



AYSO UNITED NM – HIGH DESERT FALL STAMPEDE 2022



## HIGH DESERT FALL STAMPEDE 2022

August 20, 21, 2022

New Mexico Soccer Tournament Complex At The Santa Ana Pueblo

### RULES OF COMPETITION

All matches shall be played in accordance with the IFAB Laws except as modified and stated in this rules package. Any disputes will be settled by the Tournament Director and designated Tournament Committee member(s). Tournament rules may be modified under extraordinary circumstances at the discretion of the Tournament Director and the Tournament Committee.

**NO PROTESTS WILL BE ACCEPTED OR CONSIDERED!**

### TEAM & PLAYER ELIGIBILITY

Eligible players are those who are properly registered with AYSO, USYSA, US Club Soccer, or SAY and whose complete name, and date of birth on the team's roster form at the Tournament Credentials Check-In. ALL teams must provide a validated roster, as issued in the manner approved by the team's State Association. Each team may have a maximum of Four (4) guest players (for teams of all age groups). **No player may play for more than one team; dual registered players must declare in writing which team they will play for if both their teams have entered in the HIGH DESERT FALL STAMPEDE 2022.** Coaches MUST provide AYSO UNITED, AYSO, USYSA, US Club Soccer, etc., member photo pass card as approved by the team's State association for each player, guest player, and team official listed on the approved roster and present with the team. Each player's member photo pass card must have on it the team information, the valid seasonal year, the player's name, and the player's VERIFIED birthdate as required by Rule 204 of US Youth Soccer Policy on Players & Player Rules. Coaches must also provide copies of any required permissions for a coach or player who is listed as a guest (if applicable). Out-of-state (but not from the USYS Region IV) teams will also be required to furnish a copy of their state association's Travel Sanction Documentation (if applicable). **TEAMS USING INELIGIBLE PLAYERS WILL FORFEIT ALL THEIR MATCHES.**

### GUEST PLAYER POLICY

GUEST players MUST be USYSA (NMYSA) registered members for ALL USYSA (NMYSA) member teams, For AYSO UNITED, AYSO, US Club Soccer, and SAY teams, their team's guest players MUST be registered members of their own respective organizations. **Cross-organizational guest playing (such as an AYSO registered player guest playing for an USYSA (NMYSA) team or vice versa) WILL NOT be permitted.** If a player wishes to guest play for an USYSA (NMYSA) team and is not currently registered with an USYSA (NMYSA) team, he/she can register as a "House" player with their local USYSA (NMYSA) league in order to guest play with an USYSA (NMYSA) team.

### MEDICAL RELEASES

An authorization properly executed with original signatures to allow emergency medical treatment of each player must be presented at the Tournament Credentials Check-in.

### TEAM CREDENTIALS CHECK-IN DETAILS

At the AYSO Training Center – 3901 Georgia Street NE, Suite C-3, Albuquerque, NM 87110

Check-In Date & Time	Mandatory Team Documents To Bring To Check-In
<p style="text-align: center;">Friday August 19, 2022 5:30 PM – 8:00 PM</p>	<ul style="list-style-type: none"> <li>▪ <b>Current Soccer Seasonal Year (2022-2023) Laminated Player and Coach Photo Pass Cards (including ALL of your Guest Players), issued by the team's USSF affiliate member (AYSO, USYS, US Club Soccer, SAY, etc.).</b></li> <li>▪ <b>Current Soccer Seasonal Year (2022-2023) Membership/Medical Release forms for EACH Player and Guest Player.</b></li> <li>▪ <b>Your League/Club Approved Official Team Roster, INCLUDING any and all Guest Players. (PLEASE BRING THREE COPIES).</b></li> <li>▪ <b>A completed AND signed COPY of the Coach &amp; Team Conduct Guidelines form (SEE ATTACHED).</b></li> <li>▪ <b>Guest Player authorization (if applicable). Please note that there is no cross-organization Guest Playing permitted. NMYSA/USYS Players can ONLY play with other NMYSA/USYS teams; AYSO Players can ONLY play with other AYSO teams and US Club Soccer Players can only play with other US Club Soccer teams.</b></li> <li>▪ <b>Proof of Permission To Travel for teams coming from outside of USYS REGION IV.</b></li> </ul>

Any player or coach whose paperwork is incomplete at the Check-In WILL NOT be allowed to participate in the **STAMPEDE 2022**.

**Teams NOT PROPERLY CHECKED IN may be required to FORFEIT all their matches.**

NO roster changes or any player additions will be allowed after a team has been checked in.

**Match Schedules will be published/posted FIVE days prior to the tournament weekend. (Please check back often for any possible schedule changes).**

#### OFFICIAL MATCH SCHEDULES

The **HIGH DESERT FALL STAMPEDE 2022** will provide official match schedules to your team representative at the Tournament Check-in. The schedules &/or bracket assignments made available on the website [www.UNITEDNM.org](http://www.UNITEDNM.org) should be regarded as subject to revision at any time, depending upon a variety of circumstances. **EACH team will be scheduled to play a minimum of THREE (3) matches, if possible. The format and the type of schedule depends on the number of teams in the age/gender group bracket.**

Here are the Specific Bracket Sizes & Corresponding Matches explanation –

Bracket Size (Number of Teams)	Corresponding Number of Matches Explanation
4 Teams	Each team plays the other (3) teams once, the Top Two play in the FINAL
5 Teams	Each team plays the other (4) in a Round-Robin format, Champions & Runners-Up decided on Total <b>NET</b> Points (Tiebreakers applied if and as needed) <b>(NO SEMIFINALS or a FINAL)</b>
6 Teams	Subdivided into TWO groups (A & B) of (3) teams each, where each team within a Group plays the other two once, then A3 vs B3 (for their guaranteed 3 <sup>rd</sup> match), A1 vs B2 (Cross SF1), B1 vs A2 (Cross SF2), SF1 Winner vs SF2 Winner in the FINAL
8 Teams	<b>TWO SEPARATE 4-Team brackets – Competitive (Gold) &amp; Recreational/Developmental (Silver), then each bracket is treated as a separate 4-Team Bracket as above</b>

**AGE SPECIFIC RULES**  
**FOR U7/8 STAMPEDE FESTIVAL**

ALL the U7/8 teams entered will receive THREE (3) matches each (bracket size permitting). There will be NO scores, NO points, NO standings kept or published. Also, there will be NO advancement to any playoff matches. EACH player on an entered U7/8 team will receive the same PARTICIPATION (NOT a Placement) AWARD.

**AGE SPECIFIC RULES**  
**FOR U9/10 – IMPLEMENTING THE BUILD OUT LINE**

The USYS/NMYSA is mandating the usage of the Build Out Line (BOL) in 7v7 matches, played by the U9 and U10 age groups. The purpose of the BOL is twofold:

- 1) To promote playing the ball out of the back under possession; and,
- 2) To indicate the area of the field where an attacking player may be called for being offside.

Using the BOL:

- I. Used as a retreat line when:
  - 1) The ball goes over the end-line for a goal kick, or
  - 2) The goalkeeper establishes possession in his/her hands.

As soon as either of the above situations occurs in a match, all opponents must begin to retreat to behind their BOL. Players not retreating may be cautioned by the referee (same as not retreating when defending a free kick).

- Players on the team taking the goal kick, or on the team of the goalkeeper with the ball in hands, may move to any area of the field.
- On a goal kick, the ball must leave the penalty area before it is considered “*in play*.”  
The player taking the goal kick can only touch the ball once and another player must touch it before the first kicker can play the ball again.
- When the goalkeeper has possession in his/her hands, the ball is considered “*in play*” as soon as the goalkeeper releases it by dropping the ball to the ground, rolling the ball, or throwing the ball.  
\*\*\*To further promote playing the ball out of the back, goalkeepers may not punt or dropkick the ball.
- If the player taking the goal kick chooses to restart play before the opponents have retreated behind the BOL, the ball is “*in play*” once it leaves the penalty area.
- If the goalkeeper chooses to restart play before the opponents have retreated behind the BOL, the ball is “*in play*” once the goalkeeper releases it.
- Once the ball is in play, the match is considered live, and opponents may move to any area of the field.
- II. Used as an indicator of where a player may be called for being offside:
  - Citing the existing offside rule, an attacking player is not in an offside position, and cannot be called for being offside if the attacking player is in his/her own half of the field.
  - Replacing the use of the midfield line as the indicator of where a player may be in an offside position, the BOL is now used to determine where a player may be called for being offside. An attacking player is not in an offside position and may not be called for being offside if the attacking player is on his/her own side of the BOL when a teammate plays the ball.

**AGE SPECIFIC RULES**  
**FOR U11 AND UNDER - HEADING**

The USYS/NMYSA is mandating that players on U11 and younger teams shall not engage in heading, either in training or in matches. In the HIGH DESERT FALL STAMPEDE 2022, the following rule shall apply – When a player deliberately heads the ball in a match, an Indirect Free Kick (IFK) shall be awarded to the opposing team from the spot of the offense. If the deliberate header occurs in the goal area, the IFK shall be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. Referees shall enforce these rules. Referees will not be assessing the age of individual players on the field; they will enforce the rules for the age group that they are in charge of officiating.

**Santa Ana Pueblo Laws** - Each Native American Pueblo (a Sovereign Nation) operates under its own Government and establishes all Laws, Rules and Regulations for its own individual jurisdiction. Their Laws supersede all Federal, State, County, and City laws. Please respect and abide by the Laws and Wishes for each specific Pueblo that you are visiting. Drive slowly and obey posted speed limits at all times; city speeds are not appropriate here. There are many elders, children, and animals in the villages. Park in designated areas only. Alcohol, Weapons, Drugs, and Pets are neither permitted nor tolerated.

### **PRE-MATCH TEAM CHECK-IN**

Teams must check in before each match. The assigned referee crew for the match will conduct the pre-match check-in. Coaches will present their players (with their player/coaches pass cards) to the referee crew.

### **FORFEITS**

Teams failing to properly check in within TEN (10) minutes after their scheduled kick-off time MAY forfeit that match. To start and finish a match, U 7/8 teams must have at least (3) players present. U 9/10 teams must have at least (5) players present. U 11/12 teams must have at least (6) players present. U 13/14 and older teams must have at least (7) players present. **To be awarded a forfeit win, your team must show up even if you know your opponent will not show up.** Since the purpose of the tournament is to play the matches and the tournament has a number of out-of-town/state teams that may be unfamiliar with the venue or because there may have been last minute changes that were not properly communicated, the Tournament Director will consider the reasons for the team's tardiness before declaring a forfeit or allowing additional time before declaring a forfeit. If a team forfeits a match without a justifiable cause, it will be disqualified from Semi-final and Championship matches. ANY TEAM USING AN INELIGIBLE PLAYER (or Players) WILL FORFEIT THAT MATCH; ALSO, ANY TEAM USING AN INELIGIBLE COACH (or Coaches) WILL FORFEIT THAT MATCH, AND THOSE COACHES WILL NOT BE PERMITTED TO COACH IN THE REST OF THE TOURNAMENT. **In the event of a forfeit, THREE (3) points shall be awarded to the team with the forfeit win, and NEGATIVE TWO (-2) points to the team with the forfeit loss.**

### **RED & YELLOW CARDS**

Any player receiving a red card shall be expelled from that match and must leave the playing field, remove his/her uniform jersey, put a conspicuously different shirt on, and stay sitting on the bench (to the satisfaction of the Match Referee AND the Field Marshal), may not be substituted, and is automatically disqualified from participating in his/her team's next **HIGH DESERT FALL STAMPEDE 2022** match. Players receiving a red card for fighting will not be permitted to play in ANY of their team's remaining **HIGH DESERT FALL STAMPEDE 2022** matches. Any coach receiving a red card shall be expelled from that match and must leave the immediate vicinity of the playing field (to the satisfaction of the Match Referee AND the Field Marshal) and is automatically disqualified from coaching his/her team's next **HIGH DESERT FALL STAMPEDE 2022** match. If an expelled player &/or coach fails to serve a suspension and plays in or coaches in that team's next **HIGH DESERT FALL STAMPEDE 2022** match, that team will automatically forfeit that match and will be scored as an abandonment. Referees will provide Misconduct Reports, documenting red cards and expulsions to the Tournament HQ. **Red cards MUST be documented and CANNOT be rescinded.**

## SUBSTITUTIONS

With the Referee's permission, players may be substituted from the mid-field line at **ANY STOPPAGE IN PLAY**. Substituted players must remain on the sideline until the players they are replacing have left the field.

## HOME TEAM

- Is the first team listed in the match schedule,
- Must change their jersey in case of a color conflict,
- Is to supply a properly inflated match ball of appropriate size.
- May request a match ball that is solid white or black & white in color.

## VISITOR TEAM

- Is the second team listed in the match schedule,
- Will get to choose its jersey color.
- Should be prepared to supply a properly inflated match ball of appropriate size if called upon.
- May request a match ball that is solid white or black & white in color.

Teams (coaches & players) shall occupy the same side of the field (the home team in the E/N half of that touchline and the visitor team in the W/S half of that touchline). ALL the spectators MUST BE on the opposite side of the field from their teams.

## MATCH MATRIX BY AGE GROUPS

Age Group (B/G)	Maximum Roster Size	Guest Players Allowed	Match Length (Min.)	Players On field (W/GK)	Offside Rule Applies	Build-Out Line Applies	Header Rule Applies
U 9/10	12	4	2x20	6+GK	YES	YES	YES
U 11/12	16	4	2x25	8+GK	YES	NO	YES (U11s)
U 13/14	18	4	2x30	10+GK	YES	NO	NO

**Note: ALL age groups will have a TEN (10) minute halftime. U 13/14+ age groups may have up to (22) players on the roster but MUST have ONLY (18) players participating in a match; coaches will clearly indicate which (18) players will be participating in a given match to the Referee Crew.**

## POINTS SCORING SYSTEM

- THREE (3) points for a win,
- ONE (1) point for a tie,
- ONE (1) point for a NO RESULT (a match ended in the first half due to weather or other reasons).
- ZERO (0) points for a loss,
- THREE (3) points for a forfeit win (scored as a 4-0 win for tiebreaking purposes).
- NEGATIVE TWO (-2) points for a forfeit or an abandonment loss.
- NEGATIVE ONE (-1) point for EACH Red Card issued to a team (player, coach, or team).

## TIE-BREAKERS FOR ADVANCEMENT

1. Head-to-head result,
2. Highest TOTAL goal differential (limit of a maximum of (4) per match) in ALL bracket matches,
3. Most TOTAL number of goals scored (limit of a maximum of (4) per match) in ALL bracket matches,
4. Least TOTAL number of goals allowed in ALL bracket matches,
5. Kicks from the mark,
6. Coin toss.

Tiebreakers will be applied in this manner: If three (or more) teams are tied, and a tie-breaker results in one (or more) team(s) to be eliminated from the tie, then the tiebreakers are applied again starting with 1. Head-to-head result above.

### **CHAMPIONSHIP MATCHES**

- If tied at the end of regulation, two FIVE (5) minute OT periods for ALL age groups (U9/10 and above) will be played in their entirety (NO GOLDEN GOAL), with a TWO (2) minute halftime.
- If still tied, Kicks From The Mark (as per FIFA laws) will be taken to determine the winner.

### **REPORTING OF INDIVIDUAL MATCH SCORES**

The match report including scores, cautions, and ejections will be filled out and signed by the Center Referee and turned in to the Referee Coordinator on duty at the Tournament HQ. The Scorekeeper at the HQ will compile and report the results on GotSport, and also keep a copy in the scorebook. ALL Match Scorecards will be reconciled with the Official Referee Match Report before the final Match Points are awarded. **IF YOUR team's posted Match Score is incorrect (IN YOUR OPINION), YOUR team's Head Coach MUST contact the Tournament HQ as soon as YOUR team has discovered the error.**

### **CONDUCT, SPORTSMANSHIP, & VERBAL ABUSE**

Coaches are responsible for the conduct of their players and spectators. Referees have complete authority during all matches and will not allow abusive or profane language or threats. If, in the opinion of the referee, a match must be terminated due to serious or persistent misconduct, the match will be abandoned. The team (or teams) at fault may be suspended from any further play and/or required to forfeit all points previously earned, per the judgment of the Tournament Director and the Tournament Coordinator. Tournament Representatives, Referees, and other Volunteers are not expected to accept verbal abuse from anyone at the event. If the Tournament Director and the Tournament Committee determine that there has been excessive verbal abuse, they may expel a team from the tournament. **Any and all, during the event communications, between a participating team and the Tournament MUST be handled by the Team's Head Coach (or the Assistant Coach) and the Tournament Director and/or the Tournament Committee, and NOT through the Team Manager or any individual parents from the team.** **An expelled team has no right to any refunds, awards, or any other considerations whatsoever.**

### **MATCH ABANDONMENT**

Tournament scoring for abandonments will be determined by the Tournament Director and the Tournament Coordinator, after consultation with the Field Marshal and the Referee crew. Scoring for matches terminated by abandonment is ordinarily based on the score at the time of the abandonment; however, depending on the circumstances, the Tournament Director may award or subtract points from the teams' tournament scores, regardless of the match score, solely at his discretion. **Referees determine the abandonment; the Tournament Director and the Tournament Committee determine its effect on the tournament results.**

**ANY PLAYER / COACH / SPECTATOR WHO ASSAULTS A REFEREE AND/OR ANY EVENT STAFF WILL BE PERMANENTLY EXPELLED FROM THE TOURNAMENT AND REPORTED TO ALL THE PROPER AUTHORITIES.**

### **INCLEMENT WEATHER**

In the event of inclement weather, the Tournament Committee reserves the right to modify any or all the tournament rules to conclude the event safely and fairly. Coaches must be available to be contacted by the tournament staff. **Teams must provide a local phone number, cell phone number, and hotel room number at Check-in, in case we need to contact you for any tournament-related reason.**

**NMSTC**  
**LIGHTNING POLICY & PROCEDURES**

Referees will have full control of the match with the ability to stop or delay the match due to inclement weather. Once the "All Stop/Clear the Field" signal is sounded by the NMSTC this policy takes over. Coaches, Referees, Spectators &/or Players **CANNOT** override the decision to clear the fields.

- The NMSTC will sound an "All Stop/Clear the Field" signal when the complex is being shut down and cleared for lightning. (This will be a long sounding siren). **Go to your vehicle and wait.**
- Once shut down, every (5) minutes the complex will re-sound the "All Stop/Clear the Field" siren until the lightning danger has passed.
- Once the lightning danger has passed the complex will sound the "All-Clear" signal. (Double tones).
  - Once the "All-Clear" signal has sounded matches will be given a maximum (10) minute warm-up time (starting with the "All-Clear" signal). Control of the match now reverts to the Referee Crew.

**SUSPENSION OF PLAY**

If play is suspended due to inclement weather, field conditions, or other situations beyond the tournament's control, after the completion of the first half, that match shall be considered complete and official. If a match is suspended prior to completing the first half, the Tournament Director and the Tournament Committee, shall decide how best to complete that match (a shorter match or a PK shootout, etc.). **There will be ABSOLUTELY no refunds issued for suspended, shortened, or cancelled matches.**

**New Mexico Soccer Tournament Complex (NMSTC) RULES**

- **PLEASE PICK UP YOUR TRASH!!!**
- **The MAXIMUM Speed Limit at the NMSTC is TEN (10) MPH.**
- **NO domestic or wild animals of any kind are allowed at the NMSTC or at the Santa Ana Pueblo.**
- **The consumption or possession of any alcohol is strictly prohibited at the NMSTC or at the Santa Ana Pueblo.**
- **PLEASE PICK UP YOUR TRASH!!!**
- **NO SMOKING will be allowed near the fields (this includes e-cigarettes).**
- **There will be a parking charge of \$5.00 per vehicle per day.**
- **PLEASE park in designated parking lots ONLY or your vehicle could be towed. DO NOT park on the grass or DO NOT block access for emergency vehicles at any time.**
- **PLEASE PICK UP YOUR TRASH!!!**