game if one complete half or more of the game has been played; based upon the NFHS definition of a regulation game.

2. If less than one-half of the game has been played, and it is a district game/post-season game, the game must be rescheduled from the point of interruption/suspension of play.
3. If less than one-half of the game has been played, and it is a non-district game, the participating schools must mutually agree to reschedule the game from the point of interruption/suspension of play or the game will be considered a non-game.

Note: If one complete half or more of the game has been played in a post-season game, it will be left up to the discretion of the tournament director and/or the NMAA Executive Director to determine if the game is played to its entirety.

- N. Forfeits** – The score of a forfeited game shall be 1-0 if the game is not started, the score is tied or the offending team is ahead at that time. If the offending team is behind at the time of the forfeit, the score at that time is the final score.

7.17.2 State Tournament (All Classes)

A. Dates:

Week #18 A/3A Quarterfinals, 4A-5A First Round & Quarterfinals
Week #19 All Classes – Semifinals and Finals

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

C. State Pairings (See Section 7.11)

In all classes, the District Champion advances to the NMAA State Tournament. The remainder of the field will be filled with at-large selections.

D. State Tournament

1. **A/3A** – Eight (8) teams will advance to the State Tournament and participate in an 8-team single elimination bracket, with the quarterfinals and semifinals to be played at the home site of the higher seed.
2. **4A-5A** – Twelve (12) teams will advance to the State tournament and participate in a 12-team single elimination tournament, with the first round, quarterfinals, and semifinals to be played at the home site of the higher seed. The top four seeds are given a bye for the first round.

7.17.3 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.
- 4a. 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. (See 7.7.2)
- 4b. A coach or player who is issued a red card for (D9) Violent Conduct-Fighting may receive a three (3) match suspension, starting with the next scheduled match and including any carryover to the State Soccer Tournament. A second Violent 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.
- 4c. By definition a player or coach would be guilty of Violent Conduct – Fighting if he/she acts 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 fighting if he/she leaves the coaching/bench area to participate in an altercation.
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 the first round 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 (starting the quarterfinal round) if the requirement for a sit-out has not been met during the regular season or first round of the playoffs. 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. If the team earns a first round bye he/she will be required to sit out the quarterfinal game. If the player receives his/her fifth yellow card or is sent off during the first round of the state playoffs, he/she will be required to sit out the quarterfinal round of the post season. The player will sit out 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 or first round of the playoffs **DO NOT** carry over into the post-season. 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 the misconduct of their team members and themselves. The referee notes all cautions/ejections and reports it to the NMAA no later than the day following the game.

Q1: *During a contest player “A” receives a yellow card in the first half and a second yellow in the second half, resulting in disqualification from the game. How many yellow cards has player “A” received under the Progression Rule (7.17.3A1)?*

A1: *Player “A” has accumulated 1 yellow card toward the Progression Rule. The second yellow card/soft red card does not count toward the Progression Rule. However the second yellow/soft red does count toward the team card totals (7.17.3A2 & A3).*

Q2: *During a contest player “B” receives a yellow card in the first half and a straight red card in the second half. How many cards have been accumulated under the rules?*

A2: *The yellow card received by player “B” in the first half counts as a yellow card under the Progression Rule. The straight red card, resulting in ejection from the contest, counts only toward the team totals (7.17.3A2 & A3).*

Q3: *Player “C” has accumulated 4 yellow cards going into today’s game. During the first half of today’s game player “C” receives a yellow card, his 5th of the season. What penalties occur as a result of his 5th yellow of the season?*

A3: *Player “C” may complete the current game, assuming he does not receive a second yellow, but must sit out the following game and complete all requirements under 7.7.2 (NMAA Game/contest ejection policy). In addition, the yellow card counts toward the team card totals under 7.17.3A2 & A3.*

Q4: *During the final game of the regular season player “A” receives a yellow card, which is his 5th yellow card of the regular season. Does he have to sit out the first game of the state tournament, since players receive a “clean slate” in respect to cards (7.17.3B)?*

A4: *Players have a “clean slate” with respect to accumulation of cards starting with the state quarterfinal game. Any pending sit out resulting from accumulation of cards during the regular season must be served. Player “A” must therefore sit out the first game of the state playoffs.*

Q5: *During the first round of the state playoffs, a player receives his/her 4th yellow card of the season. During the quarterfinal round game, the player receives his /her 5th yellow card. Does the player have to sit out the semi-final round game as a result of the accumulation of yellow card rule?*

A5: *No, after the first round of state, the player receives a “clean slate” for the quarterfinal round and beyond. However the yellow received in the quarterfinal game counts as the player’s first yellow in state play. If he/she receives a second yellow during the semi-final game, he/she would be required to sit out the championship game if the team qualifies.*