

# DUKE CITY METRO COACHES HANDBOOK

2010 – 2011

This handbook contains information pertaining to playing in the Metro Schedule. Topics include:

- Registration, Transfers and Fees
- Referees
- Lightning Policy
- Rules of Play
- Rules for Small Sided Games
- Insurance
- Discipline Point System
- Ranking Procedures
- Referee Assessment Form

We suggest that you keep this in you team's binder along with your player's information.

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**STAFF**

Director of Games

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Referee Scheduler

Paul Quan                      n/a                      [NMSoccerRef@aol.com](mailto:NMSoccerRef@aol.com)

State Farm Complex

Field Marshal                      440-0153

Weather line for Metro Play – call 505-275-9658 after 7:15 am

**BOARD OF DIRECTORS**

For 2010 - 2011

President	Ron Espinoza	922-1420
Vice President	Chuck Harmon	899-3927
Coach Administrator	Luis Robles	<a href="mailto:luis@roblesrael.com">luis@roblesrael.com</a>

# REGISTRATION, TRANSFERS AND FEES

Teams, parents, players and coaches need to handle all registration matters with their Club Registrars and they then will deal with the League Registrar and in turn they will deal with the State Registrar. Teams must register at the age of their oldest player and play in that age group in the Metro Schedule.

Teams for the upcoming season cannot register prior to the Monday after the last day of Tryouts (for the 2009 – 2010 year that is June 8<sup>th</sup>). New players to DCSL must provide a birth certificate to register; foreign-born players must also provide an Alien Registration Card or Passport – *No Exceptions*. Once a player submits to the league a signed player registration form and their check they are considered registered and bound to that team for the entire year, unless the original team suspends operations for the remainder of the year or the League grants a transfer. See your own league rules on transfers. For teams playing in the Metro schedule **in addition to your own league rules the following also applies**. Approved transfers between teams in the same club are allowed throughout the year even if the teams are registered in different leagues.

***But, approved transfers between teams in different clubs or different Leagues are only allowed between December 15 and January 31.***

These rules also cover players registered on AYSO Challenge Teams playing in the Metro schedule. There is a one day waiting period between the date the transfer request has received all its required signatures and the day the player can play in their first game with the new team. To process the transfer or release paper work the current player or coach pass card must be attached. The exception to all of these rules: if a team disbands at that point the player can transfer to any team and without the waiting period.

Deadline for the registration for a team to play in the Fall Season (U-7 to U-14) is July 14<sup>th</sup>. At that time you need to have registered a minimum of 7 players to qualify for play in the upcoming season. For the spring season the date is December 8<sup>th</sup>. A minimum of seven registered players is needed to qualify for play in the upcoming season. No team shall have more than 18 players registered at one time (14 for U-12's & U-11's, 10 for U-10's & U-9's and 8 for U-8's & U-7's). Except for U-17 through U-19 teams who can register 22 players, but must identify 18 to be on the roster prior to game time. No players may be rostered on more than one team playing in the Metro Schedule. If a player is dual registered the Metro Team must be their Primary Team. Guest players are not allowed for Metro League play.

Only a club President can change the name of the coach listed as Head Coach for a team.

**DCSL teams only** – to register you must also submit or have submitted your Coach Disclosure, and complete the Metro Application.

**Metro Teams** – to register to play in the Metro Schedule you must complete the Metro Application, pay the appropriate fee and provide your team roster (a minimum of 7 players need to be registered to hold a spot in the Metro Schedule a completed roster needed to be sent to DCSL prior to the start of the season).

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## Fees

### Duke City Soccer League Registration Fee

Developmental including U7 & 8's	\$40.00 per player
Players playing in the Metro or NWRG Schedule	\$95.00 per player
U-19 players not playing in Metro	\$18.00 per player
House Team Players	\$30.00 per player

Tournament Teams	\$50.00
Returned Check Fee	\$20.00
Protest Fee	\$100.00
Replacement Card Fee	Club Discretion

### Non-Duke City Team Fee to play in the Metro Schedule

Developmental U7 & U8's	\$200.00
U9 & U10's	\$900.00
U-11's and above	\$975.00

Transfers between teams in the same club	\$25.00
Transfers between teams in different clubs	\$50.00

## Referees

All teams playing in the Metro Schedule are required to have at least one team referee. The naming of this person(s) is required before you can be registered in Duke City or be accepted as a Metro Team. This referee must be certified and registered with USSF and must referee at least four games a season (in some cases we are aware that the level of the referee will only allow them to be an Assistant Referee and not center the game). Negative ranking points to be given to teams when their referee(s) do participate in at least 4 games. Also, if a team referee does not referee at least four games the coach of that team shall be suspended from coaching in the following Metro League Season.

You must remember why we ask you to provide a team referee. It is to increase the number of referees that are able to referee our games on Saturday and to referee your game if a referee does not show up, as the home team's team referee is supposed to step in and referee that game. If they are not able to referee then the task goes to the visiting team's referee.

For U-7's and U-8's the home team will provide the referee for the game. For U-9's and U-10's the home team will provide a certified referee to referee the game. For U-11's and older the referee will be scheduled by the league's referee assignor. When possible the referee assignor will assign assistant referees to your game. The priority given to the assignor by the league is:

- 1) Special game determined by DCSL staff
- 2) Special game determined by the referee assignor
- 3) Proper game to help in the development of the referee or assistant referees
- 4) Premier Bracket games

Referee(s) shall, prior to the start of the game:

- 1) Verify the identify of each player or coach with their player or coach pass card,
- 2) Collect the cards of those players who are to participate in the game and coaches that are to coach in the game. The Referee must not allow a player into the game who is not in possession of a current USYSA or AYSO Player Pass card from the team that is playing,
- 3) Inspect the playing field and all Players' equipment,

At the end of the game the referee shall file a game report.

Protest of a judgment call made by the referee is not allowed. Duke City is providing a referee assessment form for you as coaches to provide both positive and negative feedback to the league about the referee. These assessment forms may be delivered to the Field Marshall to be forwarded to DCSL Staff or can be emailed to [bnordin@comcast.net](mailto:bnordin@comcast.net). The information on these forms will then be communicated with the referee assignor and when needed the State Referee Director of Assessment.

Please remember the following items in dealing with referees:

- 1) You are responsible for the behavior of your sidelines (that includes assistant coaches, players and spectators). If there is a problem the referee will deal with you and not them.
- 2) You are in a better position to deal with and control the unsporting behavior of your team's players than can the referee.
- 3) If we chase off all of the new referees each season, you are left with the same ones you saw last season. Yet, they are now older and possibly slower than last season. Please help us try to recruit, retain and develop referees. This will make the games much more enjoyable for all involved.

**Referee abuse by Coaches, Spectators or Players will not be tolerated.**

## **Lightning Policy & Procedures**

**For use at the State Farm Insurance Soccer Complex in Bernalillo**

Referees will have control of the match with the ability to stop or delay the match due to weather problems. Once the "All Stop / Clear the Field" signal is sounded by the complex this policy and procedures take over. Field Marshals, Coaches, Referees, Parents and or players cannot over ride the complex decision to clear the field.

### **Procedures**

Complex 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)

Once shut down every 5 minutes the complex will resound the "All Stop / Clear the Field" siren until the lightning danger has passed.

Once the danger has passed the complex will sound the "All-Clear" signal. (Double tones)

Once the all-clear signal is given matches will be given a 10-minute maximum warm up time frame (the 10 minutes start at the sounding of the resume play signal). Control of the match then goes back to the referee.

Matches will **end / be terminated** at 10 minutes prior to the next scheduled game time on that field. If the match is still in the first half the match will have to be rescheduled. If the match is in the second half the score of the match will count as a completed match. The field marshals may advise the DCSL staff of special circumstances that have arise due to the lightning delay and they (DCSL) have the ability to make exceptions to this policy.

## **SOME DC SL RULES OF PLAY**

**Rules of Play** – Except as otherwise provided, the FIFA “Laws of the Game” shall apply to any and all competition sponsored by Duke City Soccer League.

**Player / Coach Pass Cards** – Only those players, coaches, managers and trainers that possess a current laminated USYSA or AYSO player / coach pass card may participate in a scheduled League game. A maximum of 4 administrators are allowed in the technical area. The make-up of the 4 is the responsibility of the team. Coaches, Assistant Coaches, Managers or Trainers all fall under these guidelines. This area may or may not be marked but will extend twenty (20) yards on each side of the halfway line. No game will start until the referee has seen the minimum number of players from each team, each with a validated player pass card. Teams will have 15 minutes past the stated schedule time to produce player and coaches pass cards or the game shall be forfeited.

**Sidelines** – Teams will occupy the same side of the field with the parents and other spectators on the opposite side of the field. Coaches may choose the side of the field for their teams to occupy. If the coaches cannot agree then teams will occupy the east or north sidelines for games starting prior to noon and on the west or south sidelines for games starting after noon. *Exception: On fields with bleachers the team sidelines will be opposite to the bleachers. On fields 7 & 8 parents and spectators will be allowed behind the benches behind the markings. At ADO small fields - the team benches will be between the two fields.* Depending on the field orientation, the home team shall take the north or east side of the halfway line, the visiting team will take the south or west of the halfway line. No one is allowed to stand behind the goal or end line during the game.

**Coaching From the Sidelines** – Coaching from the designated team area is allowed but should be kept to a minimum. It is recognized that a reasonable level of verbal communications from coaches on the sideline to players is appropriate. A reasonable level of tactical coaching instructions and positive encouragement is acceptable, especially for younger age group teams. Shouting and yelling at individual players or negative admonishments is not allowed.

**Mercy Rule** - For U-11 teams and above, after the completion of the first half of play. If there becomes a goal differential of 8 goals the match /game will be halted. The winning team at that time will be declared the winner of the completed match / game.

**Minimum Number of Players** – A team must field at least seven (7) players to begin a game. *Exceptions:* For U-9’s and U-10’s, five (5) players are required to start. For U-11’s and U-12’s, six (6) players are required to start.

**Conflict of Uniform Colors** – The home team shall be responsible for changing jerseys should there be a conflict in uniform colors.

**Length of Games & Ball Size** – If the game is being played between teams of different ages, we will use the length approved for the older age team (they should also play with the approved ball size from the older age team). The length of the game shall be as follows:

<u>Ages</u>	<u>Number of Players</u>	<u>Game Length</u>	<u>Ball Size</u>
U - 17, 18 & 19	11 v 11	Two 45' halves	5
U - 15 & 16	11 v 11	Two 40' halves	5
U - 13 & 14	11 v 11	Two 35' halves	5
U - 11 & 12	8 v 8	Two 30' halves	4
U - 9 & 10	6 v 6	Two 25' halves	4
U - 7 & 8	4 v 4	Two 20' halves	3

The game ball shall be provided by the home team, if they do not have a ball that is acceptable to the referee the visiting team may provide the ball. The visiting team may request that the ball be a white or white and black color.

**Substitutions** – Teams may substitute an unlimited number of players with the referee's permission, at the following times:

- 1) Prior to a throw in, in your favor,
- 2) Prior to any goal kick, by either team,
- 3) After a goal, by either team,
- 4) At half time, by either team,
- 5) After an injury, when the referee stops play, the injured player(s) and a like number from the opposing team. Note: this is a Duke City Rule and not part of the Laws of the Game.
- 6) When the game is stopped by the referee to issue a player(s) a caution (yellow card) the cautioned player(s) may be substituted. If they are substituted a like number from the opposing team may also be substituted.

After questioning an injured player, the referee then authorizes a team official (coach, assistant coach or trainer etc.) to come on to the field of play to ascertain the type of injury and to arrange the player's safe and swift removal from the field. The referee must ensure that the injured player is safely removed from the field of play, prior to the restart of play. The injured player may only return to the field of play after the game has restarted. The referee alone is authorized to allow an injured player to re-enter the field whether the ball is in play or not. *Exception:* The goalkeeper may be tended to on the field and remain in the game.

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### **Rescheduling of Games**

If your team is traveling to a Soccer Tournament or playing in a Friendly and can not make your schedule game. You must inform the Duke City League Staff prior to two weeks before the scheduled game. If proper notice is not given a "Forfeit" will be declared. If it is a bracket game the DCSL staff will then schedule your makeup game. If it is a non-bracket game you are on your own to reschedule the game. Please contact the league by email at [bnordin@comcast.net](mailto:bnordin@comcast.net).

**REMEMBER:** The only acceptable reason to reschedule a game is due to one of the scheduled teams traveling to a Soccer Tournament or playing in a Friendly.

**DUKE CITY SOCCER LEAGUE**  
**MODIFIED LAWS FOR SMALL-SIDED GAMES for 2010-2011**

	U -11's & 12's	U - 9's & 10's	U - 7's & 8's
<b>Law 1 - Field of Play</b>			
Length	60 to 80 yards	45 to 60 yards	25 to 35 yards
Width	45 to 55 yards	35 to 45 yards	20 to 30 yards
		<i>proposed - 60 by 40</i>	<i>proposed - 40 by 30</i>
Circle Radius	8 yards	8 yards	4 yards
Goal Area	Conform to FIFA	<i>no goal box</i>	<i>no goal box</i>
Penalty Area	14 yards from goal post 14 yards out into field	10 yards from goal post 10 yards out into field	<i>staff to adjust to field</i>
Penalty Mark	10 yards	8 yards	None
Goals	<i>max 24 ft wide / 8 ft high</i>	max = 18ft wide, 6ft high	<i>max 10 ft wide / 4 ft high</i>
Flag Post	Conform to FIFA	Conform to FIFA	None
Corner Arc	Conform to FIFA	<i>staff may move to penalty box line - 10 yards from goal post</i>	<i>staff to adjust to field</i>
<b>Law 2 - The Ball</b>	Size 4	Size 4	Size 3
<b>Law 3 - Number of Players</b>	Eight / one is a goalkeeper	Six / one is a goalkeeper All players to play 50% of the playing time Teams may be coed	Four players / No goalkeeper All players to play 50% of the playing time Teams may be coed
<b>Law 4 - Players Equipment</b>	Conform to FIFA Uniforms to distinguish teams	Conform to FIFA Uniforms to distinguish teams	Conform to FIFA Uniforms to distinguish teams
<b>Law 5 - The Referee</b>	Registered referee	Home Team - Registered referee Infringements to be explained to the offending player	An Official may be used Infringements to be explained to the offending player
<b>Law 6 - The Assistant Referee</b>	Registered or Club	Not Required	None
<b>Law 7 - Duration of Match</b>	30 minute halves	25 minute halves	20 minute halves
<b>Law 8 - Start and Restart</b>	Conform to FIFA - exception opponents 8 yards from ball	Conform to FIFA - exception opponents 8 yards from ball	Conform to FIFA - except opponents 4 yards from ball
<b>Law 9 - Ball in and Out</b>	Conform to FIFA	Conform to FIFA	Conform to FIFA
<b>Law 10 - Method of Scoring</b>	Conform to FIFA	Conform to FIFA	Conform to FIFA
<b>Law 11 - Offside</b>	Conform to FIFA	<i>Conform to FIFA</i>	None
<b>Law 12 - Foul and Misconduct</b>	Conform to FIFA	<i>Conform to FIFA</i>	Conform to FIFA - exception all fouls result in <u>direct</u> kicks opponents 4 yards from ball No cards shown for misconduct

## MODIFIED LAWS FOR SMALL-SIDED GAMES for 2010-2011 page 2

	U -11's & 12's	U - 9's & 10's	U - 7's & 8's
Law 13 - Free Kicks	Conform to FIFA - exception opponents 8 yards from ball	Conform to FIFA - exception opponents 8 yards from ball	Conform to FIFA - exception opponents 4 yards from ball
Law 14 - The Penalty Kick	Conform to FIFA - exception penalty mark 10 yards players back 8 yards	Conform to FIFA - exception penalty mark 8 yards players back 8 yards	None
Law 15 - The Throw-In	Conform to FIFA	Conform to FIFA	<i>A kick-in will be used (direct kick) opponents 4 yards from ball</i>
Law 16 - The Goal Kick	Conform to FIFA	<i>the ball is kicked from any point within the penalty area, opponents must remain 8 yards back from ball until kicked, the kicker does not play the ball a second time until it has touched another player</i>	<i>the ball is kicked from any point within the penalty area, opponents must remain 8 yards back from ball until kicked, the kicker does not play the ball a second time until it has touched another player</i>
Law 17 - The Corner Kick	Conform to FIFA - exception opponents 8 yards from ball	Conform to FIFA - exception opponents 8 yards from ball	Conform to FIFA - exception opponents 4 yards from ball
Recommended Roster Size	14	10	8
Team Benches and Spectators	opposite sides	opposite sides	opposite sides
Scoring and standings	Yes	None to be posted	None to be kept

Modified from USSF

## Insurance

When your players register with your league and NMYSA. Part of the money they pay goes for accident insurance. This insurance coverage covers injuries received at both practices and games. It is subject to a \$100.00 deductible and can either be used as primary insurance (if you have no other coverage) or a secondary insurance if the player is cover by another insurance plan.

If injured and you want to use this insurance you need to do the following:

- 1) Complete the form located at the lower half of this page,
- 2) Fax this form to your league registrar.
  - a. DCSL - fax number is 275-7111
  - b. NWRG - fax number is 922-9440
  - c. Santa Fe - fax number is 982-4422
  - d. Los Alamos call your registrar

They will then enter the player ID# and Team # and forward it on to the State. The State will send you another form needed to apply for this insurance reimbursement. You then need to complete this form and send it back to the State Office along with any medical bills that you might have at that time. They will sign off and forward all of the information to the insurance carrier, who will follow up and work with the parents of the injured player.

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### Players Information

Name \_\_\_\_\_ Date of Birth \_\_\_\_\_

Parents of Player \_\_\_\_\_ Phone # \_\_\_\_\_

Address \_\_\_\_\_  
\_\_\_\_\_

Date of Injury \_\_\_\_\_ Date reported to State \_\_\_\_\_

Type of Injury \_\_\_\_\_

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(To be completed by League Registrar)

Player ID # \_\_\_\_\_ Team Id # \_\_\_\_\_

For NMYSA Office Use
Sent _____ Received _____ Insurance _____

## Discipline Point System

The Metro Schedule maintains a Disciplinary Points system to be applied against offending players, coaches and teams. The Duke City Soccer League Board sets the penalty points for offenses. The points system will be maintained by DCSL staff and administered by the DCSL Coach Administrator. The following will summarize some of the points that can be found in the Duke City Soccer League By-laws and rules.

<b>DISCIPLINARY ACTION</b>	<b>POINTS</b>
<u>Individual Player</u>	
Caution (yellow card)	5
Ejection (red card)	10
Ejection for violent conduct or fighting	15
<u>Coach</u>	
Caution (yellow card)	10
Ejection (red card) of the Coach	20
Failure to notify staff (referee scheduler is notified by notifying staff) when the game is rescheduled	10 each team
Failure to show (forfeit) when advance notice is given to League President or staff	15
Failure to show (forfeit) without giving advanced notice (72 hours) to President or staff	30
Abandonment of the game by removing a team from the playing field while the game is in process	30
Use of an Illegal Player and a two (2) game suspension for the coach	30
Practicing in the goal mouth 1 <sup>st</sup> violation	10
Practicing in the goal mouth 2 <sup>nd</sup> violation	10
Practicing in the goal mouth 3 <sup>rd</sup> violation	20

**Individual Points for Players and Coaches** – Accumulation of 40 or more points during either the spring or fall season leads to disqualification for the remainder of that season; or accumulation of 60 or more points during both the fall and spring season leads to disqualification for the remainder of the seasonal year (until the following September 1).

### **Penalties for Accumulated Team Discipline Points**

<u>Total Team Points</u>	<u>Penalty</u>
40	Counseling by Coach Administrator and/or League President
60	One Game Suspension from League or Tournament Play
100	Three Game Suspension from League or Tournament Play
120	Suspension for the remainder of Fall or Spring Season

A Metro Team Coach that is under suspension may not coach, assistant coach or manage for any Metro team during his/her period of suspension. Should a team accumulate 100 Discipline Points within the Fall or Spring season, or 150 Discipline Points during both the Fall and Spring seasons, DCSL Executive Board shall review the team's performance and may issue sanctions that will restrict the team from travel out-of-district and participation in NMYSA sanctioned tournaments.

# Ranking Procedures for Duke City Soccer League

(For 2010 - 2011)

**Purpose** – The purpose of the ranking committee is to review the results from the last season to position teams for play in their next scheduled season.

**Committee Membership** – Each Duke City Club may have up to two voting attendees to this committee. All other leagues with teams in the metro schedule are invited to send two non-voting delegates to this committee. A Duke City Staff member will chair and record the results of the Ranking Committee as a non-voting member. A coach attending this meeting may not remain in the room or cast a vote dealing with their own team or teams in their own age group. This does not apply to clubs, Directors or Assistant Directors of Coaching.

**Duties of the Club Attendees** – Club Attendees are to be knowledgeable advocates for their club. It is their responsibility to have an understanding of the results from last season as well as the makeup of the team playing in the next season's schedule.

**Results** – The results from ranking committee meeting are not subject to review. All exceptions from the procedures shall be outlined in writing and presented to the full board. All members of the board must acknowledge receipt of the results immediately (to facilitate timely and accurate production of the playing schedule). There shall then be a second ranking meeting to review these exceptions.

**Team Disbandment** – Bracket standings shall be determined as though that team never participated in Metro play. All of their games already played shall be considered null and void.

**To participate in a relegation match** - the team must agree to show and play all required bracket games following that relegation match win or lose. If this is not agreed upon by the team, the team will be placed in the highest non-relegation position in the lower of the two brackets. An attempt will still be made to give them games equal to their calculated proposed ranking. Failure to maintain schedule could result in the team being disqualified for next season

**Team Referee (4) four game requirement** – Duke City Soccer League rules require that each team playing in the Metro Schedule must provide a certified referee to help referee 4 games each season. Teams not providing referees will be penalized 1 point for each game not worked to a maximum of 4 points. These points will be deducted when ranking the team.

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## Procedures

**Points awarded for bracket games:**

Win	-	3 points
Tie	-	1 point
Loss	-	0 points
Forfeit	-	-3 points - In addition to the -3 points given to a team that Forfeits a game, the score shall also be recorded as 0 to 3. The opponent will earn three (3) goals for the match and it will be recorded as 3 to 0.

**U7 & 8** - No keeping or posting of scores, no ranking

**U9 & 10** – Scores to be kept for U-9's and 10's, these scores will not be posted or published. No ranking of teams.

**U11** - will be scheduled as appropriate, using information based on the U10 results and Directors of Coaching input. Bracketing will take place for the Spring season. The following procedures will go into play at that time.

**U12 and up --**

**Teams playing equal numbers of in-bracket games --** Ranking will be based on the number of points awarded during the previous season's Duke City Metro Schedule in-bracket games only. If a team is played more than once only the second game will be counted. If a team is required, as per the DCSL Metro Schedule, to play two games in one day, the second game will NOT be counted toward bracket play for either team.

**Unequal numbers of bracket games or unbalanced schedule –** When an unequal number of bracket games are played or when not all bracket teams have been scheduled to play each other, a strength of schedule formula will be used to determining ranking.

**Strength of Schedule Formula—**The calculations for the strength of schedule are shown below. The final rankings are based on the weighted points (F).

Example:

	W/L/T	Team Points (A)	# of games Played (B)	Ave. pts per game (C) = (A) / (B)	Sum of ave. pts of opponents (D)	Schedule Weight (E) = (D+C) / (B+1)	Weighted Pts (F) =(E) * (C)	NEW RANKING Based on (F)
TEAM 1	6W 1L 1T	(6*3)+1 19	8	19/8 2.38	add "C" s of all opps. 10.29	(10.29+2.38) / (8+1) 1.41	1.41*2.38 3.05	3RD
TEAM 2	5W 1L 1T	(5*3)+1 16	7	16 / 7 2.29	10.38	(10.38+2.29) / (7+1) 1.58	1.58*2.29 3.39	1ST
TEAM 3	5W 1L 1T	(5*3)+1 16	7	16 / 7 2.29	9.95	(9.95 + 2.29) / (7+1) 1.53	1.53*2.29 3.25	2ND

*If a team has negative forfeit or referee points included in the calculation of "A". These points shall be added back in to calculate "D" so that no opponent is punished for a team being punished with negative points.*

**Ties--**In case of a tie the following will be used to determine the ranking order:

- 1<sup>st</sup> - Head to Head
- 2<sup>nd</sup> - Goal differential (plus or minus 3 per game)
- 3<sup>rd</sup> - If there is still a tie the ranking will stay the same.

**Relegation matches –** The two lowest ranked teams in each bracket and the two highest ranked teams in the next lowest bracket will play relegation matches. Each team will be assigned one relegation match. In normal relegation play the lower team must beat the higher seed during regulation play to move up. There will be no overtime or penalty kicks to decide the match.

**The Team Ranking is owned by the Club, if a Metro Team Splits the following will be used –**

1. The club retains the ranking unless the ranking is disputed.
2. If the ranking is disputed and the team has moved to a different club:
  - A. To retain the ranking, the "new" team must have at least 7 (5 for U10 and U11) players from the "old" team AND the "new" team must have more of those players than any other single team. The roster at the time of State Cup will be used to verify the make-up of the "old" team.
  - B. If there are two "new" teams with at least 7 (5 for U10 and U11) players from the "old" team, the team with the most "old" players retains the ranking and the other "new" team will be placed in the next lowest bracket.
3. If two "new" teams form with at least 7 (5 for U10 and U11) players from the "old" team on each and the split was equal (e.g., each "new" team has 7; each "new" team has 8), rankings will be decided on a case-by-case basis.

## NEW MEXICO STATE SOCCER ASSOCIATION REFEREE ASSESSMENT FORM

PRESENTED NEAT AND PROPER APPEARANCE	YES	_____	NO	_____
PREPARED TO BEGIN THE GAME	YES	_____	NO	_____
CHECKED ALL PLAYER PASSCARDS AND EQUIPMENT	YES	_____	NO	_____
PHYSICALLY FIT OF OFFICIATE AT THIS LEVEL	YES	_____	NO	_____

ABILITY TO MAINTAIN A POSITION TO KEEP PLAY IN VIEW	EXCELLENT	_____	GOOD	_____
	FAIR	_____	POOR	_____

LEVEL OF COOPERATION BETWEEN REFEREE AND ASST. REFEREES (IF NEUTRAL)	EXCELLENT	_____	GOOD	_____
	FAIR	_____	POOR	_____

LEVEL OF CONSISTENCY OF CALLS	EXCELLENT	_____	GOOD	_____
	FAIR	_____	POOR	_____

APPLICATION OF SPRIT OF THE GAME IN APPLYING RULES (E.G. USE OF ADVANTAGE, NOT WHISTLING TRIFLING FOULS OR INFRACTIONS)	EXCELLENT	_____	GOOD	_____
	FAIR	_____	POOR	_____

USE OF SIGNALS (WHISTLES AND HAND WITH CLEAN PROMPT SIGNALS)	EXCELLENT	_____	GOOD	_____
	FAIR	_____	POOR	_____

ABILITY TO DEAL WITH DISSENT	EXCELLENT	_____	GOOD	_____
	FAIR	_____	POOR	_____

GENERAL COMMENTS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

NAME OF PERSON COMPLETING THIS FORM \_\_\_\_\_

TEAM NAME \_\_\_\_\_ FIELD \_\_\_\_\_ DATE \_\_\_\_\_

DID YOUR TEAM \_\_\_\_\_ WIN \_\_\_\_\_ LOSE WHAT WAS THE SCORE \_\_\_\_\_

# Summary of Changes For the 2010-2011 Coaches Handbook

**Cover** – Changed the Years to 2010-2011.

**Contacts** – Changed dates to 2010-2011. Added Luis Robles as the DCSL Coach Administrator including his email address.

## **Registration, Transfer and fees:**

*Changes:* Year changed to 2010-2011. Dates for items due will be June 14<sup>th</sup> for then date you can first register. July 14<sup>th</sup> is the deadline for teams playing in the fall season. December 8<sup>th</sup> is the deadline for teams playing in the spring season. Transfer window has been extended to January 31.

*Fees:* DCSL fee changes from \$25.00 to \$40.00 for U7 & 8's,  
DCSL fee changes from \$80.00 to \$95.00 for U-9's and older,  
DCSL fee changes from \$25.00 to \$30.00 for House Team Players,  
Metro fee changes from \$80.00 to \$200.00 for U7 & 8's,  
Metro fee changes from \$750.00 to \$900.00 for U-9 – 10's,  
Metro fee changes from \$750.00 to \$975.00 for U-11's and older.

*Additions:* None

**Referees** – No changes.

**Lightning Policy & Procedures** – No Changes

**Some of DCSL Rules of Play** – Added the change made for the 2010 Metro Spring Season dealing with the maximum of 4 administrators (coaches) allowed in the technical area.

**Modified Laws for Small-sided Games for 2010-2011** – Changed the Years to 2010-2011. No other changes.

**Insurance** – No changes.

**Discipline Point System** – No changes.

**Ranking Procedures for DCSL** – Changed the Years to 2010-2011. Added (approved at November Board meeting) To participate in a relegation match - the team must agree to show and play all required bracket games following that relegation match win or lose. If this is not agreed upon by the team, the team will be placed in the highest non-relegation position in the lower of the two brackets. An attempt will still be made to give them games equal to their calculated proposed ranking. Failure to maintain schedule could result in the team being disqualified for next season

**Referee Assessment Form** – No changes.