

# DUKE CITY METRO COACHES HANDBOOK

2025 – 2026

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

- Registration, Transfers and Fees
- Risk Management
- Referees, NMYSA Zero Tolerance Policy & 531-9 Referee Abuse Policy
- Lightning Policy
- Rules of Play - updated 2/26
- Club Pass – updated 3/26
- Rules for Small-Sided Games
  - Build-Out Line - USA Clarification Memo
- Guest Player Policy
- Insurance
- Discipline Point System
- Ranking Procedures - updated 2/26
- Alcohol & Use of Tobacco
- End of the Season Transfers
- Texting, Email and Social Media Policy
- Referee Assessment Form – online at:  
<https://dukecity.org/referee-feedback-2/>
- Summary of Changes

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Weather updates are published on our Facebook page – Duke City  
Soccer League

**BOARD OF DIRECTORS**

For 2025 – 2026

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## **REGISTRATION, TRANSFERS AND FEES 2025-2026**

Teams, parents, players, and coaches need to handle all registration matters with their Club Registrars, who in turn 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. **Exception: For a true U12 team to move without permission and register as a U13 team they must have 5 true U-13 players.**

For the upcoming season as of Monday April 29:

- Leagues / clubs may begin to register their own team/club players. Teams/clubs may talk to their own players prior to this time and offer spots and receive commitments.
- Registered players may be contacted by anyone from any team.
- Registered players may be offered a spot in a new club and may commit, but registration cannot take place until June 1<sup>st</sup> for players through U-14 and June 6<sup>th</sup> for older age players.
- Individual and team tryouts may begin to take place (not club tryouts)
- New players (non-registered players) may be offered a spot and may commit but cannot register until June 1<sup>st</sup> for U-9 through to U-14 and June 6<sup>th</sup> for the older players.

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 the online application and required fee has been paid, and the allowable registration date has passed, they are considered registered and bound to that team for the entire seasonal year, (August 1<sup>st</sup> to July 31<sup>st</sup> of the following calendar year) unless the original team suspends operations for the remainder of the year, or the League grants a transfer. All fees must be paid or be current with the current team and or club in accordance with club rules and guidelines prior to the transfer being signed or approved. In addition, DCSL has a \$25.00 transfer fee that must be paid prior to the transfer being completed. 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.***

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 paperwork the current player or coach pass card must be attached. The **exception** to all these rules: if a team disbands at that point the player can transfer to any team and without the waiting period.

Deadline for Metro Applications for a team to play in the 2025 Fall Season (U-7 to U-15) is July 7<sup>th</sup>. For the 2025 spring season the deadline is December 9<sup>th</sup>. A minimum of eleven registered players is needed to qualify for play in the upcoming season for U-13 and older teams, nine for U-11 through U-12, and seven for U-9 through U-10. No team shall have more than 22 players registered at one time; they must identify 18 players to be on the game roster prior to game time (16 players for U-12's & U-11's and 12 players for U-10's & U-9's).

- No players may be rostered on more than one team playing in the Metro Schedule.
- All players playing on teams in the Metro Schedule must be registered as Primary Players on that team's roster, including players that are dual registered due to national league play.

Guest players are not allowed for Metro League play. **Exception:** Players playing under the approved Club Pass Program.

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

**Metro Application** – to register for the Metro Schedule you must complete the Metro Team Application located online at: <https://dukecity.org/metro-application-25-26/>

## **Fees (after NMYSA fees are paid)**

### **Duke City Soccer League Registration Fee**

- Players playing in the Metro or NWRG Schedule \$74.00 per player to DCSL
- **Players playing in Metro (4 games only)** **\$40.00 per player to DCSL**
- Players playing in State Cup & not in Metro \$ 0.00 per player to DCSL
- House Team Players \$ 7.00 per player to DCSL
- Developmental including U7 & 8's \$17.00 per player to DCSL
- Affiliate Team Fees \$150 per game field to DCSL

### **Non-Duke City Team Fee to play in the Metro Schedule – See Metro Team Application**

**Protest Filing Fee      \$100**

**Transfer Fee              \$ 25**

# Risk Management

Duke City Soccer and the New Mexico Youth Soccer Association fully subscribes to the USYS Code of Conduct, USSF Recognize to Recover, SafeSport MAAPP, (Minor Athlete Abuse Prevention Policy) and has established a statewide risk management program. As part of that program, all coaches and program administrators must submit to a sensitive criminal history background check, complete the Concussion training through the USSF Learning Center and be SafeSport trained, (initial training and annual refresher every). For detailed information on the NMYSA Risk Management Program, you can view at:

[www.nmysa.net/Assets/pdf/NMYSARiskManagementJune2020.pdf](http://www.nmysa.net/Assets/pdf/NMYSARiskManagementJune2020.pdf)

To complete the electronic background check disclosure, access the concussion training and SafeSport training, coaches must register with their League/Club.

## Coaching/Adult Athlete Credentialing Requirements Youth Athlete/Parent SafeSport Training

- All NMYSA Coaches must complete Concussion training online through the USSF Learning Center every other year. The course is available online through your league/club registration portal. Once training is complete, the course completion will automatically be updated to your record via an API.
- All NMYSA coaches are required to take the SafeSport online courses, (Safe Sport Trained Core course year one), (refresher, "Recognizing & Reporting Misconduct" year 2), and (refresher, "Creating a Positive Sports Environment" year 3) and then they repeat the "SafeSport Trained" core course and refreshers in year 4 again. Once you complete the SafeSport training, the course completion will automatically update to your registration record in your club's portal through an API. However, please save your completion certificate in the event you need to upload the certificate to your registration profile in Sports Connect. This course is available through your league/club registration.
- For Coach Registration Instructions please contact your club registrar.
- If you are a player turning 18 during the seasonal year, you must also take SafeSport training to participate after you turn 18. To access the training, please register through your club portal as an adult participant and complete the training or access the link through your notification letter which will be sent prior to your 18th birthday. Please download your SafeSport Completion Certificate for your record. Please download your certificate and submit a copy of your completion certificate to [nmsoccer@nmysa.net](mailto:nmsoccer@nmysa.net).
- We are required to offer parents and youth players free SafeSport training. We highly recommend that all parents and youth players take the free SafeSport training available at [www.safesporttrained.org/#/public-dashboard](http://www.safesporttrained.org/#/public-dashboard).

**To report a concern of suspected Child Abuse or Sexualized Misconduct please follow these steps:**

1. Contact your local club or league to report the incident. Duke City Soccer League can be reached at 505-275-9658, or
2. Contact NMYSA by email or by phone at 505-830-2245. You may also email the NMYSA [office@nmysa.net](mailto:office@nmysa.net).
3. NMYSA will notify USSF and file a report with the Center for SafeSport.

For any other concerns or for questions concerning SafeSport requirements, please contact the NMYSA office at 505-830-2245.

## Referees 2025-2026

All teams playing in the Metro Schedule are required to have at least one team referee. The name of this person(s) is required before your team will be accepted into the Metro Schedule. This referee must hold a current, unsuspended USSF referee license and must referee at least five games a season. For U-9 and U-10 teams the referee must have completed the small size game manager course and referee all teams home games (*added for the 24-25 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 whose referee(s) does not participate in at least 5 games. Also, if a team referee does not referee at least five games, the coach of that team may, both be suspended from coaching this team in the following Metro League Season and games will not be scheduled for this team until these missing games have been made up. In addition, the club may be charged a fee equal to the game fee of the games not refereed. **Exception** – Approved out of town teams (teams from Durango, Clovis, Las Cruces and Amarillo).

You must remember why we ask you to provide a team referee. It is to increase the number of referees who can referee our games on Saturday and to referee your game if a referee does not show up, as the home team's, team's 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.

**When registering your team, the team referee you list can only be listed as a team referee for a maximum of 5 teams.**

For U-11's and older the referee will be scheduled by the league's referee assigner. When possible, the referee assigner will assign assistant referees to your game. The priority given to the assigner by the league is:

- 1) A special game was determined by DCSL staff.
- 2) A special game was determined by the referee assigner.
- 3) A 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 identity of each player or coach with their picture roster or player or coach pass card,
- 2) Collect either their NMYSA picture roster or their NMYSA roster and the cards of those players who are to participate in the game and coaches who are to coach in the game. The Referee must not allow a player into the game who is not the picture roster or in possession of a current USYSA or AYSO Player Pass card from the team that is playing.
- 3) Review the number of club pass players.
  - a. If over 3 club pass players per team per game for teams U-16 and younger or 6 club pass players for teams U-17 and older and they do not have an approved / signed club pass form, call the field marshal number at 505-440-0153 for directions.
- 4) 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 coaches, parents and others to provide both positive and negative feedback to the league about the referee. These assessment forms are located online at: <https://dukecity.org/referee-feedback-2/>

The information on these forms will then be communicated among the DCSL staff, other assignors and when needed the State Referee Director of Assessment.

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**3.11.09 REFEREE JUDGMENT WILL NOT BE CHALLENGED** The referee's judgment with regard to the physical condition of the field and its acceptance for play, to the actual happenings and occurrences related to the game, and those prerogatives granted to him/her by the "Laws of the Game" as published by FIFA, shall not be challenged.

**3.11.10 REFEREE ABUSE AND ASSAULT** The coach of a duly registered team is responsible for the actions of his/her team's spectators. The coach shall take all possible precautions to prevent such persons from threatening, harassing, or abusing Referees, game officials, players or other spectators before, during or after matches. The coach is responsible for identifying any spectators who threaten, harass, assault, **grossly mistreats** or abuses a Referees, game officials, players or other spectators. Any player, coach, parent, or other adult (spectator either associated or not with a specific team) guilty of referee abuse, **assault or gross mistreatment** as defined in Section 3.02 Definitions, , and/or in USSF Policy 531-9, shall be suspended from all NMYSA activities for **the minimum sanctions identified by US Soccer Policy 531-9. NMYSA is the forum for the original hearing of referee abuse and assault cases. NMYSA must address a Referee Abuse or assault allegation within 30 days from the date of verification of an incident. In the event NMYSA does not adjudicate the alleged Referee abuse or assault within 30 days of verification, the USSF has the authority to handle the alleged abuse/assault.**



## NMYSA Zero Tolerance Policy for Inappropriate Behavior Towards Referees

We have a severe shortage of referees, due in large part to the abuse they are subjected to by coaches, players, and sidelines. The behavior towards referees must change. Effective immediately, NMYSA will enact a ZERO TOLERANCE policy regarding any inappropriate behavior towards referees. Policy

1. Spectators shall not address any member of the referee crew in a negative manner – physically, verbally, or with gestures before, during or after a game.
2. Spectators shall not make any comments to any referee to make a call, or to comment on a call made or not made.
3. Complimenting a referee briefly after a game may be acceptable and probably appreciated. However, sitting back and watching the game unfold while letting the referees do their job to the best of their ability is the best approach.
4. Referees make mistakes like everyone else – and that's okay. Many of our youth referees are learning their craft and the transferable life skills of how to make educated decisions in split seconds. There are procedures for coaches and officials to report concerns regarding the quality of the officiating. Spectators are to leave this process to the coaches and officials to handle. Regardless of the quality of the officiating, it is NEVER acceptable for a spectator to abuse or criticize a referee.
5. Ignorance of this policy is not excusable.

### Sanctions for Inappropriate Behavior Towards Referees

1. If an individual is required to leave a game by the center referee or other official, at a minimum, individual may not be a spectator at the following game (two games for a youth referee).
2. If more than one individual is engaged in a negative manner – physically, verbally or with gestures, all spectators may be disqualified for the following game (two games if directed towards a youth referee).
3. If a second occurrence of a spectator or coach engaging in a negative manner towards a referee (#1 or #2), a strict no spectator for the rest of the season may be enforced. That team will not be allowed to have any spectators on the sideline for the remainder of the fall or spring season.



## Enforcement

1. Local leagues and clubs will enforce this policy.
2. Coaches will be responsible to not allow an individual spectator of his or her team to be a spectator as required.
3. The center referee will be informed of sideline suspensions before games begin.
4. Referees, game officials, field marshals, league officials or tournament officials may report infractions of inappropriate behavior towards referees as defined by this policy subject to local league policies and procedures.

## Referee Assault/Abuse

Referee assault, or abuse is defined by the United States Soccer Federation, (USSF), and is different from “inappropriate behavior” towards a referee as described in the Zero Tolerance policy. Referee Assault and Abuse must be reported to New Mexico Youth Soccer within 48 hours of occurrence and is subject to a hearing and sanctions defined by the United States Soccer Federation, (USSF) for both minor and adult referees.

### Referee Assault/Abuse/Gross Mistreatment

- Referee assault is any deliberate physical action against a Referee. Referee abuse is extreme, deliberate, and non-contact behavior that causes a Referee to Protected Party significant harm. Actions in this category may be subject to an immediate suspension, meaning that the perpetrator cannot appear at the next sanctioned match. Assault and abuse include, but are not limited to, the following actions or behaviors committed against a Referee or Protected Parties:
  - i. Imposing physical harm upon a Referee or a Protected Party, including by use of objects or equipment.
  - ii. Any act that endangers the Referee’s physical wellbeing, whether deliberate or merely reckless.
  - iii. Any form of unwanted physical contact, including but not limited to pushing, hitting, striking, kicking, choking, or spitting at the Referee.
  - iv. Any behavior that constitutes a criminal offense under any applicable law.
  - v. Threatening, either directly or in insinuation, physical harm, including by use of objects or equipment, to a Referee or a Protected Party or property. Threatening is defined as any statement or action that instills reasonable fear of acts of violence to a person’s safety or property.

- vi. Threats of harm or any retaliatory action against the Referee or their Protected Parties, including threat of exclusion from assignment or future participation opportunity.
- Actions that do not meet above assault or abuse definitions, but cause a Referee or Protected Party harm, may be subject to U.S. Soccer's gross mistreatment framework. Gross mistreatment means any deliberate, non-contact behavior that is expected to cause harm to a Referee. Gross mistreatment includes, but is not limited to, the following actions or behavior committed against a Referee or Protected Parties:
  - a. Severe or repeated harassment, including hate speech or discriminatory remarks based on race, gender, national origin, sexual orientation, disabilities, or any other legally protected characteristic.
  - b. Extreme verbal attacks that would cause emotional harm to a reasonable person.
  - c. Approaching a Referee when they arrive or depart the venue with aggression (e.g., intimidation).
  - d. Any form of cyberbullying, including spreading false information about the Referee, sharing the Referee's personal information (aka doxing), or publicly posting content that ridicules or mocks the Referee or uses hate speech.
  - e. Questioning the Referee's character, integrity, honesty, truthfulness, or impartiality.
  - f. Yelling insults, taunting, making or expressing derogatory/belittling remarks towards a Referee.
  - g. Pervasive action that belittles or undermines the Referee's authority or intended to cast doubt on the Referee.

**Effective  
March  
2025**



**REFEREE ABUSE PREVENTION**

# **PENALTY SUMMARY**

**POLICY 531-9 / YOUTH & AMATEUR SOCCER**





# RESPECT THE CALL

## PROTECTING OUR REFEREES

With referee abuse on the rise for youth and amateur matches, it's time to take a stand.

Referees are essential to soccer, but far too often risk their emotional and physical well-being in service to the game.

Win, lose, or draw, we're in this together.

When you take your anger out on the referee, everybody loses, and the call on the field still stands.

Referee abuse is damaging for everyone involved – and for the future of soccer.

Thank you for doing your part.

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# PENALTY OVERVIEW

The Penalties Matrix defines consequences associated with physical and non-physical offenses against Referees.

## NON-PHYSICAL OFFENSES of gross misconduct, abuse, and / or assault

NON-PHYSICAL*	MIN. GAMES	TIME
Insulting, Belittling, Insinuating or Taunting Behavior Undermining Referee Authority	2	
Harassment, Intimidation, Retaliation, Abusive, or Threatening (Non Physical) Language	4	
Aggression, Attacking, Derogatory, Cyberbullying, Doxing or Threatening (Physical / Violence) Language	6	6 - 24 Months
Offensive or Discriminatory Act	10	12 - 24 Months

## PHYSICAL OFFENSES of gross misconduct, abuse, and / or assault

PHYSICAL*	MIN. GAMES	TIME
Minor or Slight Deliberate Touching	3	1 - 6 Months
Pushing, Grabbing, Pulling, Squeezing, Pinching, Lightly Slapping, Use of Object in Non Striking Manner, or Physical Property Damage	10	6 - 24 Months
Hitting, Punching, Elbowing, Kicking, Biting, Spitting, Choking, Tackling, Throwing or Use of Object or Any Part of Body (Forearm, Knee, Head) in a Striking Manner		12 Months - Lifetime

### KEY PENALTY FACTORS

- Single offenses are at **minimum the prescribed game penalty or time penalty** for non red zone offenses
- Penalties can be **both game and time depending on severity** / circumstances
- Second time offenders receive **double punishment**
- Third time offenders receive a **lifetime ban**
- More than one offense at the same time is **at least the punishment for the most serious offense**
- Offenses against minors are automatically subject to a **“minor multiplier” resulting in triple punishment**
- **One offense warning per league** to be managed by states and leagues collaboratively
- Game consequences are **inclusive of 1 game penalty for any red cards given**
- Optionality for **50% penalty for first offense from a minor**

Please follow your current reporting structure – updated reporting procedure will be a part of Phase 3.

(\* **Disclaimer:** These are only a few examples of abuse – other actions or statements may also fall into this category.

# HOW TO PREPARE FOR MARCH 2025

*Here are steps you can take to make sure you're ready and know what to expect when the updated policy takes effect in March 2025:*

## **1. CAREFULLY READ THIS PENALTY OVERVIEW**

By the end of this guide, you will fully understand the updated policy and the consequences for abuse.

## **2. VISIT [USSOCCER.COM/RAP](https://ussoccer.com/rap) FOR MORE POLICY DETAILS AND UPDATES**

Additional information about the policy is available on our website – and we'll be continuing to share more information.

## **3. SHARE POLICY INFORMATION WITH YOUR U.S. SOCCER COMMUNITY**

Support our referees by sharing policy information with your players, coaches, teams, and leagues. We need your help to raise awareness!

## **4. ONCE THE POLICY TAKES EFFECT, DO YOUR PART BY REPORTING REFEREE ABUSE**

The penalty framework in the new policy only takes effect after abuse is reported. Do your part to protect referees by reporting abuse and encouraging your community to do the same. U.S. Soccer will be providing updated reporting procedure – but for now please follow your current reporting structure.

*Thank you for your support!*



# NON-PHYSICAL ABUSE

**Contact doesn't have to be made for damage to occur.** Non-physical abuse – hurtful language and aggressive behavior – has no place in our game. It disrupts matches, interferes with the referee's ability to do their job, and it hurts the game for everyone. Left unchecked, non-physical abuse takes an emotional toll and has the potential to escalate into physically dangerous situations. The updated policy is designed to eliminate this behavior.

## NON-PHYSICAL ABUSE

# LEVEL 1: VERBAL TAUNTING

Speech or gestures intended to belittle the referee, damage their credibility, and undermine their ability to effectively officiate the game.

### DEFINITION

Insulting, Belittling, Insinuating or Taunting Behavior  
Undermining Referee Authority.

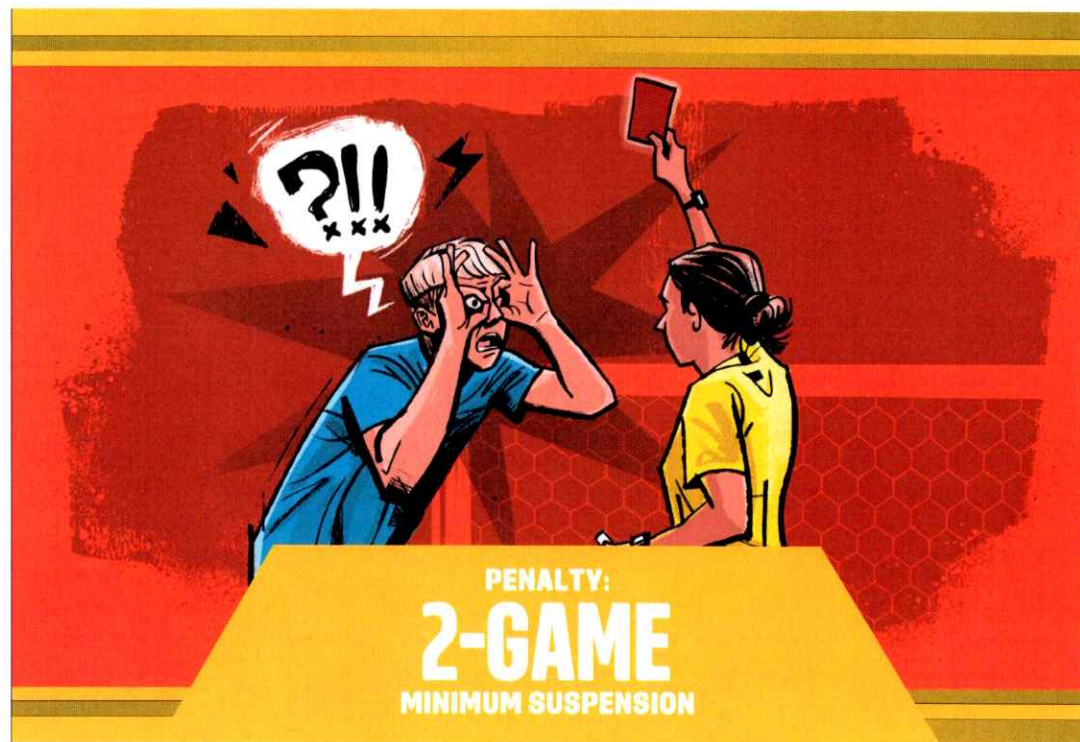
### EXAMPLES

- **Questioning Competence:**  
“Do you even know the rules?”
- **Mocking Appearance or Abilities:**  
“Did you forget your glasses?”
- **Accusations of Bias:**  
“What’s the other team paying you?”
- **Dismissive Language:**  
“You suck.”
- **Aggressive Tone:**  
“You’re the worst ref we’ve ever had.”

### RECOMMENDED APPROACH

If you have concerns about a call, respectfully ask the referee for clarification. Share your perspective calmly, avoiding yelling, insults, or offensive gestures.

**Disclaimer:** These are only a few examples of abuse – other actions or statements may also fall into this category.



## NON-PHYSICAL ABUSE

# LEVEL 2: HARASSMENT/INTIMIDATION

Occurs when language or body language is intended to make a referee feel unsafe but where the threat of violence remains unspoken.

### DEFINITION

Harassment, Intimidation, Retaliation, Abusive or Threatening (Non-Physical) Language.

### EXAMPLES

- **Using Expletives:**

*"That call was complete \$H\*t!"*

- **Personal Attacks:**

*"You're a F-ing joke!"*

- **Escalating Intensity:**

*"You can't make a single good f\*\*\*\*\* call!"*

- **Getting In The Referee's Face.**

### RECOMMENDED APPROACH

Take a moment to gather yourself before you speak to the referee. Ask for clarification calmly, aiming for constructive communication rather than causing conflict.

**Disclaimer:** These are only a few examples of abuse – other actions or statements may also fall into this category.



## NON-PHYSICAL ABUSE

# LEVEL 3: THREATS/DEROGATORY LANGUAGE



When aggressive language or threats of violence enter the mix – or when abuse spills online.

## DEFINITION

Aggression, Attacking, Derogatory, Cyberbullying, Doxing, or Threatening (Physical / Violence) Language.

## EXAMPLES

- **Threatening To Inflict Harm On A Referee:**
  - “You’re gonna pay for that!”
  - “I’ll see you in the parking lot”
  - “I’m going to shove that card down your throat!”
  - “You better watch your back!”
- **Public Attacks Online** such as uploading a post to social media attacking the referee.

## RECOMMENDED APPROACH

When you feel frustrated by a referee’s call, take a moment to pause and breathe. Reflect on how your reaction impacts your experience and the overall atmosphere of the game for everyone involved.

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## NON-PHYSICAL ABUSE

# LEVEL 4: OFFENSIVE OR DISCRIMINATORY ACT



U.S. Soccer is inclusive of everyone. Discrimination – attacking referees for who they are, or offending their dignity – will not be tolerated.

## DEFINITION

Discriminatory or derogatory words or actions on account of race, skin color, ethnicity, nationality, social origin, gender, disability, sexual orientation, language, or religion.

## EXAMPLES

- Racial or ethnic slurs.
- Offensive gestures.
- Homophobic language.
- Using harmful or sexist stereotypes.

## RECOMMENDED APPROACH

Remember that soccer is for everyone. We're all human, and everybody deserves the opportunity to enjoy the game without being made to feel bad about who they are.

*Disclaimer: These are only a few examples of abuse – other actions or statements may also fall into this category.*





# PHYSICAL ABUSE

**Physical abuse makes the game unsafe for everyone.** It's also easy to avoid. Outside of friendly handshakes, there's never a reason to touch the referee. Any unwanted physical contact is considered physical abuse. Physical violence can also result in criminal charges, lawsuits, or medical liability.

## PHYSICAL ABUSE

# LEVEL 1: MINOR OR SLIGHT TOUCHING



Even minor deliberate touches can be unwanted and make referees feel unsafe and are considered physical abuse.

### DEFINITION

Minor or Slight Deliberate Touching.

### EXAMPLES

- Tapping the referee's shoulder to get their attention.
- Touching the referee's chest with your finger.
- Grabbing the referee's jersey to get their attention.
- Intentionally bumping lightly into the referee.

### RECOMMENDED APPROACH

Respectfully get the referee's attention without touching them – and, even in the heat of the moment, make a conscious effort to keep your hands to yourself.

*Disclaimer:* These are only a few examples of abuse – other actions or statements may also fall into this category.



## PHYSICAL ABUSE

# LEVEL 2: INTENTIONAL CONFRONTATION



Escalation of using contact to intimidate or provoke a physical confrontation – or causing damage to property – without the intent to cause bodily harm.

### DEFINITION

Pushing, Grabbing, Pulling, Squeezing, Pinching, Lightly Slapping, Use of Object in Non-Striking Manner, or Physical Property Damage

### EXAMPLES

- Shoving the referee.
- Forcefully grabbing the referee's arm.
- Throwing a water bottle at the ground in front of the referee.
- Dumping the referee's bag into a trashcan.
- Aggressively grabbing the referee's jersey.
- Following the referee to the parking lot or to their car.

### RECOMMENDED APPROACH

Understand that this behavior not only won't change the outcome on the field, it will keep you out of the game for a long time. Channel that energy to drive better on-field performance. Remove yourself from the situation if you need to calm down.

**Disclaimer:** These are only a few examples of abuse – other actions or statements may also fall into this category.



## PHYSICAL ABUSE

# LEVEL 3: VIOLENT CONTACT



Malicious, violent contact intended to cause bodily harm – this is considered assault and can result in criminal punishment, legal suits, and medical liability.

### DEFINITION

Hitting, Punching, Elbowing, Kicking, Biting, Spitting, Choking, Tackling, Throwing or Use of Object or Any Part of Body (Forearm, Knee, Head) in a Striking Manner

### EXAMPLES

- Kicking the referee's shin.
- Throwing a punch at the referee.
- Placing hands on the neck to choke the referee.
- Throwing a water bottle with intent to hit the referee.
- Intentionally kicking the ball at the referee.

### RECOMMENDED APPROACH

Before physical abuse ever escalates to this level, there are plenty of opportunities to choose another course of action. Remove yourself from the situation and give yourself time for your anger to defuse before doing something with serious long-term consequences.

**Disclaimer:** These are only a few examples of abuse – other actions or statements may also fall into this category.





# REPORTING ABUSE

We understand the vast majority of players, coaches, and spectators already do the right thing. A small minority hurts the game for the rest of us – but it's up to all of us to uphold the integrity of the game. **With the updated policy, players, coaches, and spectators are encouraged to report abuse. The penalty framework only take effect if abuse is reported. We're asking you to do your part to support referees by reporting any instance of referee abuse.**

# GUIDELINES



- **Understand what does and doesn't constitute abuse – as well as the definitions for the different categories of abuse.**
- **Submit written reports of the abuse within 48 hours of the incident if possible. Include the following:**
  - Match details, including team information, age group, score, and date.
  - Detailed description of the incident and the behavior that constitutes abuse.
  - Unedited audio or video clips if available.
- **We will be providing details on the appropriate designee to submit reports to, as well as more in-depth procedure for reporting abuse as part of Phase 3 of the policy update. For now follow your current reporting structure.**
- **The Competition Authority will review all documents and submit the following to the Member Organization:**
  - All documents, exhibits, and other evidence in the case.
  - Copies of all rules, procedures, and bylaws used to support the charges and conduct the hearing.
  - The notice of charges and/or hearing provided the defendant/appellant.
  - The decision of the hearing body and any appeals decisions.
- **Athletes reported for abuse will have an opportunity to appeal.**

For more information, visit:  
**USSOCCER.COM/RAP**



Effective  
March  
2025



REFEREE ABUSE PREVENTION

# PENALTY SUMMARY

POLICY 531-9 / YOUTH & AMATEUR SOCCER



## Lightning Policy & Procedures

### **For use at the 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 override 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 (Removed Fall of 2025).** 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 arisen due to the lightning delay and they (DCSL) have the ability to make exceptions to this policy.

## **SOME OF DCSL / METRO RULES OF PLAY 2025-2026** (updated 2/26)

Please also see DCSL Disciplinary Policy (online at [www.dukecity.org](http://www.dukecity.org) )

**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 are registered with USYSA or AYSO. They will either need to show a NMYSA picture roster or a player / coach pass card to 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 and received both a team roster and validated player pass card for each player. Teams will have 15 minutes past the stated schedule time to produce player and coaches pass cards or the game shall be forfeited. When approved by the DCSL Director of Games an electronic photo of the card may be used. *For U-9's and U10's the home team (including players, coaches, parents and team spectators) will occupy the north sideline and visitors (including players, coaches, parents and team spectators) will occupy the south sideline.*

**Club Pass** – Duke City Soccer League has approved a Club Pass Program for Metro Matches allowing players to move between Teams within the same club. For more information see the Club Pass Section of the handbook.

**Sidelines** – Teams will occupy the same side of the field with the parents and other spectators on the opposite side of the field, **behind the “blue” spectator line**. 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 afternoon. 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. *Exceptions: On fields with bleachers the team sidelines will be opposite the bleachers. On fields 7 & 8 parents and spectators will be allowed behind the benches behind the markings. For U-9's and U10's the home team (including players, coaches, parents and team spectators) will occupy the north sideline and visitors (including players, coaches, parents and team spectators) will occupy the south sideline. Removed 2/26.* **Remember** while on the sidelines to maintain social distancing guidelines.

**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 communication 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 are not allowed.

**Mercy Rule** – For **ALL** (“ALL” added 2/26 replacing U-11 and older) teams, after the completion of the first half of play. If there becomes a goal differential of 10 goals the match / game will be halted. The winning team at that time will be declared the winner of the completed match / game.

**Video Recording from the Sidelines** – Video recording devices (like Trace or others) can be placed at either at the halfway line on either sideline **that is chosen by the team / coach (added 2/26)** provided that:

- 1) The equipment is placed and set up in accordance with manufacturer's directions and the tripod is either secured to the ground with straps or weighed down by sandbags.
- 2) If the equipment is being set up and monitored on the team bench sideline, the person setting up, controlling, or monitoring the equipment must possess a current laminated USYSA pass card (proving that they have completed all required NMYSA risk management requirements – including background checked and SafeSport trained.)

**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 is required to wear the light uniform (including socks) and the away team is required to wear the dark uniform (including socks). If, in the opinion of the Referee, there is a color conflict, the team causing the conflict must change. (new Fall 2018)

**Shinguards** – **Directly from the Laws “must be made of a suitable material and be of an appropriate size to provide reasonable protection and be covered by the socks. Players are responsible for the size and suitability of their shinguards” Duke City are going with the last sentence and leaving the responsible of the shinguards with the player. Our only requirement is that the skinguards be made from suitable material and be manufactured and not homemade. (added 2/26)**

**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 (Exception – For the Fall Season, U-15 game length will be two 35-minute halves):

<b><u>Ages</u></b>	<b><u>Number of Players</u></b>	<b><u>Game Length</u></b>	<b><u>Ball Size</u></b>
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	<b>9 v 9</b>	Two 30' halves	4
U - 9 & 10	<b>7 v 7</b>	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 any stoppage of play.

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 and if a player was injured on the same play that the goalkeeper was injured, they may also stay in.

### **Youth Player Heading for U-11 and Younger Teams**

As part of U.S. Soccer's Player Safety Campaign, players 10 years old (U-11) and younger are prohibited from heading the ball in practice and in games. To this end, when a player deliberately heads the ball in a game, 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 is subject to the special goal area ball placement rules for free kicks (on the line at the top of the goal area for attacking IFK, anywhere in the goal area for defending IFK). If a player does not deliberately head the ball, then play shall continue.

A key phrase in this statement is 'deliberately heads'. Similar to 'handles the ball deliberately', the referee will have to make a quick decision as to whether the U-11 or younger player intended to head the ball, which will result in an IFK, or if the ball happened to make contact with the head during the course of play, which will result in continuation of play.

This ruling will affect all games played by U-11 teams and younger. If the game is being played by U-11 team vs a U-12 team this rule will still apply to both teams.

### **Rescheduling of Games**

If your team is traveling to a Soccer Tournament or playing in a Friendly and cannot make your scheduled 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" can 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. **DCSL may require proof of the tournament or friendly that you are going to.**

### **The Schedule**

**Locations** - Games will be taking place at our soccer complex located in Bernalillo (SC) and if needed at ADO at the corner of Spain and Wyoming. Changes and corrections may need to be made to the schedule and these updates will be placed on our web site [www.dukecity.org](http://www.dukecity.org). Please check the web site for these updates. In addition to updates and changes we will try to have scores updated by each Monday morning. Updates and changes will be made by Wednesday noon. Again, please check the web site for these changes.

**Relegation** - Relegation Matches are played on the first week of the season between the lower two seeds of a bracket against the upper two seeds of the next bracket. These games have been colored orange on the website. The lower seed must win to move up.

### **Scheduling Teams**

#### **Priority for coaches when scheduling**

1. Out of town teams
  - a. The first games will start at 10:30 am or noon.
2. The coach is a director of a development program and cannot be there half the day.
3. The coach is coaching multiple teams in Metro.
  - a. Guarantee 2 teams being at different times (not guaranteeing all 3 or 4 teams)
4. The coach is coaching High School and a team in Metro.
5. The coach is requesting AM or PM
  - a. For the coach
  - b. For the players
6. The coach is coaching in a different league, not Metro.

# DCSL / METRO CLUB PASS – 2025-2026

The Club Pass is designed to allow a properly registered NMSYA player to play for another team from within the same Club on a temporary basis and again for 2025 – 2026 we will allow this to happen freely. **Players cannot play more than 2 games in any one day.**

## The following rules must always be followed:

- A player may play up in age but never play down in age. *Exception: If the player's team or the player is playing up in an age group, the player may play down in their original age group only if the following happens: the decision is communicated to the Director of Games and is approved by the Director or Assistant Director of Games.*
- Girls may play with a Boys team, but Boys may not play with a Girls team.
- Both teams must be playing in the Metro Schedule.
- Club passes **cannot** be used in Relegation Games.
- A maximum of 3 club pass players per team per game for teams U16 and younger (this limit can be increased if approved by the Director of Games).
- A maximum of 6 club pass players per team per game for teams U17 and older (this limit can be increased if approved by the Director of Games).

## Additional age appropriate rules:

### For ages U-7 through U-10

- A player may move freely throughout their age group and up into older age groups.

### For ages U-11 through U-16

- Club Pass is not allowed for any relegation matches. For these matches **only** the players listed on the official team roster may play.
- A U-11 player may use the club pass to play up onto an older team at any time.
- The team using a player with a club pass may not exceed the maximum roster size for that age group to play the game (for example: U-11 & 12 the maximum roster size is 16 players; for U-13 through U-16 it is 22 players; Please see the Coaches' Handbook for maximum roster sizes for each age group.)
- If the player's team or the player is playing up in an age group, the player may not play down in their original age group.
- A medical exception to play down can be requested for a player coming back from an extended medical leave. The request must be made to the Director of Games.

- For Ages U-17 and above
  - The player may use a Club Pass to play on any U17 and above team.
  - A U-19 player registered with DCSL or any DCSL Club may use Club Pass to play even if their team is not playing in Metro.

### **Required procedure for use of Club Pass:**

- The teams can add / handwrite in the club pass players to their roster (up to 3) for U16 and younger (and up to 6) for U-17 and older. Rosters and players' pass cards must be turned into the referee at check in.
- For additional club pass players, **the team must send the name of these additional players and the team they are registered on to the Director of Games (U11+) or the Assistant Director of Games (U9-U10) for approval. This club pass approval form needs to be turned into the referee along with the players' pass cards for all club pass players being used that day. The Director of Games may request a list of all players to be club passed prior to approving the additional players.** (3/26) The referee will attach this signed approved form to their game report.

### **Use of an illegal player:**

- If a coach plays a player that is not registered in their club and allows that player to participate in that game, the coach will be suspended for a minimum of two games and receive a minimum of 30 discipline points for the use of an illegal player. See DCSL Disciplinary Handbook for the suspension on the use of an illegal player.

### **Player that uses a Club pass and receives a Caution or Ejection:**

- If a player receives an ejection, that player is suspended from playing in the next game that is played by the team that they are officially registered on, and they may not play on any other team in the Metro Schedule until the day after that suspension has been completed.
- If a player receives a caution or an ejection the discipline points for that action will remain with and follow the player and the team that they are officially registered on.
- If the parent(s) of a club pass player is removed from the sideline they cannot attend their child's next weekend games at a minimum.

**DUKE CITY SOCCER LEAGUE**  
**MODIFIED LAWS FOR SMALL-SIDED GAMES for 2025 - 2026**

	U -11's & 12's	U - 9's & 10's	U - 7's & 8's
<b>Law 1 - Field of Play</b>			
<b>Length</b>	70 to 80 yards	55 to 65 yards	25 to 35 yards
<b>Width</b>	45 to 55 yards 70 by 50 for U-11 75 by 55 for U-12	35 to 45 yards 60 by 40	15 to 25 yards 30 by 20
<b>Circle Radius</b>	8 yards	8 yards	5 yards
<b>Goal Area</b>	5 by 16	4 by 8	5 by 10
<b>Penalty Area</b>	14 by 36 yards	12 by 24 yards	No penalty area
<b>Penalty Mark</b>	10 yards	10 yards	No penalty mark
<b>Build out Line</b>	No	See US Soccer Claification Memo on the Build-Out Line	No
<b>Goals</b>	Up to 7 by 21 We Use 6.5 x 18	Up to 6.5 x 18.5 We use 6.5 x 12	4 by 6
<b>Flag Post</b>	Conform to FIFA	Conform to FIFA	None
<b>Corner Arc</b>	Conform to FIFA	Conform to FIFA	None
<b>Law 2 - The Ball</b>	Size 4	Size 4	Size 3
<b>Law 3 - Number of Players</b>	Nine / one is a goalkeeper 6 players needed to start Substitutions at any stoppage Unlimited substitutions Teams may be coed	Seven / one is a goalkeeper 5 players needed to start Substitutions at any stoppage Unlimited substitutions Teams may be coed All players to play 50% of the playing time	Four players / No goalkeeper Substitutions at any stoppage Unlimited substitutions Teams may be coed Playing times can be less then 10 minutes when managed by the coaches and parents
<b>Roster Size</b>	Max 16	Max 12	Max 8
<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>	USSF Licensed Referee	Home Team - to provide a Referee. Should have either completed the game manager course or have a USSF Referee Certification	Coaches are expected to manage the game
<b>Law 6 - The Assistant Referee</b>	USSF Licensed or Club Referee at the discretion of the League	Not Required	None
<b>Law 7 - Duration of Match</b>	30 minute halves No added time	25 minute halves No added time	4 - 10 min quarters
<b>Half time interval</b>			
<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 5 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	Use the defense's build out line	None

## MODIFIED LAWS FOR SMALL-SIDED GAMES for 2025 - 2026

### Page 2

	U -11's & 12's	U - 9's & 10's	U - 7's & 8's
Law 12 - Foul and Misconduct	Conform to FIFA	Conform to FIFA	Conform to FIFA - exception all fouls result in <u>indirect</u> kicks opponents 5 yards from ball No cards shown for misconduct
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 opponents to be 5 yards from ball The kick-in is an indirect kick</i>
Law 16 - The Goal Kick	Conform to FIFA	<i>the ball is kicked from any point within the penalty area, opponents must move behind build out line 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 goal box opponents must remain 5 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 5 yards from ball
Team Benches and Spectators	opposite sides	Same Side	opposite sides
Scoring and standings Tournaments	Yes	None to be posted	None to be kept
Heading of the Ball	Allowed at U-12 Not allowed at U-11 If a U-11 team plays a U-12 team no heading is allowed <b>(Fall 2019)</b>	Not allowed	Not allowed
Punting of the Ball	Allowed	Not Allowed	Not Allowed



**COACHING  
EDUCATION**



## Coaching Education and Referee Program

Chicago, IL - August 2019

### How do changes to IFAB Law 16 (The Goal Kick) affect the Build-Out Line?

Since IFAB's changes to Law 16 (The Goal Kick) went in effect on June 1, 2019, there have been a lot of questions about how the new rule impacts the implementation of the Build-Out Line (BOL). The short answer is, very little.

The purpose of a BOL is to ease defensive pressure on goal kicks/goalkeeper collections to help players build confidence playing out of the back. The purpose of the BOL remains unchanged; but the execution will change slightly with the new law.

#### **Build-Out Line under Previous Goal Kick Law**

1. Before the ball is kicked, players on the kicking team must move outside the penalty area and players on the defending team must move beyond the BOL.
2. Players on the kicking team may not receive the ball until it is in play. Players on the defending team may not cross the BOL line until the ball is in play.
3. The ball is in play when it is kicked and leaves the penalty area.

#### **Build-Out Line under New Goal Kick Law**

1. Before the ball is kicked, players on the kicking team may stand anywhere on the field, including inside the penalty area.
2. Players on the defending team must move beyond the BOL and may not cross the BOL until the ball is in play.
3. The ball is in play when it is kicked and clearly moves. In other words, as soon as a member of the kicking team kicks, or tries to kick, the ball, and the ball visibly moves or begins to roll, the ball is in play. As soon as the ball is in play, other members of the kicking team may play it (inside the penalty area) and defenders may cross the BOL.

The Law change only impacts two aspects of the BOL. The first aspect impacts where players on the kicking team may be positioned before the kick (point 1). The second aspect is when the ball is determined to be "in play" (point 3).

Properly implemented, the BOL should reduce the number of goal kicks played long while helping to develop young players' skills and comfort-level with the ball. The goalkeeper (or another player on the kicking team) can wait to put the ball into play once all opponents are behind the build out line or he or she can release it sooner but does so accepting the positioning of the opponents and the consequences of how play resumes.

Coaches are responsible for leading their teams in the correct application of the BOL. Referees can facilitate and assist with implementation of this initiative as needed. Both coaches and referees should work together to create an age-appropriate learning environment that supports player development.

## **Guest Player Policy**

The requesting coach must contact the coach of the team that the proposed guest player is registered on with a copy of that request being sent to the League's President and the Club's Director of Coaching. The requesting coach shall include the player's name and the specific event and date of the request. The Coach has 72 hours to respond to this request. If the coach denies this request, they need to email the requesting coach and email to the player/Leagues of the request and decision.

If no response after 72 hours the requesting coach will call or email the DCSL President for assistance. Requesting Coach must return paperwork to the coach of the player prior to next tournament.



# NEW MEXICO YOUTH SOCCER

The governing body for youth soccer in New Mexico, affiliated with US Youth Soccer, the United States Soccer Federation (USSF), and the Fédération Internationale de Football Association (FIFA)

## NMYSA Injury Report

To be completed by a League Official and sent to NMYSA

### Player Information:

Name: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Address: \_\_\_\_\_

City/State: \_\_\_\_\_ Zip: \_\_\_\_\_

NMYSA ID#: \_\_\_\_\_ Team #: \_\_\_\_\_ League: \_\_\_\_\_

### Other Information:

Parent/Guardian: \_\_\_\_\_

Date of Injury: \_\_\_\_\_

Identify event at which injury occurred: \_\_\_\_\_

\_\_\_\_\_

Describe injury and how it occurred:

Date reported to State Office: \_\_\_\_\_

For NMYSA Office Use:

Sent: \_\_\_\_\_ Received: \_\_\_\_\_ Insurance: \_\_\_\_\_

Rev 11/2016

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Coaching Department: (505) 830-2246 • coach@nmysa.net  
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STATE ASSOCIATION

## Discipline Point System 2025-2026

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) player is suspended from playing in the teams next Metro game	10
Ejection for violent conduct or fighting	15
<b>Fighting may also carry additional game(s) suspension.</b>	
<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, (this includes playing a player that should be sitting out a game(s) due to an ejection.)	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 who 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 (updated 2/26)

(For 2025 – 2026)

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

**Committee Membership** – Each Duke City Club may have up to two voting attendees for 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 understand the results from last season as well as the makeup of the team playing in the next season’s schedule. **For the Fall 2026 Season this group will be given the discretion to assist in setting up brackets (overriding our current polices) added 2/26.**

**Results** – The results from the ranking committee meeting are not subject to review. All exceptions to 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 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 (5) five game requirement** – Duke City Soccer League rules require that each team playing in the Metro Schedule must provided a certified referee to help referee 5 games each season. Teams not providing referees will be penalized 1 point for each game not worked to a maximum of 5 points. These points will be deducted when ranking the team.

---

## Procedures

<b>Points awarded for bracket games:</b>	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 U12 and up 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 determine 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> - Goal differential (plus or minus 3 per game)
- 2<sup>nd</sup> - Head-to-Head effective
- 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.

## **Alcohol & Use of Tobacco Policy**

Alcoholic beverages of any kind are strictly prohibited from Duke City Soccer League / Metro games and tournaments including parking lots. Alcohol introduces a safety risk to an otherwise safe environment. Not everyone can “handle” their alcohol and can become unruly imposing a threat to those around them. Those drinking alcohol during their visit can become a safety threat when operating their vehicle while leaving the facility. Any persons found in violation of this policy will be asked to leave the property immediately. Further, a spectator found in violation of this policy can be banned from DCSL / Metro games for 6 months. Duke City Soccer League reserves the right to contact the local police to have any person removed who does not adhere to our No Alcohol policy. Repeat offenders are subject to suspension of play for their children.

Smoking of any type is strictly prohibited while visiting the Duke City Soccer League / Metro games and tournaments including parking lots. Our goal is to provide a safe and clean environment for all to enjoy. Since the majority of our visitors are non-smokers (children), we ask that all adults respect our policy and refrain from smoking while visiting Duke City Soccer League / Metro games and tournaments. You may think there is nothing wrong with smoking a cigarette (including vaping), cigar or pipe while watching a game but understand that there are hundreds of children utilizing the facility and there are parents who don't want their children exposed to such a dangerous habit. We also don't enjoy picking up your discarded cigarette and cigar butts. Any person found smoking during Duke City Soccer League / Metro games or tournaments will be asked to extinguish and properly discard the tobacco item. Further, a spectator found in violation of this policy can be banned from DCSL / Metro games for 1 month. At the soccer complex, Duke City Soccer League reserves the right to contact the local police to have any person removed who does not adhere to our No Smoking Policy

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### NMYSA Wording --3.17 CONTROLLED SUBSTANCE PROHIBITION 3.17.01 PROHIBITION OF USE OR CONSUMPTION OF CONTROLLED SUBSTANCES

The illegal use and/or consumption of any controlled substance at the field area by anyone before, during, or after the playing of any youth soccer game, or where prohibited by law, is expressly prohibited. 3.17.02 VIOLATION OF 3.17.01 Anyone who violates this prohibition shall be subject to disciplinary action and/or suspension by the NMYSA Board of Directors.

## **End of Season Transfer Policy**

All within club transfers processed two weeks prior to the NMYSA State Cup and whose new team will be participating in the NMYSA State Cup shall be eligible to participate with their original team for the remaining games of the Metro season with the following contingencies:

- Prior to the transfer the Club must indicate whether this player will continue to play with their original team for the remainder of the DCSL Metro season, including makeup games. The players name will be added to the DCSL Designated Player Transfer list. Once the transfer is complete the Club cannot re-designate the player (i.e. add or remove him from the list).
- These players will **not** be eligible to participate in Metro games with their new teams until the players original team's DCSL Metro season has officially ended (i.e. includes make up games).
- Club Registrars cannot issue new cards to the designated transferred players until the players original team's DCSL season has officially ended (i.e. includes make up games).
- All old USYSA player pass cards must be returned to the DCSL registrar on the following Monday after the players original team's DCSL Metro season has officially ended (i.e. includes make up games).
- All USYSA player pass cards for players transferred during this window that are not on the DCSL Designated Player Transfer list must be immediately returned to the DCSL registrar once their new card is issued. These players are not eligible to participate with their old teams.
- 22 is the maximum number of players that can be registered on teams playing in State Cup that are U-13 or older.
- If the releasing coach plays a player that is not on the DCSL Designated Player Transfer list the coach shall be suspended for a minimum of two games and receive a minimum of 30 discipline points for the use of an illegal player. See DCSL Coaches Handbook and Disciplinary Policy for the suspension on the use of an illegal player.
- If the transferring coach plays a player that is on the DCSL Designated Player Transfer list the coach shall be suspended for a minimum of two games and receive a minimum of 30 discipline points for the use of an illegal player. See DCSL Coaches Handbook and Disciplinary Policy for the suspension on the use of an illegal player.

# Duke City Soccer League

## Texting, Email and Social Media Policy

To protect the safety, health and welfare of the children participating within the club and to protect all club employees, contractors and volunteers from inappropriate player interactions and the potential for communication misunderstandings and accusations, DCSL has developed a policy related to texting, email and the use of social media between club employees, contractors and volunteers and its member players.

### \*\*\*\*\*Texting and Email Policy\*\*\*\*\*

#### Permitted Ages

- Players participating on U13 teams and above
- Parental permission must be obtained before initiating texts or emails with players

#### Who May Text and Email

- Players may be texted or emailed only by coaching directors and the rostered coaches and manager of their teams

#### Text/Email Content

- The content of texts and emails is restricted to soccer or team-related matters
- Social texts and emails are prohibited
- The texts and emails shall not contain any offensive, abusive or inappropriate language.

Texts and/or emails initiated by players that do not fit into the permissible age group, are not on your team, or are not related to team matters should not be directly responded to. Follow up with these texts by contacting the player's parents directly or via email. During this follow-up, remind the parents and player of the club's texting and email policy to help prevent future occurrences.

### \*\*\*\*\*Social Media Policy\*\*\*\*\*

The use of all social media platforms such as Facebook, Twitter, Snapchat, Instagram, YouTube, Skype, blogs, online video game systems and others has exploded in recent years. Many of the club's employees, contractors, volunteers, parents and players have a presence on one or more of these social media platforms. Some of the content included on these social media platforms by our employees, contractors and volunteers is inappropriate for children, and may not reflect the values or philosophy of DCSL. Accordingly, DCSL reserves the right to take appropriate corrective action against Club employees, contractors and volunteers who use social media in a manner inconsistent with the Club's values and philosophy, up to and including termination of employment.

## **General Guidelines**

To assist in posting content and managing these platforms in an appropriate manner, DCSL has developed guidelines for personal use of social media:

- Please use common sense and discretion in what you post and with whom you communicate via social media platforms. Remember that once something is shared publically online, it will likely exist online forever.
- When using a social media platform, assume at all times that you are representing DCSL. Remember that even on your own personal time you are a representative of DCSL and people may interpret your online postings as though they were official DCSL statements.
- Confidential or personally identifiable information of third parties (i.e., players, parents) who have shared such information with you on behalf of DCSL should not be disclosed under any circumstances on social media platforms.
- Before posting photos or video of a player online, consent should be obtained from that player's parent or guardian. If consent is not obtained and a player's parent or guardian objects to the posting of such content, it is your responsibility to promptly remove the objectionable content.
- Avoid online discussion of internal team or club policies, operations or disputes.
- Any suspicious or inappropriate online communications or content should be reported to the Bill Nordin at [bnordin@comcast.net](mailto:bnordin@comcast.net), who will investigate all reports of inappropriate activity. If necessary, inappropriate activity may also be reported to law enforcement authorities.

## **Cyberbullying**

Cyberbullying, or any other form of harassment through social media platforms, is strictly prohibited. For the purposes of this section, "cyberbullying" is defined as any electronic communication that:

- (1) targets a specific player, parent, employee, contractor, or volunteer;
- (2) is published with the intention that the communication be seen by or disclosed to the targeted player, parent, employee, contractor, or volunteer;
- (3) is in fact seen by or disclosed to the targeted player, parent, employee, contractor, or volunteer; and
- (4) creates or is certain to create a hostile playing and/or social environment that is so severe or pervasive as to substantially interfere with the targeted player's opportunities or performance in Metro Schedule games and DCSL-sanctioned events; or
- (5) creates or is certain to create a hostile working and/or social environment that is so severe or pervasive as to substantially interfere with the targeted parent's, employee's, contractor's, or volunteer's ability to participate in Metro Schedule games and DCSL-sanctioned events. Violation of this section shall be treated as a form of harassment, and will result in sanctions consistent with DCSL Policy, Section 11, paragraph H(1), and Section 11, paragraph I(1).

# Summary of Changes For the 2025 - 2026 Coaches Handbook

(Some minor grammar changes have been made, all other new wording from last year is in red)

## Cover

- Changed the Years to 2025-2026
- Changed from Weather line to weather updates are made on our Facebook page – Duke City Soccer League
- Removed Coach Administrator Information
- Metro Team Application – Application was removed last year when we moved the application to being online. The title was not removed at that time from the cover.

## Registration, Transfer, and fees:

- Year changed to 2024-2025.  
**Metro Application** – changed dates to 25-26. to register for the Metro Schedule, you must complete the Metro Team Application located online at: <https://dukecity.org/metro-application-25-26/>
- Duke City Soccer League Registration Fee – added Players playing in Metro (4 games only) 40.00 per player to DCSL (was half of the \$76 per player or \$38)

**Risk Management** – No changes from last year.

## Referees

- When registering your team, the team referee you list can only be listed as a team referee for a maximum of 5 teams.
- **3.11.10 REFEREE ABUSE AND ASSAULT** The coach of a duly registered team is responsible for the actions of his/her team's spectators. The coach shall take all possible precautions to prevent such persons from threatening, harassing, or abusing Referees, game officials, players or other spectators before, during or after matches. The coach is responsible for identifying any spectators who threaten, harass, assault, grossly mistreats or abuses a Referees, game officials, players or other spectators. Any player, coach, parent, or other adult (spectator either associated or not with a specific team) guilty of referee abuse, assault or gross mistreatment as defined in Section 3.02 Definitions, and/or in USSF Policy 531-9, shall be suspended from all NMYSA activities for the minimum sanctions identified by US Soccer Policy 531-9. NMYSA is the forum for the original hearing of referee abuse and assault cases. NMYSA must address a Referee Abuse or assault allegation within 30 days from the date of verification of an incident. In the event NMYSA does not adjudicate the alleged Referee abuse or assault within 30 days of verification, the USSF has the authority to handle the alleged abuse/assault. (This copies the change that was made by USYSA and NMYSA to their policy.

**Lightning Policy & Procedures** – No changes from last year

## Some of DCSL Rules of Play:

- Change dates to 2025-2026
- Remove - *Remember while on the sidelines to maintain social distancing guidelines.*
- Add Teams will occupy the same side of the field with the parents and other spectators on the opposite side of the field, behind the “blue” spectator line.

Add - **Mercy Rule** – For U-11 teams and above, after the completion of the first half of play. If there becomes a goal differential of 10 goals the match / game will be halted. The winning team at that time will be declared the winner of the completed match / game.

**Modified Laws for Small-sided Games for 2025-2026:**

- Changed the Years to 2025-2026

**Lightning Policy & Procedures** – No changes currently

**DCSL / Metro Club Pass:**

- Change dates to 2025-2026

**Modified Laws for small-sided games for 2024-2025**

- Changed dates to 2024-2025

**Guest Player Policy** – No changes

**Discipline Point System**

- Changed the Years to 2025 -2026.

**Ranking Procedures for DCSL**

- Changed the Years to 2025 -2026

**End of the Season Transfer Policy** – No changes

**Alcohol & Use of Tobacco Policy** – No changes

- **Texting, Email and Social Media Policy** –No changes

**Insurance** – No changes

**Referee Assessment Form** – No changes.

Please also read our Disciplinary Policy on the web at [www.dukecity/handbooks/](http://www.dukecity/handbooks/)