



# **Section 11**

## **MY2025 Fall**

### **16u/19u League Guidelines**

<b>Revision Date</b>	<b>Change</b>	<b>Explanation</b>
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## JURISDICTION

### Governing Authority

All AYSO Section 11 gaming circuits shall be conducted in accordance with AYSO's Governing Documents, including the National Rules and Regulations, National Bylaws, and National Policy Statements. Matches and program activities will follow the current FIFA Laws of the Game (AYSO Edition), together with these Program Guidelines.

### Program Administration

The program is administered by the AYSO Section 11 16U/19U Coordinator, who is responsible for overall administrative oversight and direction. The coordinator may appoint AYSO volunteers or third-party contractors to assist in program management, subject to approval by the Section Director or designee.

### Area Oversight

Area Directors are responsible for verifying compliance with program requirements as they relate to player eligibility, coach eligibility, and team formation within their Areas.

### Dispute Resolution & Discipline

The 16U/19U Coordinator, acting on behalf of the Section 11 Director, manages dispute resolution and disciplinary review. For issues requiring special jurisdiction, the Section Director may appoint a three-member committee of Area Directors or Section Staff to resolve disagreements. Appeals of such decisions will be adjudicated by the Section 11 Director or designee.

## PLAYER ELIGIBILITY

### Registration Requirement

All players must be registered in the AYSO National Office player database in order to participate.

### Dual Participation

Players may be simultaneously enrolled in other programs, including AYSO United or external club teams.

### Age Eligibility

Players are permitted to "play up" into an older division if approved by the Region's Area Director. However, "playing down" into a younger age division is not permitted under any circumstances.

## COACH ELIGIBILITY

To be eligible, all coaches must:

- **Volunteer Registration** – Be currently registered as an AYSO volunteer in the official system of record.
- **Risk Status** – Maintain a Green Risk Status within the official AYSO member management platform.

- **Livescan Certification** – Approved Livescan specifically for AYSO
- **Coaching Certification** – Hold a valid AYSO Advanced Coach Certification.
- **Safety Training** – Be certified AYSO Safe Haven , CDC Concussion Training, Sudden Cardiac Arrest Awareness Training and SafeSport Training.

## **REGIONAL SUPPORT (Officiating)**

### **Referee Assignment**

Each participating Region is responsible for providing enough referees to cover its home games each week.

### **Assignment Deadline**

If no referee is assigned to a scheduled game by Friday at 12:00 PM prior to that weekend's play, the match *may* be subject to forfeit by the home team.

## **REGIONAL SUPPORT (Fields)**

Home team Regions must enter all field assignments in MatchTrak no later than 21 days prior to the scheduled game day.

## **ID CARDS**

All players and coaches must possess a valid AYSO ID card, signed by their Regional Commissioner and laminated for use on game day.

## **MEDICAL RELEASE FORMS**

### **Coach Responsibility**

At all games, practices, scrimmages, and team events, coaches must have a completed AYSO Player Medical Release Form (MRF) for each participating player. These forms contain sensitive personal information and may not be requested by, or shown to, referees or opposing team staff.

### **Required Documentation**

To participate in a game, each team must provide:

- At least one properly credentialed coach,
- A minimum number of eligible players with valid ID cards, and
- A properly completed lineup card.

Failure to provide the required documentation may result in forfeit of the game, subject to review by the Program Administrator, Section Director, or designee.

## TEAM ROSTERS

### Roster Deadline

Players may be added to a 16U/19U Program team, no later than October 1, as long as the player complies with all eligibility requirements.

### Player Recruitment

Inter-regional recruitment of players during a membership year is not permitted without the prior approval of each of the Regional Commissioners and Area Directors concerned. Recruitment without prior approval may result in sanctions. The Program Administrator may convene a review board in such instances.

### Coed Teams

Coed teams are not permitted without written approval from the Section Director or designee. Coed teams, when approved, will play in the Boys division.

## ROSTER SIZE & GAME FOREMAT

Participating Regions may enter teams in the 16U and 19U divisions under the following guidelines:

- **16U Divisions:**  
Teams may roster up to twenty-two (22) players. Matches are played 11 v 11 and consist of two 40-minute halves (80 minutes total).
- **19U Divisions:**  
Teams may roster up to twenty-two (22) players. Matches are played 11 v 11 and consist of two 45-minute halves (90 minutes total).

## UNIFORMS

All uniforms and equipment shall be in accordance with AYSO National Rules and Regulations. This includes the Uniform Specifications found at AYSO's National website.

An alternate-color jersey is recommended, as the home team in a game is responsible for wearing jerseys (or scrimmage vests) that clearly distinguish them from the other team. In case of color conflicts, the home team is required to change uniform colors.

## SCHEDULING

### Flights

Teams in each division may be organized into flights at the discretion of the Program Administrator, with geography often serving as the primary factor. Any exceptions to this structure will be made collaboratively by the Area Directors, the 16U/19U Program Administrator, and the Section Director. Official game schedules, results, and standings will be posted or linked on the Section 11 website.

### Game Times

Inter-Area games, defined as matches between teams from different Areas, may not begin

prior to 9:00 AM. All games must be played as scheduled, including the assigned date, time, and venue. Coaches are not permitted to contact one another to arrange changes on their own. Any unapproved reschedule will result in a “double forfeit,” possible sanctions, and potential ineligibility for postseason play.

### [Authoritative Source](#)

MatchTrak is the sole official source for all game-related information, including dates, times, venues, and field status. Local “mud lines” or other unofficial sources must not be relied upon. Unless MatchTrak specifically indicates that a game has been postponed, the game is presumed to be played as scheduled.

### [Rescheduling Policy](#)

Requests to reschedule games are permitted only under very limited circumstances. Aside from city- or school-directed closures, typically due to weather, all requests must be approved by the Section Director or a designated representative.

### [Weather & Closures](#)

In the event of cancellations caused by adverse conditions such as rain, poor air quality, or other unforeseen circumstances, every effort will be made to reschedule the game before the end of the regular season. The Program Administrator retains the authority to reschedule such games or, if necessary, to declare a forfeit when rescheduling would create an unfair advantage.

### [Process for Approved Reschedules](#)

When a reschedule is approved, the responsibility rests with the home team to promptly propose a new date, time, and venue via the Matchtrak Reschedule Request system for approval processing.

## **SCORE REPORTING**

Coaches are responsible for reporting game scores to the designated schedule and standings website as soon as reasonably possible, ideally within twenty-four (24) hours after the completion of the game.

If an incorrect score is reported, the coach must use the MatchTrak Correction Link provided in the erroneous score-report email to initiate a change. Coaches should not reply directly to the score-report email, nor should they forward or create a new email to correct scores.

## **GAME DAY**

### [Pre-Game Logistics](#)

Sideline assignments of players, coaches, and spectators are determined by the hosting Region, with the home team coach as the authoritative source.

Both teams must be present and ready for check-in no later than 15 minutes prior to kickoff. Referees may allow up to a 10-minute grace period for late arrivals, and may shorten halves if needed to accommodate a late start. Teams are required to show for all scheduled games,

with at least seven players ready to play.

Coaches must notify the Program Manager immediately if they cannot field a team. Failure to appear or communicate at least 24 hours before match time may result in a forfeit or suspension. Having fewer than a full squad is not grounds for cancellation.

### Referee Authority & Reporting

Referees have full authority to suspend or terminate matches due to unsafe conditions, severe weather, darkness, serious infringements of the Laws, or spectator interference. All such incidents must be reported in the Referee Game Reporting System within 24 hours, along with any field closures or other safety concerns.

### Game Abandonment & Outcomes

When a game is abandoned before full time, the Section Director (or delegate) determines the outcome using the following reference criteria.

- A team unable to field the minimum players after the grace period will forfeit 1–0.
- A team that fails to appear may face coach misconduct charges and penalties, including point deductions.
- If both teams contribute to the termination, it is declared a double forfeit.
- Games suspended before halftime are rescheduled if possible, while those halted after halftime may stand as recorded unless misconduct requires a replay.

### Coach & Sideline Responsibilities

Coaches are responsible for the conduct of their players, parents, and spectators. Disrespect toward opponents or referees is not tolerated.

## STANDINGS

A maximum of three (3) points shall be awarded to a team in any one game as follows:

- Win = 3 points
- Draw = 1 point
- Loss = 0 points
- A one (1) point deduction for each red card (send-off) received by a player.
- A one (1) point deduction when a coach or assistant coach is expelled for failure to conduct themselves in a responsible manner (before, during, or after the game).
- A one (1) point deduction when a spectator is expelled for failure to conduct themselves in a responsible manner (before, during, or after the game).
- A one (1) point deduction for using an ineligible player in a game (in addition to the zero-point loss/forfeit).
- Standings will be determined by average points per game (total points earned divided by number of games played).

Tie breakers for season standings shall be as follows:

- Head-to-Head Play (outcome of the game(s) involving the tied teams).
- Goal Differential: goals scored less goals allowed, maximum differential of three (3)

goals per game.

- Team with highest number of goals scored, maximum of five (5) goals per game.
- Team with fewest number of goals against.
- Lowest point deductions for misconducts and send-offs.
- Random draw (coin toss)

## POSTSEASON LEAGUE TOURNAMENT (INVITATIONAL)

- Each Area in Section 11 may be invited to send one team per division to participate in the Section 11 16u/19u League Tournament.
- The criteria for determining which teams in each Area will advance to the Section 11 16u/19u League Tournament will be in the Area Director's discretion.
- Only teams meeting all postseason play eligibility requirements may be invited to the Section 11 16u/19u League Tournament.
  - Teams that have two or more reported games of a coach and/or spectator being expelled for failure to conduct themselves in a responsible manner will not be eligible to participate.
  - Player participation is limited to those who are on the approved roster, before October 1, during the Fall Season.

## SCORE BLOWOUT POLICY

The purpose of this policy is to encourage good sportsmanship, promote player development, and maintain competitive balance in soccer matches under the jurisdiction of AYSO Section 11. Excessive goal differentials can negatively impact both teams, and this policy is designed to discourage score blowouts while maintaining fair play.

### POLICY

In matches governed by this policy, point deductions will be applied to a winning team's standings points if the goal differential at the conclusion of the match exceeds the limits set forth below:

Goal Differential	Point Deduction
7 goals	1 point
8 goals	2 points
9 or more goals	3 points

**Goal differential** is calculated as:

*Final Score (Winning Team Goals – Losing Team Goals) = Goal Differential.*

Deductions apply only to the winning team.

All deductions are from the team's *standings points*.

### **Examples**

Example 1: Final score: 9–2 (Goal differential = 7) → Winning team loses 1 point from standings.

Example 2: Final score: 11–3 (Goal differential = 8) → Winning team loses 2 points from standings.

Example 3: Final score: 12–1 (Goal differential = 11) → Winning team loses 3 points from standings.

### **Sportsmanship Considerations**

Coaches are expected to manage games to avoid excessive goal differentials by:

- Rotating players into unfamiliar positions.
- Limiting scoring opportunities (i.e. take shots outside the 18, take shots after 5 passes, shoot only with weak foot, assign only certain players to score, etc).
- Emphasizing possession play.

### **Final Notes**

- Intentional own-goals for the purpose of increasing the goal differential count is not consistent with AYSO's Governing Philosophy of Good Sportsmanship and may result in points being deducted.
- Failure to adhere to the spirit of the policy and AYSO's Philosophies may result in further review and potential disciplinary action.

## **PLAYER SUBSTITUTION**

U16 & 19U divisions shall conduct monitored substitutions using the prescribed reporting mechanism of a monitoring sheet to record such substitutions to ensure that all players play a minimum of half of the game.

## **MISCONDUCT**

### **Reporting**

Referees must submit a written Match Report within 24 hours whenever a player is cautioned or sent off, or when a coach or spectator is warned or expelled for irresponsible behavior before, during, or after the game. If a player, coach, or spectator refuses to leave the field when ordered, the referee shall suspend the game until the situation is resolved. If it cannot be resolved within a reasonable time, the game shall be abandoned, and a full report submitted.

### **Cautions and Substitutions**

There is no mandatory “cooling off” period for cautioned players (“sin bins”). However, at the coach’s request and with the referee’s permission, a cautioned player, or any player struggling to control emotions, may be substituted at the earliest opportunity.

### **Appeals**

Send-offs (red cards), cautions (yellow cards), expulsions are not subject to appeal.



## Suspensions

- A player who is sent off shall serve a minimum one-game suspension. Referees must not retain Player ID cards.
- A coach or spectator sent off or expelled from a game shall also serve a minimum one-game suspension.
- Suspensions are served at the first official match (not scrimmage) following the incident.
- Suspended players may attend as spectators (out of uniform) but may not participate. Suspended coaches or spectators may not attend the game in any capacity, including pre- or post-game activities.
- If a suspended individual participates in a game, the match shall be forfeited in favor of the opponent. In such cases, the original suspension carries forward, an additional game suspension is imposed, and the team's coach must also serve a one-game suspension.
- Cases involving abusive language, serious foul play, violent conduct, or coach/spectator expulsions are subject to disciplinary review by the home Region or Area. Sanctions may be increased following AYSO due process.

## Oversight and Review

Unresolved inter-regional disputes or disciplinary issues will be reviewed by the Area Director(s), assisted by the Area Referee and Coach Administrators and the Regional Commissioners. Decisions and sanctions must be reported to the Section Director, Program Administrator, and Section Referee Administrator within 96 hours of the incident. If necessary, a Disciplinary Review Panel may be convened by the Area Director(s) or Program Administrator.

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