



AYSO Western States Championships

Sections 1, 2, 10 and 11

Welcome to the annual AYSO Western States Championships bringing together AYSO Core (also referred to as League) and All-Star teams from Sections 1, 2, 10 and 11 which covers western Arizona, California, southern Nevada, Oregon and Washington states.

These Guidelines have been established to set the standards by which all teams will compete in these games. All participants are expected to review these Guidelines as your knowledge of these Guidelines could be the difference between an enjoyable or a disappointing experience for you and your team. All coaches, players and spectators are urged to read these Guidelines which will be strictly enforced.

This will provide a positive and sporting atmosphere which will benefit the young people who participate and play soccer in our respective programs -- teammates and opponents alike. These Guidelines do not supersede AYSO National Rules and Regulations; they are intended to cover situations not addressed in those Rules and Regulations and shall prevail in case of conflict. Questions concerning these Guidelines should be directed to the Hosting Director.

First and foremost, these Championships are an opportunity to celebrate your team's success getting here. Please remember these Championships are only secondarily a competition. Have fun and do your best to make sure your team and all the other teams have a fun time, too.

1. Conduct

- a. Each Regional Commissioner, Area Director and Section Director shall be responsible for the conduct of their coaches, who in turn shall be responsible for the conduct of their players and spectators. We expect everyone to 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, goodwill toward all players and participants (including opponents) and respect at all times for the referees and officials. Please join us in making this an exceptionally good tournament for all -- competitively, emotionally and in all other ways.
- b. The Hosting Section observes the tenets of the AYSO "Kid Zone" program and organizers of these games reserve the right to enforce these tenets.

2. Coordination

- a. The AYSO Western States Championships are coordinated by the Hosting Section Director, the Hosting Section Tournament Director, the Hosting Section Referee and Coaching Administrators and their designees.

- b. All decisions concerning fields, schedules, discipline, eligibility, etc., shall be made by and within the discretion of the Hosting Section Director and shall be final.

3. Eligibility

- a. Each Regional Commissioner, Area Director and Section Director is responsible for ensuring the eligibility of each player from their respective programs. Only eligible and registered players may participate in this tournament. Teams playing non-eligible players shall be subject to discipline, forfeit of games, or elimination at the discretion of the Hosting Section Director.
- b. All participating volunteers, coaches and referees must be adults with current membership year registration with current background checks and current health and safety training including AYSO Safe Haven, Sudden Cardiac Arrest, Concussion Awareness, and SafeSport.

4. Roster Changes and Additions

- a. No roster changes or additions may be made. Rosters may only be submitted by a Section Director or Section Tournament Director no later than 10 days prior to the opening day of these games. Rosters must be Sports Connect team rosters, in numerical jersey number order and approved by the Regional Commissioner.

5. Player Registration & Medical Release Forms

- a. All players must have a valid Player Registration/Medical Release form, no exceptions.
- b. Coaches must have in their possession at all times the valid Player Registration/Medical Release form for each player on the team. Forms without an original or electronic signature will not be accepted and the player or players affected will not be allowed to participate in these games.
- c. At check-in, the coach shall present the Player Registration/Medical Release forms of all players shown on the previously submitted roster to the official in charge of team check-in.

6. Schedule & Format

- a. The League teams will play on Saturday and the All-Star teams will play on Sunday. All matches will be played in accordance with the published schedule. Each team will play in a semi-final and either a championship or consolation match.
- b. All matches will be regulation length (50 minutes for 10U, 60 minutes for 12U and 70 minutes for 14U).
- c. Games tied at the end of regulation will be decided by an overtime period played to completion. The duration of overtime will be as follows:
 - i. 10U: one ten (10) minute overtime period consisting of two five (5) minute halves
 - ii. 12U: one fourteen (14) minute overtime period consisting of two seven (7) minute halves
 - iii. 14U: one eighteen (18) minute overtime period consisting of two nine (9) minute halves
- d. Teams will change ends of the field at the end of the first half of overtime.
- e. Substitution will be permitted in overtime only at the break between overtime periods or for injury. If a team is playing short because of ejections, it will continue to play short during the overtime period.
- f. Matches tied after the overtime period will be determined by the taking of penalties (penalty shoot-outs) in accordance with IFAB Laws of the Game.
- g. First-place through fourth-place teams will receive medals at the awards presentation following their final match at the event headquarters check-in area.
- h. Due to time constraints, match duration and tiebreak rules may be adjusted within the discretion of the Hosting Section Director.

7. Substitution

- a. Except as noted below, all registered players in attendance at the start of a match shall play at least one-half of the match, excluding overtime, unless injured or ill.
- b. Regular substitution opportunities will be provided approximately halfway through each half and at half-time. The assistant referee will make note of the substitution on the line-up card.
- c. 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 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.
- d. If a coach enters the field of play to assess an injured player, that player must leave the field of play with the coach and will be allowed by the referee to re-enter the field of play after play has restarted. For a physical offence where the opponent is cautioned or sent off, an injured player can be quickly assessed/treated and then remain on the field of play
- e. During overtime play, substitution is at the sole discretion of the coach and can take place only at the break prior to each overtime period.

8. Home Team & Uniform Conflicts

- a. The “home” team is the first team listed on the schedule.
- b. Coaches and players for both teams will occupy the North or East of the field on opposite sides of the halfway line. The home team will sit on the left side (when facing the field) of the halfway line; visitors will sit on the right side of the halfway line. There will be a 10-yard open space spanning the halfway line on the spectators' touchline. All substitutes, coaches and spectators must sit a minimum of 3-yards back from their touchline.
- c. The spectators for both teams will occupy the opposite touchline directly across from their respective team.
- d. The home team is responsible for supplying three (3) match ball(s).
- e. In case of conflicting colors, if a team has alternate jerseys, it shall be allowed to change; otherwise, both teams shall wear scrimmage vests provided by the Section Hosting the competition. The referee shall make the final decision regarding color conflicts.

9. Heading The Ball

- a. Consistent with the US Soccer mandates on heading the ball, heading is banned for all players 12U and below.
- b. An indirect free kick will be awarded to the opposing team if a player 12U or younger deliberately touches the ball with their head during a match. The indirect free kick is to be taken from the place where the player touched the ball with their head with the following exceptions:
 - i. An indirect free kick awarded to the attacking team inside the opposing team's goal area, must be taken on the goal area line parallel to the goal line at the point nearest to where the player touched the ball with their head.
 - ii. An indirect free kick awarded to the defending team in their own goal area may be taken from anywhere in that area.
 - iii. There is no advantage given in a heading situation. The restart is an IFK, regardless of what incentives it may or may not offer. If there is a deliberate header, no matter where it is on the field, play must be stopped immediately and an IFK given to the other team.
- c. Neither cautions nor send-offs shall be issued for persistent infringement or denying an obvious goal scoring opportunity related to the heading infractions.

10. Goalkeeper Punts

- a. For 10U, the goalkeeper shall not punt nor drop kick the ball.
- b. An indirect kick will be awarded to the opposing team at the spot of the offense if a goalkeeper for 10U deliberately punts or drop kicks the ball during a match.
- c. An indirect kick will be awarded to the opposing team at the spot of the offense if a goalkeeper for 10U deliberately punts the ball during a match, except that an indirect free kick awarded to the attacking team inside the opposing team's goal area must be taken on the goal area line which runs parallel to the goal line at the point nearest to where the goalkeeper punted or drop kicked the ball.

11. Build-Out Line (10U)

- a. The build-out line shall be placed across the field equidistant between the top of the penalty area and the halfway line.
- b. The opposing team must move behind the build-out line for a goal kick or when the goalkeeper has possession.
- c. The player taking the goal kick does not have to wait for opposing players to move behind the build-out line to put the ball into play. The goal kick may be played to either side of the build-out line. The ball is in play after the ball is kicked and clearly moves, after which the opposing team may cross the build-out line. If an opponent crosses the build out line before the ball is in play and interferes with the goal kick, the kick is retaken.
- d. The goalkeeper in possession of the ball in their hands does not have to wait for the opposing players to move behind the build out line to release the ball. The ball may be released to either side of the build out line, after which the opposing team may cross the build out line. If an opponent crosses the build-out line before the ball is released and interferes with play, an indirect free kick is awarded to the goalkeeper's team at the point where the opponent crossed the build out line.
- e. The build-out line in the opponents' half of the field shall be used as the line to determine offside. Players cannot be penalized for an offside offense between the halfway line and that build-out line.

12. Field Responsibility

- 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 sidelines promptly at the conclusion of each match so the next match may start on time. Coaches will be supplied with trash bags. Any team leaving trash behind may be penalized.
- b. Noisemakers and loud music are not allowed while in the vicinity of the soccer fields. All pets are prohibited from being at the fields. The only exception are registered service animals.

13. Lineup Cards

- a. All teams will be provided with blank line-up cards by the Hosting Section.
- b. All teams will be responsible for completing their line-up cards provided prior to check-in as follows:
 - i. It is the responsibility of each coach to present two (2) properly completed official AYSO lineup cards to the check-in official during check-in.
 - ii. Game cards must include all players on the official team roster in number order with both last and first names.
 - iii. Game cards must be filled out in jersey number order.

14. Check-In

- a. Each team must be ready to check-in one hour prior to their first match. Each team should be lined up in uniform number order at the designated check-in area, on time, dressed and ready for play. Players must check-in at the check-in tent and must have their hand stamped in order to participate.
- b. At check-in, the coach shall present the Player Registration/Medical Release forms of all players shown on the previously submitted roster to the official in charge of team check-in.
- c. At check-in, the coach shall present the prepared line-up cards to the official in charge of team check-in.

15. Number of Players, Grace Period and Rescheduling

- a. For League and All-Star teams, 10U divisions will play 7 v 7, 12U divisions will play 9 v 9 and 14U divisions will play 11 v 11. The maximum number of players per team roster will be based on each Section's rules, all of which are in accordance with AYSO Rules and Regulations.
- b. A minimum number of players shall constitute a team: five (5) for 10U, six (6) for 12U and seven (7) for 14U.
- c. A scheduled match shall not begin, nor be continued, if one or both teams cannot field a team.
- d. If a player must be taken from the field as a result of an injury, thus leaving their team with fewer than the minimum number of players, the match must be suspended. If the injured player is able to return, the match will be resumed. If the injured player is unable to return, the match shall be abandoned.
- e. All matches shall start on time, except in the case of field unavailability due to a prior match delay. There will be no grace period. If necessary, matches may be shortened within the discretion of the Hosting Section Director or their designees due to schedule concerns or constraints.
- f. Matches canceled due to weather or other natural causes will **not** be rescheduled. Matches shall be played, providing the safety of the players is not compromised and until the playing conditions are deemed unsafe (either by Hosting Section Director, designees or by the facility staff).

16. Uniforms

- a. All players must wear the approved AYSO uniform only and all players on the same team must wear matching uniforms (goalkeeper is exempt).
- b. Each player's uniform must be marked with a permanently affixed unique number that matches the uniform number on the Game Card and may not exchange numbered jerseys with any other player during the match including the goalkeeper.
- c. Garments may be worn under the uniform (e.g., long sleeves) during inclement weather, however the match referee will be the judge of what may or may not be allowed.
- d. Jewelry, casts or splints of any kind or hard metal or plastic clips on clothing or hair except as noted below will not be allowed. Consistent with National Rules and Regulations, hair control devices and other adornments, such as beads, worn in the hair must meet the following criteria:
 - i. Be securely fastened to the head.
 - ii. Do not present an increased risk to the player, teammates, or opponents.
 - iii. Flat clips less than two inches in length may be used to hold the hair in place close to the head so long as their placement on the head does not present an increased risk to the player, teammates or opponents.
 - iv. Hair charms are still considered jewelry and are not permitted.

- e. Medical Devices:
 - i. If the device is needed to restrict mobility, protect an injury or support proper alignment to expedite the healing process of a temporary injury and is hard (cast, splint, etc.) then it is not allowed. If, on the other hand, the protective device is used to provide support, flexibility or enable an otherwise healthy player to function normally such as a knee brace, prosthesis, hearing aid, insulin pump/monitor, etc. then this would be allowed provided the device was sufficiently padded to prevent injury to other players. The Laws of the Game specify that “A player must not use equipment or wear anything that is dangerous.”
- f. AYSO will not prohibit the use of knee braces by players in AYSO events and programs; providing that the brace is adequately covered and padded in the judgment of the referee, to eliminate the possibility of its causing injury to the other players on the field.

17. Coaching Limitations

- a. Coaches are expected to set examples of good sportsmanship and shall be responsible for the conduct of their players, parents and spectators. Sideline participation shall be limited to two coaches from each team who shall remain in the designated coaches' area which is equal to the radius of the center circle on their half of the touchline and is one yard behind the touchline.
- b. Coaching shall be limited to positive instruction and encouragement only. Negative comments about referees or players, abusive language or behavior directed at 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 or the Hosting Section Director or designee.
- c. Coaches and spectators shall not enter the field of play at any time unless requested by the referee. If called onto the field, coaches must 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.

18. Disciplinary Action

- a. Violent, abusive, negative and/or disruptive conduct toward players, referees or officials will not be tolerated. It is the responsibility of each coach to counsel their players and spectators regarding positive and sporting behavior at all times. Any violation of these conduct guidelines may result in discipline, including expulsion from these games, at the discretion of the Hosting Section Director or designee.
- b. Players, substitutes and team officials who are sent off from a match will be suspended from the remainder of the match and from the entire next match in which they are eligible to play on the weekend whether League and All-Star.
- c. Any spectator dismissed from a match must immediately leave the vicinity of the playing fields.
- d. Any player or substitute sent-off for any reason must immediately leave the vicinity of the playing fields accompanied by a parent or Safe Haven certified adult.

19. Referee Reports

- a. Referees shall submit a written report in the event of:
 - i. All cautions (yellow cards) and send-offs (red cards)
 - ii. Any spectator dismissal
 - iii. Any conduct of coaches or spectators interfering with the control of the match
 - iv. Abuse of AYSO minimum play rules which may come to the attention of the referee
 - v. Any injuries requiring medical attention
 - vi. Any other action which the referee may determine merits a report

20. Protests

- a. Protests will be considered only for the following reasons:
 - i. An ineligible player has played.
 - ii. One or more registered player(s), present and in uniform, has not played the required one half of the match (except for absence, illness or injury as recorded by the match referee).
- b. All protests must be presented in writing to the Hosting Section Director within 30 minutes of the completion of the match.
- c. All protests will be heard by a Protest Committee of at least three persons selected by the Hosting Section Director or their designee. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. **ALL PROTEST DECISIONS ARE FINAL!**
- d. Referee judgment calls are **FINAL** and are not subject to protest or dispute.

***THANK YOU FOR YOUR COMPLIANCE WITH THE LETTER
AND SPIRIT OF THESE GUIDELINES
AND
HAVE A GREAT EXPERIENCE!***