



**AMERICAN YOUTH SOCCER
ORGANIZATION**
A nonprofit corporation dedicated to youth
soccer Everyone plays

AYSO SECTION 10

Tournament Rules



Welcome to the Section 10 Tournament at the Kern County Soccer Park in Bakersfield, California. This event will bring together AYSO teams from all over Section 10, and we hope you will have an enjoyable experience at this tournament. **The Kern County Soccer Park parking fee is \$10.00 per car each day. Motor homes will be charged \$30, plus \$30 for towed vehicles and they must park in designated areas, no overnight parking.** Parking passes allow for unlimited in and out privileges for each vehicle. Those vehicles parked illegally or not in properly designated areas will be ticketed and towed at the owner's expense.

NO PETS, BBQ's, ALCOHOLIC BEVERAGES, OR ILLEGAL SUBSTANCES ALLOWED!

These Rules have been established to set a standard under which all teams will compete in this tournament. Your knowledge of these Rules could be the difference between a happy time, or a disappointing experience for you and your team as these Rules will be enforced. All coaches, players and spectators are urged to read and follow these Rules with a positive and sporting spirit, for the benefit of all of the young people who participate and play soccer in our respective programs – teammates and

opponents alike. These Rules do not supersede AYSO Rules and Regulations, but are intended to cover situations not addressed in the Rules and Regulations or the Section 10 Rules, which shall prevail in case of conflict. Should you have any questions after reading these Rules, please do not hesitate to contact your Area Director or the Section 10 Tournament Director, Donna Nelson (661) 301- 4600.

Please remember that your invitation to participate in this tournament is secondarily a competition. The first is an opportunity to celebrate your team's success in getting here. Please remember to have fun and to do your best to make sure your team and all the other teams have fun too.

1. **Conduct**

The Regional Commissioner and Area Director shall be responsible for the conduct of their coaches, who in turn shall be responsible for the conduct of their players and spectators, all of who shall display the most positive aspects of good sportsmanship and conduct in keeping with the AYSO philosophy. All of our young people deserve the best examples of sportsmanship and goodwill toward all players and participants (including opponents), and respect at all times for all referees and officials. Please join us in making this an exceptionally good tournament for all of our young people competitively, emotionally and in all other ways.

2. **Coordination**

The Section Director, the Section Tournament Director, Section Referee Administrator, Section Coach Administrator, and their designees shall coordinate Section Tournaments. All decisions concerning fields, schedules, re-play or re-scheduling of games due to emergencies, discipline, eligibility, etc., shall be made by and within the discretion of the Section Director or designee, and shall be final.

AYSO-SECTION10
Rich Pagliarli, Section
Director
RPagliarli@sbcglobal.net
(805) 490-4735



3. **Eligibility**

For teams to be eligible Regions must be in compliance. Each Region Commissioner and Area Director is responsible for ensuring the eligibility of each player from his or her respective programs (See National rule 111.F. and Section 10 Article 7). Only eligible and registered players may participate in these tournaments. Teams playing

non-eligible players shall be subject to discipline, forfeit of games or elimination from the Tournament at the discretion of the Section Director or designee. Each Regional Commissioner and Area Director is responsible for ensuring the eligibility of coaches from their respective programs.

All qualifying teams shall have at least one coach for League and two coaches for All Stars. Each coach shall be registered in the current year and age specifically trained:

- 10U - 10U Coach
- 12U - 12U Coach
- 14U – Intermediate Coach
- 16U-18U - Advanced Coach

In the case of league coaches only, a U14, 16U, or 19U coach may be making progress toward this training. In the case of 14U, 16U, and 19U league teams only, the coach must have taken the prerequisite course within the last twelve months. For a 14U coach, the requirement is to have completed the 12U Coach Course within the last twelve months. For a 16U or 19U coach, the requirement is to have passed the Intermediate Coach Course (with a passing score of 70% or better) within the last twelve months.

In addition, all coaches must be Safe Haven certified and CDC Concussion Awareness Trained within the last two (2) years. By signing off on each roster, the Region Commissioner or Area Director is certifying that these requirements have been met in addition to the legitimacy of each player listed. **Any Coach/Assistant Coach that is in the coaching area must be; age specifically trained and certified, on the ROSTER, and wear a coaches' ID that is visible at all times.**

4. **Roster Changes and Additions**

A. No roster changes or additions may be made except in accordance with Section 10 Rules and Regulations. For League teams, no roster changes or additions may be made after October 31, (for 16U-19U the date is October 1) and All-Star teams, no roster changes or additions may be made after December 31, except with the approval of the appropriate Area Director and the Section Director.

B. **Your JERSEY ORDER Blue Sombrero rosters will be submitted and accepted from your Area Director ONLY.**

5. **Player Registration Forms**

A. Coaches must have in their possession at all times a valid Player Registration Form for each player on the team. Forms without an original signature or an eSignature

will not be accepted and the player or players affected will not be allowed to play, unless a parent is present.

- B. At check-in, and if requested by a Section official at any other time, the coach will present the Player Registration Forms of all players shown on the lineup card to the Section official in charge of team check-in.
- C. At check-in, the coach will present his or her valid coach's ID card.

NO FORM, NO PLAY, NO EXCEPTIONS

6. Schedule/Format

- A. The first day of the tournament, will be pool play. **Schedule will be posted on the Section Web Site. (aysosection10.org)** All games (both days) will be:

- 60 minutes for 19U, 16U, and 14U
- 50 minutes for 12U and 10U

all with a six-minute half time and no overtime. All teams will play three (3) games on Saturday. All 19U, 16U, and 14U teams will play 11 v 11. 12U will play 9 v 9. 10U will play 7 v. 7.

- B. For 16U and 19U teams, the top two teams in each pool will advance to Sunday.
- C. Four teams in each age grouping will advance to play on Sunday for League and All-Stars. All age groupings will have four pools; the top team in each pool will advance to Sunday.
- D. On Sunday they will play two games. Games that are tied at the end of regulation play will be determined by the Taking of Kicks from the Penalty Mark in accordance with the IFAB Laws of the Game, with the following modification. Since there will be NO overtime period, prior to the start of taking the kicks, coaches will be allowed to identify the players eligible for taking kicks (i.e., does not need to be based on who played the fourth quarter).
- E. **Points for play on Saturday will be earned as follows:**
 - 1) Six (6) points for each WIN
 - 2) Three (3) points for a TIE
 - 3) Zero (0) points for a LOSS
 - 4) One (1) point per goal scored up to a maximum of three per game, win or lose.

- 5) One (1) point for an earned shutout, including 0-0 tie.
 - 6) Seven (7) points for a forfeit, scored as a 1-0 win, no shutout point as it is not an "earned" shutout.
 - 7) For each three (3) misconduct points accumulated by a team during pool play, one (1) point will be deducted from the team's STANDINGS. A send-off or red card = three (3) misconduct points; a caution or yellow card = one (1) misconduct point. This misconduct point accumulation applies to all players, coaches and spectators.
- F. One (1) point for attendance at the mandatory coach meeting
- G. Standings for play on Saturday will be determined by most points with ties broken as follows *in order of importance*:
- 1) Head-to Head result
 - 2) Fewest goals allowed (excluding forfeit)
 - 3) Most wins (excluding forfeit)
 - 4) Least red cards
 - 5) Least yellow cards
 - 6) Most Shut Outs
 - 7) Goal differential, maximum of 5 per game.
 - 8) If a tie still exists after application of the first six factors, and the tie determines which team advances to play on Sunday, the Taking of Kicks from the Penalty Mark (a shootout) in accordance with FIFA Laws of the Game will be held at the conclusion of Saturday's play. If the tie only determines seeding for Sunday play or if a shootout is not feasible for any reason, then at the discretion of the Section Director or designee, a coin-flip will be used to break the tie. If more than two teams are tied, then a coin-flip will determine the seeding to a three-way shootout.
 - 9) Coin flip.
- H. Due to time constraints, match duration and tiebreak rules may be adjusted at the discretion of the Section Director or designee.
- I. Unfortunately, due to logistical constraints, it will not be possible to inform any teams of the specific identities of their opponents until check-in on Saturday.
- J. All teams playing on Sunday will receive medals (First through Fourth Place), which are presented at the check-in area after the final match, unless otherwise instructed by the field monitor.

7. Check-In

Teams are required to check-in at the appropriate time. There will be multiple check-

in locations. Check-in tents have been strategically placed to serve multiple field sites, and they are designated on the attached field map.

Check-in for ALL Tournaments will begin promptly on Saturday and Sunday at the following times:

One hour before game time.

- A. PLEASE have your team ready to check in at the appropriate time. Coaches must have in their possession a Player Registration/Emergency Medical Release Form for each player, containing an ORIGINAL signature or eSignature of the parent or guardian. The player's uniform number, printed by the coach, should appear in the upper right-hand corner of each form. Photocopies of registration forms are acceptable only if the parent/guardian re-signs the copy in colored ink.
- B. Each team should be lined up at their designated check-in area, on time, dressed, and ready for play. Each player should be lined up, in uniform number order, holding his or her own Player Registration Form for check-in. Please remember not to interfere with games in progress. Players that arrive late must check-in at the appropriate tent and must have their hand stamped in order to participate. **There will be multiple check-in locations, so look for check-in tents close to the field where you will be playing**
- C. No information regarding specific opponents will be made available until check-in on Saturday.

8. **Game (Lineup) Cards**

- A. It is the responsibility of each coach to present five (5) properly completed official AYSO regional lineup cards to the check-in official during check-in on Saturday. On Saturday, four of the five lineup cards will be retained at the check-in area to verify the roster. The other game cards will be returned to the coach at the coaches meeting following their first game, the meeting will be held near the Section 10 Headquarters. **One point will be added to the coaches' team point total if the coach attends the meeting.**
- B. Game cards must include all players on the official team roster in number order with BOTH first and last names. For players not present, the reason for their absence must be noted on the line-up card for each game missed.

NO CARDS, NO PLAY.

9. **Number of Players, Grace Period and Rescheduling**

- A. A minimum number of players shall constitute a team: seven (11 v 11), six (9 v 9), & five (7 v 7). The maximum number of players per team: 14U fifteen, U12 twelve, & 10U ten.
- B. A scheduled match shall not begin, nor be continued if one or both teams cannot field a team. A scheduled match shall not be continued in the event a player must leave the field under Paragraph 16 F. below, thus leaving his or her team with fewer than the required players. If a player must be taken from the field as a result of an injury, thus leaving his team with fewer than the minimum number of players, the game may continue until the injured player can return, unless the players of the affected team decide to terminate the match. If the game is continued, and at the next substitution opportunity the injured player is unable to return, the match shall be terminated.
- C. All matches shall start on time, except in the case of field unavailability due to prior game delay or field conditions. There will be no grace period. All matches must end prior to the scheduled start of the next match. Referees will be instructed to shorten games or end games early, if necessary, to keep the tournament on schedule.
- D. Matches canceled due to weather or other natural causes will be rescheduled, if at all, at the discretion of the Section Director or designee. Unfortunately, we have no backup dates available for either weekend. Accordingly, we will play even in the most horrendous conditions, providing the safety of the players is not compromised and until the playing fields are deemed unsafe (either by the tournament officials or by the facility staff). Our only other alternative would be cancellation of the entire tournament. Teams must take into consideration weather conditions when traveling to the tournament. Games cannot be held up for teams unable to get through the Grapevine or other passes.
- E. All other questions regarding rescheduling, including all decisions regarding forfeits will be at the discretion of the Section Director or designee, whose decision will be final.

10. **Players Under Doctor's Care**

Upon a return to active play after treatment for any injury, all players under a doctor's care must present a participation release form, signed by a parent or legal guardian

to return to active play. Such releases shall be presented to the Region Commissioner and Region Safety Director, who has the responsibility of informing and certifying to the Section Director or designee that the child may return to active play.

11. **Uniforms**

- A. Every player shall wear a team uniform consisting of matching jersey, shorts and socks as provided by the regions in accordance with AYSO Rules and Regulations. In accordance with FIFA Laws, studs, earrings (taped or not), hair ornaments and any other hard or metal jewelry or other objects are not allowed. No hard-brimmed caps, stocking caps, or bandannas are allowed. No casts or splints of any kind. Knee braces are specifically permitted provided, in the judgment of the referee that they are adequately padded. Commercially manufactured shin guards of the appropriate size are MANDATORY and must, in the judgment of the referee, afford a player a reasonable amount of protection. Socks must fully cover the shin guards. Uniform shorts must be worn with the waistband at waist level. Uniform jersey must be tucked in at the waist at all times beginning at team check-in.
- B. No face painting is allowed. Hair ornaments such as ribbons, rubber bands, or "scrunchies" for hair grooming must be of soft materials. Glitter and colored hair spray will be allowed if done so in good taste and in the right spirit. Excessively long fingernails of any kind are not allowed unless the player wears knit gloves during the match. Players will be responsible to furnish acceptable gloves.
- C. In case of inclement weather, knit gloves, mittens, sweat pants and sweatshirts (including turtlenecks) may be worn at the discretion of the referee. Such additional garments shall be of the same color and general style for all teammates who choose to wear them. Pants shall be worn over the shorts and shirts shall be worn under the jersey.
- D. Goalkeeper jerseys shall not have advertisements for alcohol, cigarettes, etc. nor have obscene, suggestive, insulting, or profane language or artwork or promotions on them.

12. **Home Team/Uniform Conflicts**

- A. The Home team is the first team listed on the schedule.
- B. All coaches, substitutes, parents and spectators for each team shall occupy the opposite side of the field from the other team. The Home team shall occupy the **north or west side** of the field.

13. The Home team also is responsible for supplying the game ball and changing jerseys or wearing overlays in the event of a color conflict. The referee shall make all decisions regarding color conflicts. Overlays will be available at the check-in area with the deposit of a driver's license.

14. Field Responsibility

A. It at all times is the responsibility of all teams, coaches, players and spectators to clean up their trash at the end of each match, and to leave the sideline promptly at the conclusion of each game so the next game can start on time.

B. Noisemakers and loud music are not allowed while in the Kern County Soccer Park.

15. Coaching Limitations

A. Coaches at all times are expected to set examples of good sportsmanship and shall be responsible for the conduct of their players, parents and spectators.

B. Coaching shall be limited to positive instruction and encouragement only. Negative comments about referees or opponents, abusive language, or behavior directed at the referees or players, as judged by the referee or tournament officials, will not be tolerated, and may subject the coach to discipline or expulsion at the discretion of the Referee, Section Director, or designee.

C. Sideline participation shall be limited to two coaches (age specifically trained and certified) from each team who at all times shall visibly display their coach's badge and remain in the designated coaches' area which extends ten yards on either side of the half-line and is one yard behind the touchline.

D. Coaches and spectators shall not enter the field of play at any time unless requested by the referee. If called on the field, coaches shall absolutely refrain from providing coaching instruction to the team, except for player replacement for the injury, and shall not engage in comment to or in criticism of the referee.

15. **Substitution Opportunities: These are NOT time outs, coaching opportunities, or mini-half times. Players coming out will leave the field BEFORE the new players enter the field.**

For U16-U19 teams:

A. Except as noted below, all registered players in attendance at the start of a

match shall play at least one-half of the game, excluding overtime.

For 10U, 12U, & 14U teams:

- B. Teams will follow the "**Equitable Play**" policy adopted by the Section Board:
During an individual match, no player shall participate in a fourth quarter of play unless or until all other players from that team have already participated or are participating in their third quarter of play. Roster sizes may require that some players be substitutes for two (2) quarters. No player may be a substitute for two (2) quarters more than once during the tournament.

For ALL teams:

- C. A player is considered to have played a quarter if he or she begins the quarter, notwithstanding the fact that he or she may have left the field due to injury or illness before the completion of the quarter. (Such a player should not be marked "out" for any quarter he or she begins.) A player who is substituted for a player who has left the field due to injury or illness before the end of the quarter is not considered to have played that quarter. (Such a player should be Marked "out" for any quarter he or she does not begin.)
- D. Any coach found to have violated this rule will be immediately suspended for a minimum of one game. This penalty will carry over to any additional post-season participation by the coach should the suspension occur during the last game of the tournament. Additional penalties may also apply such as forfeiture of game and/or expulsion from the tournament.
- E. Penalties during pool play are:
- If your team wins a match where the players have been improperly scheduled in violation of "Equitable Play" that match will be recorded as a forfeit loss for your team and a forfeit win for your opponent.
 - If your team ties a match where the players have been improperly scheduled in violation of "Equitable Play" that match will be recorded as a forfeit loss for your team and a forfeit win for your opponent.
 - If your team loses a match where the players have been improperly scheduled in violation of "Equitable Play" you will lose one point toward the final standings in pool play.
 - If the coaches of both teams in a match have improperly scheduled their players in violation of "Equitable Play" both teams will receive a forfeit loss. If the team lost the match, they will lose one point toward the final standings in pool play. If a player is injured

or is unable to play due to a physical limitation, they should be listed on the game card as injured. Any questions or special situations should be brought to the attention of the Tournament Director, Section Director, or designee.

AT THE END OF THE MATCH THE COACH MUST SIGN THEIR LINEUP CARD VERIFYING THAT THE SUBSTITUTIONS LISTED ON THE CARD ARE CORRECT.

16. Regular Substitutions

- A. Regular substitution opportunities will be provided approximately halfway through each half. At a natural stoppage of play, the referee will halt the game, and allow either team to substitute, if they so choose, in accordance with the procedure outline in Law 3. (i.e. the referee must be informed before any substitution is allowed; **substitutes must wait until there is a stoppage in play and their player comes off the field**; they must enter the field only at the half-line; etc.) Substitution may also be done at halftime. The assistant referee will make note of the substitution on the line-up cards.
- B. Each team may substitute as many players or none during such interruptions, provided that all players meet the minimum play requirements.
- C. A stoppage of play shall be when the ball is out of play, such as just after an injury or a goal, prior to a throw-in or at a goal kick. The referee shall make allowances for time lost through substitution.
- D. A goalkeeper may change with another player on the field at any stoppage of play as long as the referee is informed prior to the change. The referee should add time lost as a result of this change.
- E. If a player is injured, the team may provide a substitute for the player, in which case the injured player may not return until the next substitution opportunity. The referee must recognize the substitute player prior to entering the field. Only the player who is injured is credited with play for that period, regardless of the actual time played. The team also may elect not to substitute for the injured player, in which case the injured player may reenter the field of play at any time with the permission of the referee.
- F. Any player that is injured and attended to by the Medical Response Team, and is deemed unfit (due to a medical emergency) must leave the field of play and cannot return to the match or the remaining tournament matches until released by the player's medical physician (and providing a release statement indicating it is okay for the player to return).

- G. During overtime play, substitution is at the sole discretion of the coach and may only take place at the break between the two overtime periods.
- H. **If the referee allows a coach, parent, or other responsible adult to enter the field to assess an injured player, that player must leave the field of play.**
- I. **Clarifications:**
 - 1. **If the referee allows a coach, parent, or another responsible adult to enter the field to assess an injured player, must that player leave the field and, if so, when may the player reenter?**
 - 2. Law 5 requires the referee to stop the match if, in his or her opinion, a player is seriously injured. Law 5 also requires the referee to ensure that the player leaves the field of play.
 - 3. The determination of what constitutes a 'serious injury' should take into account the player's age. The younger the player, the quicker the referee's whistle to stop the game. The referee should then beckon the coach to come assess the injured player.
 - 4. If the referee believes the player is only slightly injured, play should be allowed to continue until the ball is out of play. In this case the injured player is not required to leave the field of play unless someone has entered to assess the injury.
 - 5. As soon as it is safe to do so, the person responsible for checking the injured player's condition must escort the player off the field of play. This allows time for determination of the player's ability to safely continue playing.
 - 6. If a goalkeeper is injured but not being substituted, he or she may be treated on the field of play and is not required to leave. Injuries involving a goalkeeper and another player and any severe injury to a player such as a concussion, broken leg, swallowed tongue, etc., may also be treated on the field of play.
 - 7. Before an injured player may return to the field of play, the match must have restarted and the referee signaled permission for the player to return. If the ball is in play, entry must be from a touch line; if the ball is not in play entry may be from a goal line or a touch line.
- 17. It is important that the referee remain alert as to when the player is ready to return and give permission at the earliest opportunity so that the player's team is returned to full strength.

18. Disciplinary Action

- A. Violent, abusive, negative, and/or disruptive conduct toward opponents, referees or officials will not be tolerated. It is the responsibility of each coach to counsel his or her players and spectators regarding positive and sportsmanlike conduct at all times. It is not the referee's responsibility to control unruly players and spectators. **IT IS THE JOB OF THE COACH TO DO SO!** And, we expect coaches to do so by setting the best possible example with their own behavior. Any violation of these conduct Rules may result in discipline, including expulsion from the tournament, at the discretion of the section Director or designee.
- B. Players and substitutes who are sent off from a match for violent conduct or serious foul play, and coaches who engage in violent behavior will be suspended automatically from all participation from ALL SUBSEQUENT MATCHES FOR THE REMAINDER OF THE TOURNAMENT INCLUDING LEAGUE AND ALL-STARS. There will be no appeals.
- C. Players and substitutes who are sent off from a match for any other reason, and coaches who are asked by any official to leave a game, will be suspended from the remainder of the match and from the entire NEXT match in which they are eligible to play. Additional sanctions may be deemed appropriate at the discretion of the Section Director or designee.
- D. Players, substitutes and coaches seeking another player, spectator, referee or official for the purpose of fighting or harassing another player, spectator, referee or official after a match either on or in the vicinity of the playing fields, will be suspended from all further play during the remainder of the tournament, including league and all-stars. Additional sanctions may be deemed appropriate at the discretion of the Section Director or designee.
- E. Players and substitutes accumulating a total of two Send Offs (red cards) during the tournament, and coaches accumulating a total of two match suspensions will be ineligible for any further participation for the remainder of the tournament.
- F. Any player sent off for any reason must immediately leave the vicinity of the playing fields accompanied by a parent or Safe Haven certified adult, and that player's team must play short-handed for the remainder of the match.
- G. Any player or substitute committing a second cautionable offense (yellow card) in the same match will be sent off for the remainder of the match, and the participant will be ineligible for the next match in which the player otherwise would

be eligible to play. If the individual committing a second cautionable offense (yellow card) is a player at the time, the team of that player must play short-handed.

- H. Any player receiving a total of three (3) yellow cards during this tournament will then be ineligible to play in their next scheduled match. Stronger penalties may be imposed depending upon the circumstance of the cautionable offenses as determined by the Tournament Disciplinary Committee (consisting of the Section Director or designee, the Section Tournament Director, Section Coach Administrator, and the Section Referee Administrator). The Section Tournament Director will keep a tally of all cautions and send-offs.
- I. Any player or coach, suspended under these Rules, who is found to have participated in a match from which he or she was suspended, shall be suspended for the next match in which he or she is eligible to play, and the game in which he or she illegally participated in may be forfeited at the discretion of the Section Director or designee. Any offending coach may also be suspended for the balance of the tournament play at the discretion of the Section Director or designee.
- J. Any team causing the termination of a match by any demonstration or disruption shall forfeit that match. Any team causing the termination of two matches for disciplinary reasons will be suspended for the remainder of the tournament.

19. **Referee Reports**

- A. Referees shall submit an official Section 10 Game Misconduct Form (a written report) in the event of:
 - 1. All Cautions (yellow cards) and Send-offs (red cards);
 - 2. Violent conduct of the players, and any conduct of coaches or spectators interfering with the control of the match;
 - 3. Abuse of AYSO minimum play rules which may come to the attention of the referee; and,
 - 4. Any other action, which the referee may determine, merits a report.
20. Referee reports must be made to the Section Referee Administrator with a copy to the Section Director as well as to the Section 10 Statistician.

The Taking of Kicks from the Penalty Mark (Shootouts)

The following procedures shall apply if the taking of kicks from the penalty mark is necessary to decide the winner of a tied match as indicated by the section tournament tiebreak rules:

- A. The taking of kicks from the penalty mark will be conducted according to the IFAB Laws of the Game.
- B. Since there will be NO overtime period, prior to the start of taking the kicks, coaches will be allowed to identify the players eligible for taking kicks (i.e., does not need to be based on who played the fourth quarter). If, due to injury or send-offs, one team has fewer players than the other eligible to participate, the opposing team must reduce its numbers so it has the same number of players. The coach shall inform the referee of the name and number of each player excluded from participation in the shootout
- C. Team captains shall participate in a coin-toss to determine which team kicks first. The team that wins the coin-toss has the choice of taking the first or second kick.
- D. Five players from each team shall take alternate kicks until one team has scored more goals than the opposing team could score. If the match remains tied after the first five kickers, the taking of kicks shall continue in the same order, until such time as both have taken an equal number of kicks (not necessarily five more kicks) and one team has scored a goal more than the other. If the score remains tied after all players from each team eligible to participate in the shootout have taken their respective kicks, the teams shall continue to alternate the taking of kicks and any eligible player may kick again. It is not necessary that they follow in the same order in taking their second kicks as they had for the first series of kicks.

21. Protests

While constructive input is always welcome, no protest will be heard regardless of the reason! Thank you for your compliance with the letter and spirit of these Rules.

Have a great tournament!!!

Hotel/Motel Listing

This list is provided as a courtesy, and is not intended to be an endorsement from Section 10 or AYSO.

Best Value Inn
818 Real Road
661-324-6666

Holiday Inn Express
4400 Hughes Lane
661-833-3000

Doubletree Hotel
3100 Camino Del Rio Ct
661-323-7111

Courtyard by Marriott
3601 Marriott Drive
661-324-6660*

Four Points Sheraton
5101 California Ave
661-325-9700

Days Inn
818 Real Rd
661-324-6666

Quality Inn
2514 White Lane
661-833-8000

Quality Inn
2514 White Lane
(661) 833-8000

Best Western Inn
2620 Buck Owen Blvd
661-327-9651

Springhill Suites by Marriott
3801 Marriott Dr.
661-377-4000*

* *RECOMMENDED*

Clarion Inn
3540 Rosedale Highway
661-326-1111

Garden Suites Inn
2310 Wible Road
661-833-6066

Ramada Suites Inn
828 Real Road
661-322-9988

Red Lion
3535 Rosedale Hwy
661-327-0681

Ramada Inn
830 Wible Rd
661-831-1922

Comfort Inn
3260 Wible Rd
661-833-1000

Residence Inn
4241 Chester Lane
661-321-9800

La Quinta Inn
3232 Riverside Drive
661-325-7400

Hilton Garden Inn
3625 Marriot Drive
661-716-1000*

Bakersfield Laundromats

Hotels with Laundry Facilities

Best Value Inn
818 Real Road
661-324-6666

Days Inn
4500 Buck Owens Blvd
661-324-5555

Comfort Inn
3620 Wible Rd
661-833-1000

Residence Inn
4241 Chester Lane
661-321-9800

Red Lion
3535 Rosedale Highway
661-327-0681

La Quinta Inn
3232 Riverside Dr
661-325-7400

Ramada Inn
830 Wible Rd
661-831-1922

Courtyard by Marriott
3601 Marriott Dr.
661-331-6660

Public Laundromats

- 1 – On California Ave in Mervyn’s Shopping Center, west of Highway 99, midtown
- 2 – On Olive Drive in Von’s Shopping Center, west of Highway 99, north end of town
- 3 – On Stockdale Highway at Wild West Shopping Center at Real Road, west of Highway 99, midtown
- 4 – On Wilson Road in 7-11 Shopping Center near Wilson Road, east of Highway 99, midtown
- 5 – On Oswell St, behind Cindy’s Restaurant, at off-ramp on Highway 178 in northeast Bakersfield
- 6 – On Niles Street at intersection with Sterling Road in east Bakersfield

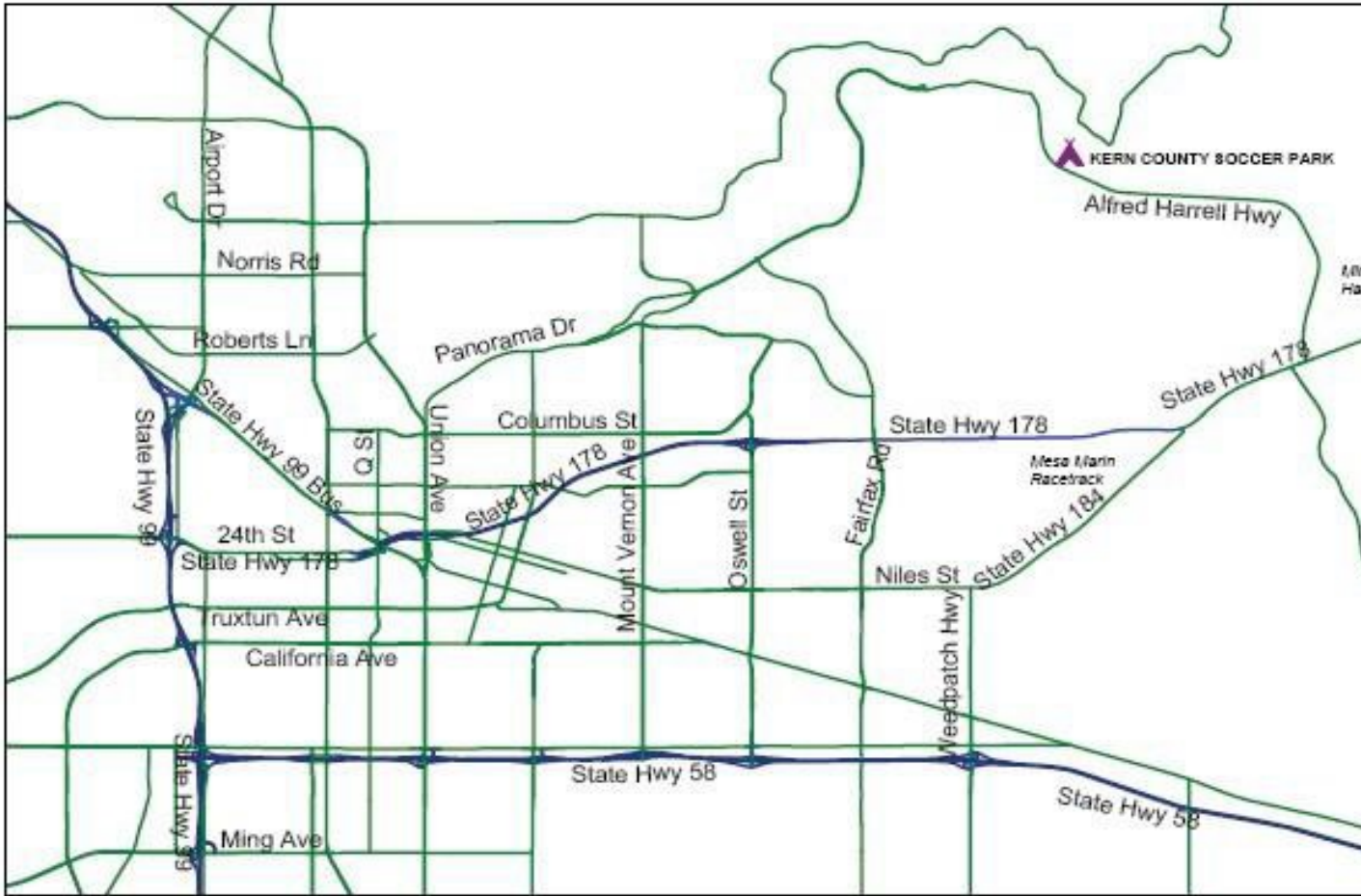
AYSO Section 10

Tournaments Kern

County Soccer Park

9400 Alfred Harrell Hwy

Bakersfield, California



DIRECTIONS

From San Fernando Valley / Los Angeles Area:
Interstate 5 to Highway 99 Exit Hwy 178 East
(24th St)

Allow 20 minutes from highway exit!

Proceed on Hwy 178

East approximately 10
miles Turn left at Alfred
Harrell Hwy (Ming Lake -
Hart Park)

Proceed on Alfred Harrell Hwy, past Rio Bravo Resort, 4.5 miles to Soccer Park.

From the High Desert:

Highway 58 West through Tehachapi Exit Comanche
Drive, turn right (north) Comanche turns into Alfred
Harrell Highway at 178

Proceed on Alfred Harrell Hwy, past Rio Bravo Resort, 4.5 miles to Soccer Park