

Section 10 Playoffs 2025-2026

16U,19U League
10U,12U,14U League and All-Star
Tournament Rules



Kern County Soccer Park
9400 Alfred Harrell Hwy
Bakersfield, California 93308



AMERICAN YOUTH SOCCER ORGANIZATION
A nonprofit corporation dedicated to youth soccer



AYSO SECTION 10

16U,19U League - November 8-9, 2025
10U,12U,14U League - February 14-15, 2026
10U,12U,14U All Stars – February 21-22, 2026

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 per car each day. **NO RV PARKING in complex.** 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 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 Director, Frank Gallucci at Frankg10sd@gmail.com or (818) 652-4654.

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

Each 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 whom shall display the most positive aspects of good sportsmanship and conduct in keeping with the AYSO philosophy. All our young people deserve the best examples of sportsmanship and goodwill toward all players and participants (including opponents) and respect always for all referees and officials. Please join us in making this an exceptionally good tournament for all 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-SECTION 10

Frank Gallucci, Section Director

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3. Eligibility

For teams to be eligible, Regions must be in compliance. Each Regional 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 age specifically trained:

10U = 10U Coach

12U = 12U Coach

14U = Intermediate Coach

16U/19U = Advanced Coach

In addition, all coaches must have a current risk management background check (GREEN status), be Safe Haven certified, Sudden Cardiac Arrest trained, and CDC Concussion Awareness Trained. Effective January 1, 2022, all coaches must be fingerprinted (LiveScan) and be current in US Soccer mandated "SafeSport" training.

By approving (signing) each roster, the Regional 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 always visible.**

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 for All-Star teams, no roster changes or additions may be made after the Area All Star Tournament starts, except with the approval of the appropriate Area Director and the Section Director.
- B. Affinity rosters will be submitted and accepted from Area Directors ONLY.

5. Parent/Guardian Consent and Player Medical Release Forms

- A. Coaches must always have in their possession a valid Parent/Guardian Consent and Player Medical Release 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 **Parent/Guardian Consent and Player Medical Release Form** 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. All teams will play three (3) games. The Schedule will be posted on the Section website (aysosection10.org).
- B. The second day of the tournament will be Semi Finals and Final Games. All teams that advance to the second day will play two (2) games. The Schedule will be posted on the Section website, (aysosection10.org) as soon as possible after the conclusion of play on the first day.
- C. For 16U and 19U divisions there will be two pools. The top two teams in each pool will advance to Sunday.
- D. For 10U, 12U, and 14U divisions there will be four pools. The top team in each pool will advance to Sunday.
- E. All matches will be:
 - 60 minutes for 14U, 16U, 19U
 - 50 minutes for 12U
 - 40 minutes for 10U
 - Halftime period is 6 minutes.
 - Ties ARE allowed during pool play.
 - Sunday matches must have a winner. There is no overtime in any matches in Section 10 League and All-Star tournaments.
 - Sunday matches that are tied at the end of regulation play will be determined by penalties (penalty shootout) 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 penalties, coaches will be allowed to identify the players eligible for taking penalties (i.e., does not need to be based on who played the “fourth quarter”).**

All teams will play three matches Saturday. The four teams in each division teams that qualify for Sunday will play two matches on Sunday. All 14U, 16U, 19U teams will play 11 v 11; 12U will play 9 v 9; and 10U will play 7 v 7.

9U and 10U GOALKEEPER PUNTING

Per the US Soccer PDI's, for 9U to 10U, the goalkeeper shall not punt nor drop kick the ball. If in the opinion of the referee, the goalkeeper is attempting to circumvent this rule (e.g., bounce the ball on the ground and then volley the ball by either the goalkeeper or their teammate), the referee will stop play on the first instance, warn the goalkeeper, and restart with a dropped ball. Any further attempts will result in an indirect free kick to the opposing team at the spot of the offense (or if inside the goal area, the kick is taken from the nearest point on the goal area line which runs parallel to the goal line)

F. Points for pool 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, with no shutout point as it is not an "earned" shutout.

However, if a match was played to its conclusion and later forfeited due to a rules violation and the forfeiting team lost the match, then:

- The forfeiting team shall lose one point (-1) for the forfeit.
- The opponent shall receive the points they are entitled to for their win based on the final score (including a shutout point if appropriate).
- For tiebreaker purposes, this match will be considered as an earned win and an earned shutout (if appropriate) and not be treated as a forfeit for the winning team.

In the interest of fairness, the Section Director may elect to forfeit all matches played by the forfeiting team. In this case, all matches (whether or not they were played to completion) shall be scored as 1-0 (7 points) forfeit wins for the opponent with no shutout point.

- 7) "Misconduct" points will be assessed as follows:
 - a. A send-off or red card = one (-1) point deduction
 - b. A send-off or red card for "Serious Foul Play" or "Violent Conduct" = an additional one (-1) point deduction
 - c. A caution or yellow card - Accumulation of three (3) = one (-1) point deduction (Accumulation applies to all players, coaches, and spectators)

Each one (-1) point deduction will be deducted from the team's standings.

If a player or coach is sent off (red card) because he/she receives a second caution (yellow card) in the same game, it shall be treated, for scoring and tie break purposes, as a send off (-1 points). The two cautions shall be disregarded for purposes of scoring, tie break determination and disciplinary (rule 17H) purposes."

- 8) Each team can "gain" 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) Least forfeit losses (due to a rules violation)
 - 2) Head-to Head result
 - 3) Fewest goals allowed (not used if either team involved in a forfeit)
 - 4) Most earned wins (not used if either team involved in a forfeit)
 - 5) Least red cards
 - 6) Least yellow cards
 - 7) Most earned shutouts
 - 8) Goal differential, maximum of 5 per game.
 - 9) If a tie still exists after application of the first eight factors, and the tie determines which team advances to play on Sunday, penalties (penalty shootout) in accordance with IFAB 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 penalty 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 penalty shootout.
 - 10) Coin flip (at the discretion of the Section Director if a penalty shootout is not feasible).
- 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. Schedules posted in advance on the Section web site are subject to change.
- 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 Parent/Guardian Consent and Player 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.

- 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 Parent/Guardian Consent and Player Medical Release Form for check-in. Please remember not to interfere with games in progress. Players that arrive late must check-in at the appropriate tent with all of the remaining game cards to have their presence noted and the game cards initialed by a Section official. There will be multiple check-in locations, 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. Opponents shown on the web site are subject to change.

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. **An Official Section 10 Tournament Game Card template is available on the section website in PDF and Excel (.xlsx) format. Both versions are “fillable” (enter the team and player information on the first card and it carries to the others) and create three cards on a standard letter size piece of card stock. THESE ARE THE ONLY GAME CARDS THAT WILL BE ACCEPTED FOR SECTION 10 LEAGUE AND ALL-STAR TOURNAMENTS. Game cards MUST be printed on card stock and must be printed on the front and back. Cards printed on plain paper will NOT be accepted.** On Saturday, four of the five lineup cards will be retained at the check-in area to verify the roster. They 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 coach’s team point total if the coach attends the meeting.
- B. Game cards must include all players on the official team roster **IN JERSEY 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. Additionally, **Game cards must include the team ID as assigned for the tournament** (typically the Area letter and a one or two letter qualifier, such as Q1 or Awc or Awc1).
- C. It is strongly encouraged that the roster be entered (in jersey number order) into the game cards using Adobe Acrobat Reader or Microsoft Excel and then printed. If they must be handwritten, they must be legible
- D. If completed Game Cards are provided by Section on behalf of all teams, the coach requirement to provide Game Cards will be not apply.

NO CARDS, NO PLAY

9. Number of players - Grace period and Rescheduling

- A. A minimum number of players shall constitute a team: seven (11v11), six (9 v 9), and five (7 v 7). The maximum number of players per team: 19U twenty-two, 16U twenty-two, 14U fifteen, 12U twelve, and 10U ten. For league (core team) tournaments larger rosters may be permitted with the approval of the Area Director and the Section Director.
- 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 16F 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 may be rescheduled, if possible, 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 IFAB Laws of the Game, studs, earrings (taped or not), hair ornaments and any other hard ornamental jewelry are not allowed. **Flat hairclips, bobbie pins or beads that are securely fastened to the head are allowed.** No hard-brimmed 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 always be tucked in at the waist 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. If sweatshirts include hoods, they MUST be tucked into the back of the jersey at all times so they cannot be accidentally grabbed during play. No undergarment with a zipper may be worn.
- D. Goalkeeper jerseys shall not have advertisements for alcohol, cigarettes, etc. nor have obscene, suggestive, or 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.
- C. The Home team also is responsible for supplying the game balls 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 or administration area with the deposit of a driver's license.

13. Field Responsibilities

- A. It 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.

14. Coaching Limitations

- A. Coaches always 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 coach's 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.

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.

For 16U-19U 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 (if the tournament rules call for overtime periods).

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

- B. Teams will follow the "Equitable Play" policy adopted by the Section Board:
 - 1. 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.
 - 2. For 10U and 14U, roster sizes may require that some players be substitutes for two (2) quarters. No player may be a substitute for two (2) quarters in a match more than once during the tournament (except as noted in 15B3).
 - 3. For approved League oversized rosters, where players will be required to be substitutes for two (2) quarters, no player may be a substitute for two (2) quarters in a match more than once before all players have been a substitute for two (2) quarters in a match.

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:

- 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. Both 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 THE SCORE AND 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 matches are on a running clock with no allowance made for time lost to substitutions.

- D. A goalkeeper may change with another player on the field at any stoppage of play if the referee is informed prior to the change. The referee should add time lost because 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, if applicable, substitution is at the sole discretion of the coach and may only take place at the break between the two overtime periods.
- H. Clarifications:
 - 1. If the referee allows a coach, parent, or another responsible adult to enter the field to assess an injured player, that player must leave the field.
 - 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 consider 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; a goalkeeper and another player collide; or two players from the same team collide and need attention, they may be treated on the field of play and not required to leave the field. Other exceptions to the requirement to leave the field of play are for a severe injury, a player is injured due to a physical offense for which the opponent is cautioned or sent-off, and a penalty kick has been awarded with the injured player being the kicker.
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.
8. 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.

17. 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 sportsman 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!** 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. **Section 10 will be enforcing the US Soccer Referee Abuse Prevention Program as adopted by AYSO effective March 1, 2025.**
- B. Players and substitutes who are sent off from a match for violent conduct or serious foul play, and coaches or spectators 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 or spectators 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, coaches and spectators seeking another player, spectator, coach, referee or official for the purpose of fighting or harassing another player, spectator, coach, 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 or spectators accumulating a total of two match suspensions will be ineligible from 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 (or designee) 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.

18. 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.

Referee reports must be turned in with the game cards to Section staff.

19. The Taking of Penalties (Penalty Shootout)

The following procedures shall apply if the taking of penalties are necessary to decide the winner of a tied match as indicated by the section tournament tiebreak rules:

- A. The taking of penalties (penalty shootout) will be conducted according to the IFAB Laws of the game.
- B. If the tournament rules do not provide for overtime periods, each coach may specify the players to be eligible for the shootout without regard to who was on the field at the end of regulation time. If the tournament rules provide for overtime periods and the match is still tied at the end of two full overtimes, only those players on the field of play at the conclusion of the final overtime may participate in the shootout. 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 penalty shootout.
- C. The Referee shall determine which goal to use. 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 alternating order, until such time as both have taken an equal number of kicks (not necessary 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.

20. 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!!!

SCHEDULE

PLEASE CHECK THE SECTION 10 WEBSITE
FOR YOUR SCHEDULE

www.aysosection10.org

THE SCHEDULE WILL BE POSTED A FEW DAYS
BEFORE THE GAME

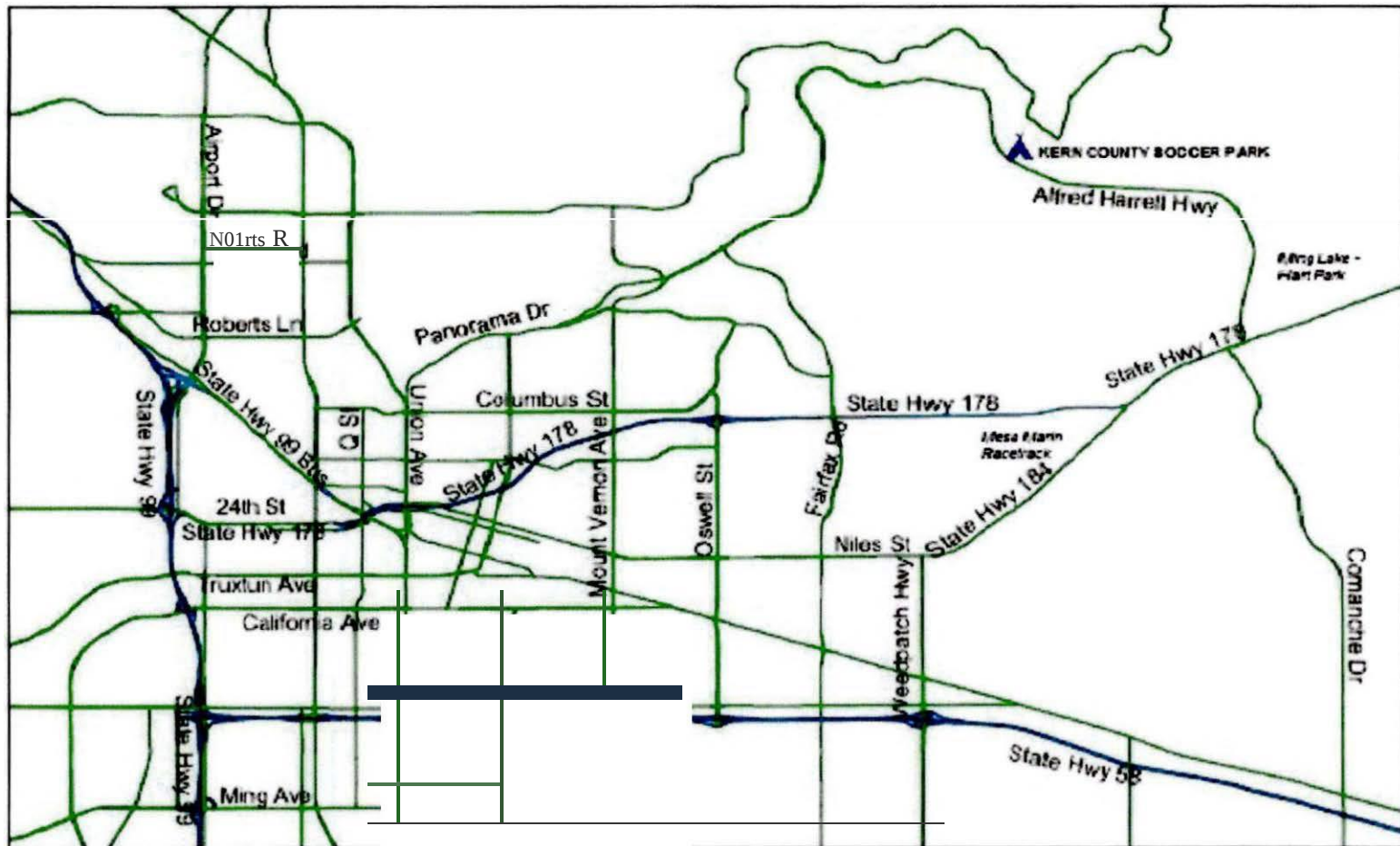
AYSO Section 10 Tournament Bakersfield, CA

Hotel/Motel Listings

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

Spring Hill Suites by Marriott 3801 Marriott Dr 661-377-4000	Courtyard by Marriott 3601 Marriott Drive 661-324-6660
Four Points Sheraton 5101 California Ave. 661-3259700	Hilton Garden Inn 3625 Marriott Drive 661-716-1000
Clarion Inn 3540 Rosedale Highway 661-326-1111	La Qunita Inn 3232 Riverside Drive 661-325-7400
Doubletree Hotel 3100 Camino Del Rio Ct. 661-323-7111	Holiday Inn Express 4400 Hughes Lane 661-833-3000
Days Inn 818 Real Rd 661-324-6666	Garden Suites Inn 2310 Wible Rd 661-833-9988
Ramada Suites Inn 828 Real Road 661-322-9988	Comfort Inn 3260 Wible Rd 661-833-1000
Quality Inn 2514 White Ln 661-833-8000	Best Western Inn 2620 Buck Owens Blvd 661-327-9651
Red Lion 3535 Rosedale Hwy 661-327-0681	Residence Inn 4241 Chester Ln 661-321-9800

AYSO Section 10Tournaments 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 1) miles Turn left at Alfred
Harrell Hwy (Ming Lake-Hart Park) Proceed on Alfred Harrell Hwy,
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 turn into Alfred Harrell at Highway 178

Proceed on Alfred Harrell Hwy, past

Rio Bravo Resort

4.5 miles to Soccer Park



Pre-order your championship hoodies click on the link below or copy and paste into your browser.

[BK Sports - Section 10](#)

When you check out to click the button pick up at BK Sports and the shipping will be removed.

Note: Credit cards will not be charged unless you do not pick-up your order on the weekend you are assigned to. You will need to bring cash, or a check made out to Section 10 to pick up your order.