

AYSO Area 10E
2019 Invitational League Playoff Tournament
U10, U12, U14
INFORMATION FOR COACHES

When and Where?

POOL PLAY - U10 - Saturday December 7, 2019

Conejo Creek Park South (east of Highway 23 on the south side of Janss Road)

POOL PLAY – U12/U14 - Saturday December 14, 2019

Arroyo Vista (west of Moorpark High on Tierra Rejada) **AND** Conejo Creek Park South

QUARTER-FINALS, SEMI-FINALS, CHAMPIONSHIP FINALS

U10 /U12 and U14 Sunday December 15, 2019

Conejo Creek Park South

The top teams in good standings from Agoura/Westlake Village/Oak Park, Thousand Oaks, Malibu, Simi Valley, Moorpark and Newbury Park will be competing. The winners of this tournament may, at the discretion of the Area Director, be invited to participate in the Section 10 Playoffs early next year.

The rules we will be using this year have been agreed upon by all of the Regional Commissioners, and they will be enforced. *Please read and understand the information in this document. It could make a difference between a fun, positive, experience and a disappointing one.*

WE WILL BE USING THE BUILD OUT LINE IN 10U ACCORDING TO THE PLAYER DEVELOPMENT INITIATIVES FROM USSF.



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Paperwork Required

1. Rosters and Match Cards

- All team rosters for the Area 10E League Playoff games must be submitted **only** by the Regional Commissioner or other designated officer. All rosters must be generated by Blue Sombrero *and be in jersey order. No other roster format will be allowed.*
- Each completed roster form must be submitted to and received by the Area Registrar (itslisav@aol.com) by November 10, 2019.
- Each roster must show each Coach's AYSO Volunteer ID number, proper coach certification level for the team they are coaching, Safe Haven certified and be Concussion Awareness Trained, both within the last **2 years**. Each roster must contain the correct AYSO registration number for each player. Be sure to ask your Regional Commissioner or his/her designee for a copy of your submitted roster for your records.
- Only Coaches and Players on the submitted roster will be allowed to participate. Any team found to have played a match with a player who has not been approved, or who is otherwise not on the team's submitted roster approved by the Area Director, will forfeit that match.
- Match cards must be on card stock, no paper copies will be accepted.
- Player names must be in order of jersey number and show last name and the first name or initial letter of first name on game cards (hint: copy the game cards from the roster.)
- Match cards must be filled out completely and legibly. This means complete and accurate information including Division (e.g. 12UB), Team Identifier (e.g. 121-C) as per the schedules, full name of Head Coach and Assistant Coach, Team Name.
- Before each match the card must be completed to include date, kick-off Time and the field code (e.g. AV-5 or CC-3).
- It is the Coaches responsibility to record the reason for any player absences on game card.
- At initial check-in 10U and 12U teams must supply six (6) completed match cards; 14U must supply five (5) cards.

2. Medical Releases

- ✓ The coach's copy of the AYSO Registration form (white form) must be completely filled out and e signed by the parent. These will be checked prior to the match and any player who does not have a properly completed form will not play. A team arriving without forms must provide them by match time or "forfeit the match".

3. Special Duties and Responsibilities

1. Field set-up

First match of the day must be set up one hour before the scheduled match time. Set-up consists of each team being responsible for setting up one half of the field; this includes two corner flags, one goal, one net and marking half of the field, if not already marked.

2. Field take down

Teams in the last match of the day will take down the nets and put them in the net box or bag, collect the corner flags and return these items to the storage bin or other location as directed by the Field Director. Do not leave these items on the field, as they may be stolen or vandalized and your team may be responsible for their replacement.

3. Trash, Debris, Condition of Fields and Facilities

We have been granted the privilege to use the various soccer fields by the various hosting Parks and Recreation Departments and/or School Districts. It is our responsibility to maintain these fields, bathroom facilities, parking lots and surrounding areas in good condition. If bathrooms are not kept clean, they will be locked and unavailable for our use. Likewise parking lots may be closed, and fields may be unavailable to us in the future. It is imperative to keep all facilities in good condition and free of debris. [BACK TO TOP](#)

4. Noisemakers

Artificial noisemakers are considered disruptive, taunting and not in the spirit of fair competition. Items such as cow bells, vuvuzelas, horns or air horns, megaphones and other artificial noisemakers are not allowed.

5. NO PETS of any kind are allowed on, or within 50 yards of the soccer fields.

6. Dress Code

- All team members must be uniformed in the same color and style of jersey, shorts and socks with the sole exception that the goalkeeper may have a different jersey when in goal. The goalkeeper's jersey does not need the AYSO logo, as long as the player also has the team jersey with the logo.
- Shin guards are mandatory and must be worn under the stocking and completely covered by the stocking. Players and their parent(s) or guardian(s) are responsible for ensuring each player wears reasonably protective shin-guards as described in Law 4.
- Bicycle pants or similar, if worn, shall be the predominant color of the shorts or black or white. EVERYONE ON THE SAME TEAM wearing them must match in color, i.e. ALL black, ALL white or ALL the predominant color of the shorts.
- Boxer or similar shorts shall not be visible and shall not hang below the uniform shorts.
- Knee braces are acceptable, upon inspection and approval by referees; all metal or hard parts of the braces must be padded.
- Face paint, glitter, or other such ornaments are considered dangerous (i.e. can get in a player's eyes, nose or mouth) and unsporting towards opponents and will not be allowed.
- Players are expected to wear the uniforms provided by their AYSO Region. Uniforms must have the AYSO logo, as specified in the prevailing AYSO National Rules Dress Code. This information is available from your Regional Commissioner.
- Players not in proper uniform must correct the problem with their uniform, PRIOR TO THE START OF THE MATCH, or the player will not be allowed to play until the problem is corrected
- Any player whose uniform is non-compliant will be asked to leave the field until the problem is corrected. Referees are obliged to enforce all Laws, including Law 4.
- In the event of conflicting uniforms, the home team (i.e. the team listed first on the official game schedule) will be responsible for changing jerseys. Bibs may be provided by the hosting site, but please check your opponents' shirt colors on the Area 10E website. No jewelry of any kind is allowed on players during any match - this includes earrings, necklaces, bracelets, rings, ponytail bands with metal, or other ornaments used in decoration or piercing. Medical bracelets may be worn if they are properly secured and deemed not to cause a safety hazard upon inspection of the referee. If in the opinion of the referee there is a safety hazard, then the coach will hold the bracelet until the end of the match.

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.

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7. Coaching

- a) A maximum of two coaches is allowed per team.
- b) Nominated coaches must be validly registered with AYSO for the current Membership Year and they must be appropriately certified for the division in which he or she is coaching. All Coaches must also be certified for AYSO's Safe Haven and have completed the highly recommended CDC Concussion Awareness Training within the last 2 years.
- c) Coaches not properly trained and certified will **not** be allowed to participate in the Area 10E tournament.
- d) Coaches are required to wear colored wristbands which will be provided by Area 10E at Check In on the first day of Pool Play day. They must be worn so as to be clearly visible to Area 10E staff at warm up, practices and matches and to match officials while at the match venue. The only people allowed being in a team's "technical area", to give instruction to their players and to confer with the referee team are coaches of the team wearing their Area 10E wrist band. For the finals (second day of play) the coach needs to check in without the team so we can issue another wristband.
- e) Coaches are responsible for the conduct of their players, parents and spectators. All are expected to demonstrate positive coaching and good sportsmanship during the entire season. Coaches must ensure that all spectators remain on their team's side of the field, at least 18 yards from either goal line, at least 3' (1 yard) from the touchline, and away from the goal area at all times.
- f) *NO spectator coaching from the sidelines will be allowed.*
- g) Coaches are responsible for ensuring that their players and substitutes follow the dress code.
- h) Coaches and spectators shall not enter the field of play unless requested to do so by the referee, even for a player who is "down".
- i) The permitted coaching area extends ten (10) yards on either side of the center line – the limits of center circle may be used as an approximation.

8. Player Eligibility

For a player to be eligible to participate in Post-Season for League and All-Star Games including, League Playoffs, All-Stars, Section and State Games (League and All-Star), players must have played 1-half or 2-quarters of play in at least 50% (1-half) of every regular season game they were eligible to play in.

9. Substitution and Injuries

Substitutions will only be allowed at approximately half way through the first half, at the beginning of the second half and approximately half way through the second half (commonly known as quarter substitutions in accordance with AYSO National Guidelines). Coaches must have their players ready to enter the field and know which players are coming off. Due to very tight game schedules and the fact that time will not be stopped for substitutions, unorganized sideline habits will be subject to caution. Substitution breaks midway through either half are not considered water breaks. Players must remain on the field and away from the players being substituted. Play will continue as soon as substitutions are made whether players are ready or not. Players may come to the sideline at any time during the match to receive water. It is not necessary to gather all players together at the break. The Coach may be cautioned if this interferes with, or delays, an orderly and timely substitution.

- In the case of an injury requiring on-field attention (e.g. a coach entering the field of play) the injured player will be required to leave the field of play. The player may either be substituted (stay out until the next substitution break) or re-enter the field of play **ONLY** when invited to do so by the Referee once play has re-started. The only exception is the goal-keeper being injured, he or she may receive on-field attention and, if deemed fit to continue playing, is not required to leave the field of play.

- ✓ **IMPORTANT:** In the spirit of "Everyone Plays", except as noted below, no player may play four (4) quarters of a game unless all players play at least three (3) quarters of that game. Roster sizes may require that some players be out two (2) quarters in a game, however no

player may be out two (2) quarters in more than one game during the tournament until all other players have been out two (2) quarters in a game during the tournament.

- Example: A 10U team that has 10 players will have 2 different players play "only 2 quarters" each game, it is not until the 6th game that the first two players are allowed to play "only 2 quarters again".
- 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.) It is the Coaches responsibility to record the reason for any player absences on game card. A coach whose team does not, in the opinion of and at the discretion of the Area Director or his designee, comply with the spirit of the above may be formally cautioned for each violation, or suspended.

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 the game and/or expulsion from the tournament.

- 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, Area Director, designee.

10. Protests

- *While constructive input is always welcome, there will be no formal protests*

11. Check-In Number of Players

- The minimum number of players allowed for a match to be played, the maximum number of players “on the field”, and the required roster size, are as follows:

DIVISION	MINIMUM NUMBER OF PLAYERS TO PLAY	MAXIMUM NUMBER OF PLAYERS “ON THE FIELD”	MAXIMUM NUMBER OF PLAYERS ON ROSTER
10 and under	5	7	10
12 and under	6	9	12
14 and under	7	11	15

- A team that cannot field the minimum number of players within a period of 5 minutes after scheduled game time (in uniform, on the field and ready to play) will be deemed to have forfeited the match.
- Teams, players and coaches are required to check in at least one hour prior to their first match at the main Administration tent. Game cards will be collected by Administrative Staff and will be returned to Coaches after being verified with the submitted roster. Coach ID badges will be distributed at this time. Teams are only required to check in at the Administration Tent only once, there after a review of equipment and match cards will be performed by the referees prior to the start of each game.

CHECK-IN PROCEDURE

- Each team must be lined up in order of jersey numbers, on time, one hour before your first game, completely dressed in proper uniform, matching socks/shorts/shin guards, no jewelry and ready to play.
- Each player should be holding his or her own AYSO signed Registration form (white form).
- 6 (six) completed game cards for 10U/12U and 5 (five) completed game cards for 14U. All game cards must be completed as indicated in item 1 above.
- Late arrivals and players absent from check-in will be noted on game cards. These players must check in at the main Administration Tent before they will be eligible to play. They must bring their AYSO Registration form and all remaining game cards for all games which have not yet been played.

12. Schedule and Format of Play

PLEASE BE SURE YOU GO TO THE CORRECT FIELD LOCATION!

- As teams may play several games during the day, please consult the schedule for your location and game times. Schedules will be available on the Area 10E website, www.ayso10e.org
- The Home Team is the team listed first on the “Schedule”, i.e. “Home” versus “Visitor”. The “Home Team” players, coaches and spectators will occupy: a) Arroyo Vista - South or East or b) Conjeo Creek - North or West. [BACK TO TOP](#)
- Or the side of the field as designated by the referee or field director.
- The Visiting Team will occupy the side of the field opposite to the Home team.
- The weekend of December 21st/22nd is reserved for postponements, rainouts etc.

Format of play will be as follows:

- Teams will compete in league-format pool play (matches may end tied) with eight U10 teams, eight U12 teams and four U14 teams advancing to a single elimination tournament for each of the six divisions. This format will mirror that of the AYSO Section Tournament and will provide a minimum of 3 games for each team.

- The top team in each division will, subject to the Area Director's discretion, will advance to the Sunday elimination tournament. For divisions with fewer pools than teams required for the Sunday elimination tournament, the teams with the next highest points (subject to tie-breaks) across all pools in the division will advance, subject to the Area Director's discretion.
 - *Note that it is theoretically possible that a team proceeding to Sunday play may have fewer points than a team, in a different pool, which does not proceed*

POOL PLAY MATCHES (DAY 1)				
	Division	10U	12U	14U
	Duration	Two 20 minute halves	Two 25 minute halves	Two 25 minute halves
	Overtime	None	None	None
	Tie-break	Not required	Not required	Not required

1. Points for Pool Play matches will be as follows:

- Six (6) points for each win
- Three (3) points for each tie
- One (1) point for each goal to a maximum of three (3) points
- One (1) point for a shutout (including ties – i.e. a 0 to 0 tie will be worth 4 points to each team)
- Zero (0) points for a loss
- A forfeited match shall count as a 1-0 win [seven (7) points] to the team not forfeiting. If a team forfeits a game during pool play, then all games played against that team will be scored as a forfeit.
- If a team forfeits a game during pool play then, at the discretion of the Area Director, all games played, or scheduled to be played, against that team will be scored as a Forfeit, 1-0 (7) points.
- The maximum number of points a team may achieve per game is ten (10). (Example: a 3 to 0 victory yields 6 points for the win, 3 points for goals scored, and 1 point for the shutout for a total of 10 points)
- Tie Breakers**
Qualification to advance for play on Sunday will be determined by most points, with ties broken as follows *in order of importance*:
 - Head-to Head result (if played and if all tied teams played each other)
 - Fewest goals allowed
 - Most wins (not used if a Forfeit win exists)
 - Least Red cards (Ejections or Send-Offs)
 - Least Yellow cards
 - Most Shut-outs (not used if a forfeit win exists)
 - Goal Differential (max 5 per game)
 - To be determined by Area Director and/or his designee. (See item 14 of these guidelines)

* Where the number of teams advancing to the Sunday playoffs exceeds the number of pools in a Division, pairings for Sunday elimination tournament matches will be made by a random draw as soon as all teams advancing have been identified. The draw will be at the Administration Tent. This random draw will help "neutralize" any perceived differences between pools within a division.

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The pairings and field assignments will be published at the Saturday location(s) within 30 minutes of the end of the last game or tie-break 'shoot-out'.

The pairings and field assignments will also be published on www.aysoarea10e.org by 8pm on Saturday. Sunday kick-off times are not affected by this random draw.

- Elimination Matches will be as follows:

QUARTER-FINALS (U10/12) AND SEMI-FINALS			
Division	10U	12U	14U
Duration	Two 20 minute halves	Two 25 minute halves	Two 25 minute halves
Overtime	None	None	None
Tie-break	Kicks from the Penalty Mark	Kicks from the Penalty Mark	Kicks from the Penalty Mark

- Kicks from the Penalty Mark will be taken in accordance with the Laws of the Game.

4. Final (Championship) Round:

- **U10 & U12** - If matches are tied after full time, the game will be decided by the taking of Kicks from the Penalty Mark in accordance with the Laws of the Game.
- **U14** - If matches are tied after full time, there will be two (2) complete 5 minute overtime periods with teams switching sides after the first 5 minute period. If the match is still tied at this point the winner will be determined by the taking of Kicks from the Penalty Mark in accordance with the Laws of the Game.

5. CHAMPIONSHIP FINALS			
Division	10U	12U	14U
Duration	Two 20 minute halves	Two 25 minute halves	Two 25 minute halves
Overtime	None	None	Two full 5 minute halves
Tie-break	Kicks from the Penalty Mark	Kicks from the Penalty Mark	Kicks from the Penalty Mark

- All games must be played within the allotted time. The next game on the schedule must start on time and any delays will be subtracted from the match at hand. The referee's time-keeping is final and may not be protested.
- The Half-time interval shall be a minimum of five (5) minutes.
- All matches are on a running clock – the referee is not required to account for stoppages.
- A match will be considered forfeited if one or both teams are not on the field within five minutes of match time.
- It is expected that each team will play all of its scheduled matches. Failure to do so without a valid and verifiable reason that is communicated in a timely manner to the Area Director or his designee may result in disciplinary action against the coach or team within the discretion of the Area Director.

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13. Yellow Card Rule

- I. Any player or coach who receives 2 cautions (Yellow Cards) in one match will be considered to have received a Red Card and may be subject to a minimum of a one (1) match suspension.
- II. Any player or coach who accumulates three (3) cautions during the tournament may be subject to a one (1) match suspension at the discretion of the Area Director. Accumulation of "Yellow Cards" may be a tie-breaker.

14. Red Card Rule

- I. Any player who is sent off (shown the Red Card) is required to leave the field of play. If a parent or guardian is available the player must leave to the parking lot or to a similar location designated by Area Staff where he or she cannot influence the match. The player may also sit at the Administration Tent away from the field of

play, where there will be adult supervision. The player is not eligible to participate in the traditional handshake at the conclusion of the match. Accumulation of "Red Cards" may be a tie-breaker.

- II. Any coach or adult who is sent off or ejected must leave the field of play to the parking lot or to a similar location designated by Area Staff where he or she cannot influence the match. Games may be suspended until the adult is clear of the playing area. "Area Staff" and/or local law enforcement may escort the person out of the area.
- III. The player or coach who was sent off (in the case of a player, shown the Red Card; a coach will be asked to leave the area) may not be allowed to attend at least the next match in which he or she would have participated.
- IV. Any player or coach who is sent off (in the case of a player, shown the Red Card, or in the case of a coach, asked to leave) *two times* during the tournament may be disqualified from future Area and Section Play. A player or coach sent off for violent misconduct or foul or abusive language could be suspended from further Area or Section play. A player or coach who is sent off during their last match of the tournament and whose team is invited to Section Playoffs may be required to sit out the first match of Section Playoffs. A player or coach who is sent off during his or her last match of the tournament may be subject to disciplinary action as well as disciplinary action the next season.

NOTE: A PLAYER OR COACH WHO RECEIVES TWO SEND OFFS (RED CARDS) MAY ALSO BE SUBJECT TO DISCIPLINARY ACTION FOR THE NEXT SEASON.

15. Rain Rule, Smoke, etc.

If you are in doubt whether matches will be played due to rain, please call your Regional Commissioner or the Area Hot-Line 805-410-4333 after 6pm, the day before the tournament. The Area 10E website will also show information if possible.

- Match Day Information will be available after 7am.
- Rescheduling of matches that are rained out is at the discretion of the Area Director. The weekend of December 21st/22nd is reserved in case of rain outs, please plan accordingly.

16. The Catch-22 Rule

- Any situation or subject not covered in these rules will be decided upon by the Area 10E Director and the Area 10E Referee Administrator, who reserve the right to stop any match at any time, for any reason.

**THANK YOU FOR YOUR COMPLIANCE WITH THE LETTER AND SPIRIT OF THIS INFORMATION!
HAVE A GREAT AND ENJOYABLE TOURNAMENT!!!**

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CONTACTS

AYSO Area 10E - Eastern Ventura County and Western Los Angeles County

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