**Area 10/Q All Star Playoffs**

**10U, 12U and 14U**

**February 12th and 13th, 2022**

**Hosted by Region 741**



At:

Barney Schwartz Park

Paso Robles, CA

**TO: ALL COACHES**

Welcome to the Area 10/Q All Star Tournament, being held this year on February 12th-13th in Paso Robles, CA at Barney Schwartz Park.

The rules for our Area 10/Q All Star Tournament will be the Section 10 All Star Tournament rules. This will allow you to get used to the Section Tournament rules for when advancing to section tournament on March 5th-6th in Bakersfield, Ca. Area 10/Q has been awarded spots per division to advance to Section All Star Tournament.

Area 10/Q Executive Leadership are represented by these teams advancing. Being a representative of Area 10/Q, we must only send teams whose Coaches, Players and Parents are in good standings. Any violations or infractions through the Regional Tournaments and Area 10/Q All Star Tournament will be considered on which teams advance to the Section All Star Tournament.

This event will bring together AYSO teams from all over Area 10/Q, and we hope you will have an enjoyable experience.

The rules have been established to set a standard under which all teams will compete in the tournament. Your knowledge of these rules could be the difference between a happy time or a disappointing experience for you and your team. All coaches, players and spectators are urged to read these rules with a positive and sporting spirit for the benefit of all the young people who participate and play in our respective programs -- teammates and opponents alike. These rules do not supersede AYSO Policies and Protocols, but are intended to cover situations not addressed in the AYSO Policies and Protocols, which shall prevail in case of conflict. Should you have any questions after reading these rules, please do not hesitate to call your region's commissioner or the Area Director Tammy Slocum (805)748-8708.

Please remember these playoffs are the first and primarily opportunity to celebrate your team’s success in getting here; their competition is secondary. Remember to have fun, and to do your best to make sure your team and all other teams have **f**un too.

Have a great weekend!! Good luck!!

**RULES**

General - The rules for this tournament are those that are presented in:

1. “Laws of the Game” and Universal Guide to Referees
2. AYSO “National Policies and Protocols”
3. Section 10 rules

Specific - Rules presented, herein, are in addition to those presented in the above documents, or those that have been included to clarify certain of the above rules.

**NO DOGS will be allowed, on or off a leash, in any portion of the hosting facility.**

**NO BBQs or loud music will be allowed.**

**GOOD SPORTSMANSHIP**

The **Regional Commissioners** shall be responsible for the conduct of their coaches. The **Coaches**, 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 of our young participants deserve the best examples of **SPORTSMANSHIP** and **GOODWILL**, toward all players (including opponents) and respect at all times for all Referees and Officials. This will be your challenge during the Tournament this year. Please join us in making this an exceptionally good Tournament for all our young people - competitively, emotionally and in all other ways.

**TEAM CHECK IN**

1. **Check in**: Coaches will need the following items to check in:
2. Medical Release forms for each rostered player

At least sixty (60) minutes before the first game on Saturday and Sunday. The coach will have each player on the team rostered hold his/her own “Player Registration/Medical Release form” to be checked in by an Area Official at the check in area. Players must be completely dressed ready to play “game ready”. Each player should be lined up, in uniform order. Players that arrive late must check-in at the appropriate check-in area.

1. **Medical Release Forms**: This form must be signed by the parent/guardian or have an or e-signature. Copies of the forms, which do not have an original or e-signature, **will not be accepted**. Any player who does not have a properly completed form will not be permitted to play. If a team arrives without completed forms must provide them by match time or forfeit the match. If requested by an Area Official at any time, the coach will present the Player Registration/Medical Release Form of all players shown on the game card. **NO FORM, NO PLAY, NO EXCUSE**.
2. **Players Under Doctor’s Care**: Upon a return to active play after treatment for an 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 Regional Commissioner and Safety Director, who has the responsibility of informing and certifying to the Area Director or designee that the child may return to active play.
3. **Game Cards**: **Area will provide filled out games cards for each team when they check in.**

**UNIFORMS AND EQUIPMENT**

1. **Dress Code**: Every player shall wear a team uniform consisting of matching jersey, sweatpants and sweatshirts (including turtlenecks) may be worn at the discretion of the referee. IF any player is found to be in improper uniform, the discrepancy must be corrected at that time or the offending player shall not be allowed to play.
2. **Goal Keeper**: Jerseys shall not have advertisement for alcohol, cigarettes, ect. Nor have obscene, suggestive, insulting, or proface language or artwork or promotions on them.
3. **Undergarments**: If bicycle shorts are worn, they must be the same colors as the main color on the team’s uniform shorts. If visible under shorts are worn, they must be the same color as the shorts. Boxer shorts are **NOT** permitted to be worn as additional items of clothing. Uniform shorts must be worn with the waistband at waist level. Uniform jersey must be tucked in at the waist at all times beginning at team check-in. If visible undershirts are worn, the color of the sleeve must be the same main color as the sleeve of the jersey.
4. **Additional Clothing**: In case of inclement weather, knit gloves, mittens, sweatpants, and sweatshirts (including turtlenecks) may be worn at the discretion of the referee. If visible undershirts are worn, the color of the sleeve must be the same main color as the sleeve of the jersey or shirt. Such additional garments shall be 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. Boxer shorts are **NOT** permitted as additional items of clothing! No hard-brimmed caps, stocking caps or bandanas are allowed.
5. **Shin Guards**: 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.
6. **Braces**: Knee braces are specifically permitted provided, in the judgment of the referee, that they are adequately padded.
7. **Jewelry/Hair Ornaments/Face Painting/Fingernails**: In accordance with FIFA Laws, studs, earrings (taped or not), hair ornaments and any other hard or metal jewelry or other objects are not allowed. No jewelry, of any kind, will be allowed on the players during a match. **THERE ARE NO EXCEPTIONS TO THIS RULE**. 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 in good taste and in the right spirit. **NO FACE PAINTING WILL BE ALLOWED**. 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.
8. **Home Team/Uniform Conflicts**:
9. The Home team is the first team listed on the schedule.
10. All coaches, substitutes, parents and spectators for each team shall occupy the opposite side of the field from the other team where possible. The Home team shall occupy the north or west side of the field.
11. The Home team also is responsible for supplying the game ball and changing jerseys or wearing overlays in the event of color conflict. The referee shall make all decisions regarding color conflicts. Overlays will be available at the check-in area with the deposit of a driver’s license. Overlays must be promptly returned to the check-in area at the conclusion of the match.

**DISCIPLINE**

1. **Coaching**: Coaches are responsible for the conduct of their players, parents, and friends. All are expected to display good sportsmanship throughout the playoffs. Home team is listed FIRST and will occupy the WEST or NORTH Side of the field. REMEMBER GOOD SPORTSMANSHIP.
2. All coaches must be trained at an age level appropriate to the division in which they are coaching, and must be Safe Haven certified and concussion certified, or be making “satisfactory progress” as defined by Section 10.
3. NO SPECTATOR COACHING from the sidelines will be permitted.
4. All spectators must stay on their sidelines between the two penalty areas.
5. No one will be permitted behind the goal line.
6. Prior to entering the field of play, the coach must request and receive permission from the Referee.
7. All parents, players and coaches of the same team shall occupy the same side of the field.
8. No noise-making or noise-enhancing devices may be employed by coaches or spectators.
   1. Coaches, at all times, are expected to set examples of good sportsmanship and shall be responsible for the conduct of their players, parents and spectators.
   2. Coaching shall be limited to positive instruction and encouragement only. Negative comments about the referees or opponents will not be tolerated and may subject the coach to disciplinary action or expulsion at the discretion of the Area Director or designee.
   3. Sideline participation shall be limited to two age-appropriate trained and certified coaches from each team who at all times shall remain in the designated coaches’ area which extends ten (10) yards on either side of the half-lin and one (1) yard behind the touch-line on their team’s side of the field.
   4. Coaches and spectators shall not enter the field of play at any time unless requested by the referee. Once on the field, coaches shall absolutely refrain from providing coaching instruction to the team, except to player replacement for the injury, and shall not engage in comment to or in criticism of the referee.
9. **Field Invasion**: **If a coach, parents or spectors enter the field or play without the referee’s permission the game shall be terminated. The offending team shall forfeit that game and shall be eliminated from the balance of the playoffs**.
10. Violent, abusive, negative and/or disruptive conduct towards opponents, referees or officials will not be tolerated. It is the responsibility of each coach to counsel his or her players and spectators regarding positive and sportsmanlike conduct at all times. It is not the referee’s responsibility to control unruly players and spectators - IT IS THE JOB OF THE COACH TO DO SO! We expect coaches to do so by setting the best possible example with their own behavior. Any violation of these conduct guidelines may result in discipline, including expulsion from the tournament, within the discretion of the Area Director of designee.
11. Players and substitutes who are sent off from a match for violent conduct or serious foul play and coches who engage in violent behavior will be automatically suspended from participation in ALL SUBSEQUENT MATCHES FOR THE REMAINDER OF THE TOURNAMENT. There will be no appeals.
12. Players and substitutes who are sent off from a match for any other reason, and coaches who are asked by any official to leave a game, will be suspended from the remainder of the match and from the entire NEXT match in which they are eligible to play, including Section League and All Star. Additional sanctions may be deemed appropriate at the discretion of the Area Director or designee.
13. Players, substitutes, and coaches seeking another player, spectator, referee or official for the purpose of fighting or harassing another player, spectator, referee or official after a match, either on or in the vicinity of the playing fields, will be suspended from all further play during the remainder of the tournament.
14. Players and substitutes accumulating a total of two send-offs (red cards) during the tournament and acoaches accumulating a total of two match suspensions will be ineligible for any further participation for the remainder of the tournament including League and All Star.
15. Any player sent off for any reason must immediately leave the match and the vicinity of the playing fields accompanied by a parent of a safe haven certified adult.

1. Any player of 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 the player must play short-handed. Any player receiving a total of three yellow cards during this tournament will then be ineligible to play in their next scheduled match.
2. Any player receiving a total of three (3) yellow cards during this tournament will then be ineligible to play in their next scheduled match (Section 10 playoffs, League or All Stars). Stronger penalties may be imposed depending upon the circumstance of the cautionable offenses as determined by the Tournament Disciplinary Committee (consisting of the Area Director or designee, the Area Tournament Director, Area Coach Administrator and the Area Referee Administrator). The Area Tournament Director will keep a tally of all cautions and send-offs.
3. Any player of coach suspended under these Guidelines, who is found to have participated in a match from which he/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 may be forfeited within the discretion of the Area Director or designee. Any offending coach may also be suspended for the balance of the tournament and additional sanctions may be deemed appropriate at the discretion of the Area Director or designee.
4. Any team causing the termination of a match by any demonstration shall forfeit that match. Any team causing the termination of two matches for disciplinary reasons will be suspended for the remainder of the tournament.
5. **Referee Reports**:
   1. Referees shall submit and official Section 10 Game Misconduct Report in the event of:
      1. All cautions (yellow cards) and send-off (red card)
      2. Any violent conduct of the players, coaches or spectators interfering with the control of the match
      3. Abuse of AYSO minimum play rules that may come to the attention of the referee
      4. Any other actions that in the referee’s judgment merits a report
   2. Referee reports must be given to the Area Referee Administrator

1. **Yellow Card Rule**: AYSO and FIFA rules DO NOT require a player or coach, who receives a “Caution” or a Yellow Card, to leave the match.
2. **Red Card Rule**: A player or coach that receives a “Send Off “ or a Red Card will have to leave the field and adjourn to the parking lot or to an area deemed acceptable to the referee. The match will not restart until the offending person complies. Any player, coach or spectator receiving a “Send Off” or Red Card will not be permitted to participate in the next scheduled match of his/her team, including the Section 10 Playoffs, nor will he/she be permitted to approach the playing fields any closer than the parking lot. Any player or coach receiving two (2) “Send Offs” or Red Cards during these playoffs will be disqualified from future Area or Section play for the remainder of the season. If the “Send Off” or Red Card is for violent misconduct or foul and abusive language, he/she will be disqualified for the remainder of these playoffs.
3. **Protests**: As intended by Law V “REFEREE” in the “Laws of the Game and Universal Guide for Referees”, the conduct of all matches is in accordance with the dictates of the Referee. Accordingly, **NO PROTEST WILL BE ACCEPTED OR ENTERTAINED FOR ANY MATCH CONDUCTED DURING THE TOURNAMENT**.

**SUBSTITUTION**

1. Except as noted below, all registered players in attendance at the start of a match shall play at least **three (3) quarters** of each game, excluding overtime, unless injured or ill. Any questions or special situations should be brought to the attention of the Tournament Director or designee. **No player may play all four (4) quarters until all players have played three (3) quarters of each geam. Roster sizes may require some players to be out two (2) quarters. No player may be out two (2) quarters more than once, until all players have been out two (2) quarters in a game during the entire Tournament**. Any coach found to have violated this rule will be immediately suspended for a minimum of one (1) game. This penalty will carry over to any additional pest-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.
2. **Regular Substitutions:**
   1. 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 choose, in accordance with the procedure outlined 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; ect.). Substitution may also be done at halftime. The assistant referee will make note of the substitution on the line-up cards.
   2. 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.
   3. A goalkeeper may change with another player on the field at any stoppage of play as long as the referee is informed prior to the changes.
3. 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 substituted 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, See Appendix A for more information. 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 for 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).
4. During overtime play, substitution is at the sole discretion of the coach and may only take place at the break between the two (2) overtime periods.

**SCHEDULE/FORMAT**

1. **Format**: Within the age divisions 14U - 10U that have two (2) “Groups” of teams, each team within each “Group” will play all other teams in the same “Group”. The top two teams in each “Group” will advance to play in the Semi-Final games on Sunday and then the winner will play for the Championship and non-winners will play for third (3rd) and fourth (4th) place. If in the event there is a division with “Groups” of three (3), the top team in each of the three (3) “Group”, plus the highest finishing second (2nd) place team will advance to Sunday. In the event there is a division with one “Group” of five (5) teams, all teams will play every team once. The top two point getters will play in a Championship Game. Third and fourth will be awarded according to points.
2. **Points**:

6 points for each win

3 points for each tie

1 point for each shut out

1 point for each goal up to 3

0 points for a loss

Forfeit win is 7 points (scored at a 1-0 win)

If a team forfeits a game during pool play then all games played against that team will be scored as a forfeit, 1-0 (7) points.

**Because Sportsmanship is an important part of AYSO, for each three (3) misconduct points accumulated by a team during pool play one (1) point will be deducted from the team’s standing. An accumulation of one (1) misconduct point for each Caution ( Yellow Card) and an accumulation of three (3) misconduct points for each Send Off (Red Card) will be awarded in pool play for any player, coach or spectator. Same Player or Coach receiving two (2) Cautions (Yellow Card) equals a “Red Card” - three points (3).**

1. **Date**: Matches will be played on Saturday and Sunday Feb 12th and 13th at the times shown on the schedule.
2. **Length of Matches**: The length of “Group” matches, in 14U two (2) 35 minute halves with a 6 min half-time. If tie at end of regulation two (2) , five (5) minute overtimes (OT). NO “Golden Goal”. If still a tie teams will go to kicks from the mark. 12U Divisions will be two (2) 25 minutes halves with a 6 minute half-time break. 10U matches will be two (2) 20 minute halves with a 6 minute half-time break. Matches must start on time and end on time. The length of the match may be shortened by the Referee to maintain the time schedule. Teams must be ready to play at the appointed game time. Teams not ready to play after 10 minutes may forfeit the match.
3. **Number of Players**: 14U will play 11 v 11, 12U will play 9 v 9, 10U will play 7 v 7. Minimum number of players shall constitute a team: seven (7) 11 v 11, six (6) 9 v 9, and five (5) 7 v 7. The maximum number of players per team: 14U fifteen (15), 12U twelve (12) and 10U ten (10).
4. **Determination of a Group “Winner”**: In 12U and 10U age divisions a match may end in a tie at the end of regulation play. Standings for play “Group” play will be determined by the most points, with ties broken in the following order of precedence:
5. Accumulation of Misconduct points (a. Least red cards, b. Least yellow cards)
6. Head to Head competition
7. Least goals allowed (not used if a forfeit win exists)
8. Most Wins (not used if a forfeit win exists)
9. If a tie still exists after the application of the first four factors, and the tie determines which team advances to play on Sunday, the taking of Kicks from the Penalty Mark in accordance with FIFA Laws of the game will be held at the conclusion of Saturday’s play. It is the coach’s responsibility to check with the Tournament Director as to the possibility of “Kick from the Mark” before dismissing their team after pool play. If the tie only determines seeding for Sunday play or “Kicks from the Mark” is not feasible for any reason, then at the discretion of the Area 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 terminate seeding for a three-way “Kicks from the Mark”.

In the event more than two (2) teams are in a tie, the tie shall be broken in accordance with the order of precedence above until at least one of the teams is eliminated based on the order of precedence. Any remaining tie is broken by starting over in the order of precedence.

When a wildcard is selected from one of the groups, e.g., because there are an odd number of groups the “Group” winner with the highest number of points shall play in the wildcard in the semi-finals, unless the “Group” winner with the highest number of points is from the same “Group” as the wildcard, in which case the “Group” winner with the second highest number of points shall play the wildcard in the semi-finals.

**DETERMINATION OF DIVISION CHAMPIONS**

The **10U Semi-Finals, Championship and Consolation Games** on Sunday will be 50 minutes, 1**2U on Sunday will be 30 min Championship, and Consolation Games** on Sunday will be 60 minutes. If a **10U, 12U Semi Final, Championship or Consolation Match** ends in a tie at the end of regulation playing time, two (2) additional overtime periods of five (5) minutes, not “**Sudden Victory**” or “**Golden Goal**” will be played. If the match is still tied at the end of the overtime periods, a winner will be determined by the taking of “Kicks from the Mark” in accordance with FIFA Laws.

Due to time constraints, game duration and tiebreak rules may be adjusted at the discretion of the Area Director of Designee.

If in the event of foul weather the fields become unsafe or the governing bodies close or limit the use of the facilities one the playoffs have stated and there are no dates available to reschedule the Area Director or Designee will have the authority to alter the format in which division winners will be determined.

**THE TAKING OF KICKS FROM THE PENALTY MARK (SHOOTOUTS)**

The following procedures shall apply if the Taking Kicks from the Penalty Mark is necessary to decide the winner of a tied match or tied “Groups” as indicated by the tournament tie-breaking rules:

1. The Taking of Kicks From the Penalty Mark will be conducted in accordance with the FIFA Laws of the Game.
2. Only those players left on the field of play at the conclusion of the final overtime period (or regular game period if no overtime period is specified) may participate in the shootout. In the instance where one team has fewer that eleven (11) player eligible to participate in the shootout (due to absence, injury or sending-off), the opposing team must reduce it’s numbers so it has the same number of players participating. The coach shall inform the referee of the name and number of each such player excluded from eligibility. Non-eligible players must remain in a designated area by the referee.
3. Team captains shall participate in a coin-toss to determine which team kicks first. The team that wins the coin-toss whether to take the first or second kick.
4. Five players from each team shall take alternate shots until one team has scored more goals than the opposing team has players left to kick. If the match remains tied after the first five (5) shooters, the taking of kicks shall continue in the same order until such time as both have taken an equal number of kicks (not necessarily five (5) more kicks)and one (1) team has scored a goal more than the other. If the score remains tied after the players from each team eligible to participate in the shootout have taken their perspective shots, the team shall continue to alternate the taking of kicks and any eligible player can shoot 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.

**AWARDS**

Medals will be awarded to all Division Winners and Runners Up, including 3rd and 4th place as recognition of their accomplishment.

**REFEREE REQUIREMENTS/ASSIGNMENTS**

Referees should check in at the Referee table 20 min prior to their assignments and receive any last minute instructions.

**APPENDIX**

If the referee allows a coach, parent or other responsible adult to enter the field to assess an injured player, that player must leave the field and, if so, when may the player reenter?

Law 5 requires the referee to stop the match if, in his/her opinion, a player is seriously injured. Law 5 also requires the referee to ensure that the player leaves the field of play. The determination of what constitutes a ‘serious injury’ should take into account the player’s age. The younger the player, the quicker the referee's whistle to stop the game. The referee should then beckon the coach to come assess the injured player. 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. As soon as it is safe to do so, the person responsible for checking the injured player’s ability to safely continue playing. If a goalkeeper is injured but not being substituted, her/she may be treated on the field of play and is not required to leave. Injuries involving a goalkeeper and another player and any severe injury to a player such as a concussion, broken leg, swallowing tongue, etc., may also be treated on the field of play. 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 the touch line; if the ball is not in play entry may be from a goal line or touch line. It is important that the referee remains 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.