

American Youth Soccer Organization

Area 11 E

2004-2005 Guideline

The guidelines below are the primary guidelines for all AYSO Area 11-E play. League playoffs and All Stars rules are in addition to, or amended from the regular Area 11-E guidelines.

I. League Play

General

All games will be played in strict compliance with AYSO National Rules and Regulations, Section Eleven Rules and Regulations, and these Area 11-E Guidelines

Player Authenticity

The Regional Commissioners (RC) are responsible for insuring all Regional players are duly registered and eligible for play. Should the eligibility of a player be questioned, Regional registration forms will be checked and, if necessary, verified with the National Registration Department. To participate in post-season League Playoffs and/or All Stars, a player must have played 75% of all scheduled regular season games.

Length of Games -

1. U10 - Two (2) equal halves of Twenty-five (25) minutes each
2. U12 - Two (2) equal halves of Thirty (30) minutes each
3. U14 - Two (2) equal halves of Thirty-five (35) minutes each
4. U16 - Two (2) equal halves of Forty (40) minutes each
5. U19 - Two (2) equal halves of Forty-five (45) minutes each
6. There is no overtime - Games can end in a tie

Standings -

1. Point system is as follows:
 - a. 3 points for a win
 - b. 1 point for a tie
 - c. -1 points for each player ejection (red card) and/or coach, team official or spectator expelled from the match, as in section M.3.a.I.
2. Tie Breakers
 - a. Head to head competition.
 - b. Least goals allowed (max 3 per game)
 - c. Goals scored (max 3 per game)
 - d. Goal differential (max 3 per game)
 - e. Play-off game may be played on Sunday following the final regular season game.
3. Teams will need to report scores on the website and check the results for updates and accuracy.
4. No team shall be allowed to benefit themselves in the final standings from their own forfeiture.

Regional Responsibilities

1. Playing Field

Each Region is responsible for insuring that the following field conditions are met:

 - a. In playable condition (no large holes or obstructions that could cause injury)
 - b. Field and spectator control lines are CLEARLY marked.
2. Positioning

Players, coaches, and spectators or opposing teams, not on the field are to occupy opposite sides of the field

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3. Identification Cards
LAMINATED and *SIGNED* picture identification cards will be required for all players and coaches participating in interplay with any other region, including all **League, League Playoff, All Star and Spring teams**
4. **Referees are responsible for verifying I.D. cards in applicable divisions to insure eligibility. Cards must be signed by the RC or Designee and laminated - NO CARDS NO PLAY.**

Coaches Responsibilities

1. All coaches should have age appropriate certification as of August 1st of the current soccer year. No coach will be permitted to participate in post-season play (including League Playoffs and All Star Playoffs) without proper certification. (Coaches without the correct certification must agree to attend the next available coaching course)
2. The home team must change jerseys when color conflicts arise.
3. Controlling themselves, their players, and spectators at all times.
4. Must have in his/her possession the MEDICAL RELEASE FORM (with an original signature by the parent or guardian) for all players at ALL TEAM FUNCTIONS, and laminated I.D. cards when available.
5. Have teams clean up their trash before leaving the field.
6. Each team is allowed only one coach and one assistant coach on the sidelines during a game (the 2 will be listed on the game card). At all times they must remain within ten (10) yards of midfield.
7. Game cards are to be completed properly (uniform numeric order, first & last name). Game will not be started until form is filled out properly - **IN INK**.
8. **ANY** dissent may result in the coach, team official and/or spectators being expelled from the match.

Referees

1. Should be qualified and must be a three-person team. **NO TWO-PERSON TEAMS ARE PERMITTED.** Get a "Club Linesman" for the match or **NO GAME** will be played.
2. Regions may be asked to supply neutral referee teams. The referees should be instructed to arrive at least one-half hour before the scheduled game time and to dress in proper uniforms.
3. RC's should refrain from officiating Area Playoff games unless they are properly certified for that level of play **and receive the approval of the AD in advance.**
4. Referees must file Referee Game Misconduct Reports (RGMR) for all misconducts dealt with and any other incidents that come to the Referee's attention before, during and after the match to which the Referee has been assigned. The RGMR must be filed with the hosting Regions Regional Referee Administrator and Area Referee Administrator within twenty-four (24) hours of the end of the match. During Area League Playoffs and the Area All Star tournaments, the RGMR must be filed the same day the match is played as some players will be playing on back-to-back days.

Schedules

1. All games must be played as scheduled. Teams failing to show up for a game within fifteen (15) minutes of scheduled time will lose by forfeit with a final score of 1-0.
2. Games may be rescheduled for school testing only, if one team is unable to field a minimum number of 7 players for a 11v11, 6 players for 9v9 teams, 5 players for 7v7 match or for a conflict with Section/Tri-Section Playoffs.
3. Rescheduling procedure for school testing only:
 - a. Rescheduling must be requested in writing signed by both coaches, both RC's and the AD.

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- b. Must be submitted and approved by AD at least one week prior to the scheduled game.

Substitution

Quarter system for U14, U12, U10; no free substitution shall occur in these age divisions. Free substitution allowed in U19 and U16 and must be in accordance with Section 11 policy. Players must still play in at least 50% of each game. At U10 level it is recommended that players play 3 quarters of the each game. Coaches are on the honor system. Referees will note any issues dealing with players playing time in their Referee Misconduct Reports and coaches shall be disciplined accordingly.

Penalties for Disciplinary Sanctions

1. All disciplinary actions will be handled and reviewed by the Area Disciplinary Committee (ADC). The ADC will consist of a committee of neutral RC's and will be headed by an appointee of the AD's selection
2. Sending-Off Offences

- a. PLAYERS

- I. If the player is sent off and shown the red card for any of the following four (4) offences:

- Is guilty of serious foul play
- Is guilty of violent conduct
- Spits at on opponent or any other person
- Uses offensive, insulting or abusive language

The player will receive a minimum of one (1) game suspension and may receive additional disciplinary action up to and including suspension for the balance of the season. These four (4) offences are considered by the Area to be intolerable behavior and will be dealt with appropriately by the Area Disciplinary Committee.

- II. If the player is sent off and shown the red card for any of the following three offences:

- Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area).
- Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick.
- Receives a second caution in the same match

The player will not receive any additional penalties.

- III. A suspended player must be in uniform and present for the entire game from which the player has been suspended. The player must notify the referee that the player has been suspended and is at the game to serve out the disciplinary suspension. The player must check-in with the referee before the game, at half time and after the game. The player is not allowed to participate in the game for which they are being suspended as a player supporting his/her team.

- b. Coaches

Coaches being expelled for their own actions will receive an automatic two (2) game suspension and will be subject to review and the ADC may take additional disciplinary actions, as the ADC deems necessary. Suspended coaches are not to be present at the field or in communication

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with their team in any coaching or advisory capacity during the game or games for which they are suspended.

c. Other

During Area Playoffs and All-Star Competition all disciplinary action will be carried forward from Regional play to Area Playoffs; from Area Playoffs to All-Star Competition and from All-Star Competition to Area Playoffs.

Blood Rule

Any player or official who is bleeding must leave the field immediately to receive medical treatment, and may not return until the situation is corrected (the bleeding is stopped, the wound is treated and/or covered and any blood on the uniform dealt with).

Protests

Protests are not permitted.

Shin Guards

Shin guards are mandatory for all games and practices and must be completely covered by the player's uniform sock.

Knee Pads

Only the goalkeeper is permitted to wear kneepads, while playing as goalkeeper.

Noise

Air horns and/or noisemakers are not permitted.

Communication Devices

Transmitting devices (such as cellular phones, walkie-talkies, etc.) are not permitted to relay information on the field or between the field and a lookout station.

Rules Violation

Coaches found guilty of willfully and blatantly violating these rules, will be removed from the program and will not be considered for coaching positions in the following seasons.

Miscellaneous

Area 11-E reserves the right to allow or not allow any team, coach, team official, spectator and/or Region to participate in the regular season, the Area 11-E League Playoff, the Area 11-E All-Star Tournaments, the Section League Playoff, the Section All-Star tournaments, the Tri-Section League Playoff, the Tri-Section All-Star tournaments, and/or any Spring Soccer program.

II. League Playoffs

A. Regional Responsibilities

1. Each region shall publish a listing of their playoff teams denoting coach's names, phone number, email address, division, uniform color and home field locations.
2. If a team decides to withdraw from the playoffs after schedules have been published, it is the responsibility of that region's RC to notify ALL affected parties as soon as possible.
3. Each facility used for hosting playoff games should have a refreshment stand, restrooms, and an official check-in/welcome station to greet the teams and referees as they arrive and to answer any questions.

B. Player Authenticity

All Players must have been registered for the current soccer year (August 1 - July 31), and must have played in a minimum of 75% of their AYSO team's league games except in cases of a verified injury.

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C. Regional Reporting Responsibilities

Each hosting region must report results and referee misconduct reports by the end of the day.

D. Team Placements

Where applicable, league teams will be noted in playoffs as follows:

1. A Team is the Region's First Place Team
2. B Team is the Region's Second Place Team

E. Overtime / Kicks from the Mark (PK)

1. League Playoff games will not end in a tie. Overtime rules are as follows:
 - a. Coin toss to decided possession.
 - b. Free substitution on any stoppage of play by either team. No limitation on the number of players who can be substituted. Clock is NOT stopped for substitution.
 - c. Length of Overtime:
 - I. U10 - 2 five-minute periods
 - II. U12 - 2 seven-minute periods
 - III. U14 - 2 nine-minute periods
 - IV. U19/U16 - 2 ten-minute periods
 - d. At the end of the first overtime period, the teams immediately switch ends of the field and resume play with a kickoff
 - e. There is NO sudden victory in overtime. Both periods must be played.
 - f. Kicks from the Mark (PK)
 - I. If the score is still tied at the end of the overtime periods, then play proceeds to kicks from the mark (penalty kicks). Only players on the field at the end of the second overtime period may participate in the kicks from the mark.
 - II. Each team shall alternately take five (5) kicks at the same goal. A different player shall take each kick. The team scoring the most goals is declared the winner.
 - III. If the score is still tied at the end of the initial kick from the mark phase, then each team shall alternate kicks from the mark, using players on the field that have not yet participated, until a winner is secured.
 - g. Players who do not participate during the regulation portion of a game due to illness or discipline reasons are not eligible to participate in the overtime periods of a game or the taking of kicks from the mark. Players who are unavoidably late who do not play half or even none of the regulation game are eligible, though not required to play during the overtime periods and the taking of kicks from the mark.

F. Referees

1. Should be qualified and must be a three-person team. NO TWO-PERSON TEAMS ARE PERMITTED. Get a "Club Linesman" for the match or NO GAME will be played.
2. Regions may be asked to supply neutral referee teams. The referees should be instructed to arrive at least one-half hour before the scheduled game time and to dress in proper uniforms.
3. RC's should refrain from officiating Area Playoff games unless they are properly certified for that level of play **and have obtained the approval of the AD in advance.**
4. Referees must file Referee Game Misconduct Reports (RGMR) for all misconducts dealt with and any other incidents that come to the Referee's attention before, during and after the match to which the Referee has been assigned. The RGMR must be filed with the hosting Regions Regional Referee Administrator and Area Referee

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Administrator within twenty-four (24) hours of the end of the match. During Area League Playoffs and the Area All Star tournaments, the RGMR must be filed the same day the match is played as some players will be playing on back-to-back days.

G. Miscellaneous

Area 11-E reserves the right to allow or not allow any team, coach, or region to participate in regular season, the Area 11-E League Playoff or All-Star tournaments, the Section League Playoff or All-Star tournaments, or the Tri-Section League Playoff or All-Star tournaments, and/or the Spring Soccer league.

III. All Star Play

A. Regional Responsibilities

1. Each region shall publish a listing of their All Star teams denoting coach's names, phone number, email address, division, uniform color and home field locations.
2. If a team decides to withdraw from the playoffs after schedules have been published, it is the responsibility of that region's RC to notify ALL affected parties as soon as possible.
3. Each facility used for hosting All-Star games should have a refreshment stand, restrooms, and an official check-in/welcome station to greet the teams and referees as they arrive and to answer any questions.

B. Team Formation

1. Teams may not be formed, practice, or play together before November 15th of the current soccer year.
2. No more than three (3) players from any one team may be on an All-Star team. This includes any team inside or outside of AYSO, for the period August 1 thru July 31 of the current soccer season.

C. Player Authenticity

All Players must have been registered for the current soccer year (August 1 - July 31), and must have played in a minimum of 75% of their AYSO team's league games except in cases of a verified injury.

D. Overtime / Kicks from the Mark (PK)

1. All Star games that require a winner will be played under these Overtime guidelines:
 - a. Coin toss to decided possession.
 - b. Free substitution on any stoppage of play by either team. No limitation on the number of players who can be substituted. Clock is NOT stopped for substitution.
 - c. Length of Overtime:
 - I. U10 - 2 five-minute periods
 - II. U12 - 2 seven-minute periods
 - III. U14 - 2 nine-minute periods
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- II. Each team shall alternately take five (5) kicks at the same goal. A different player shall take each kick. The team scoring the most goals is declared the winner.
 - III. If the score is still tied at the end of the initial kick from the mark phase, then each team shall alternate kicks from the mark, using players on the field that have not yet participated, until a winner is secured.
2. Players who do not participate during the regulation portion of a game due to illness or discipline reasons are not eligible to participate in the overtime periods of a game or the taking of kicks from the mark. Players who are unavoidably late who do not play half or even none of the regulation game are eligible, though not required to play during the overtime periods and the taking of kicks from the mark.

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F. Standings

No points will be awarded for reporting results. Each hosting region must report results by the end of the day.

G. Miscellaneous

Area 11-E reserves the right to allow or not allow any team, coach, or region to participate in regular season, the Area 11-E League Playoff or All-Star tournaments, the Section League Playoff or All-Star tournaments, or the Tri-Section League Playoff or All-Star tournaments, and/or the Spring Soccer league.