



AYSO AREA 10V 2025-2026

10U, 12U, 14U Area League and Area All Star Playoff Tournament Guidelines

December 6-7 & 13-14, 2025 – Area League Playoffs

January 10-11 & 17-18, 2026 – Area All Star Playoffs

(Rain Out Date: TBD by Area Director)

Welcome to the 2025-2026 Area 10V 10U through 14U Playoff Tournament hosted by Area 10V. Your team has been invited by your Regional Commissioner to participate at this event. This tournament brings AYSO teams together from the entire San Fernando Valley. We hope you will have an enjoyable Tournament.

**NO PETS, BBQ's, NOISEMAKERS OF ANY KIND, ALCOHOLIC BEVERAGES,
SMOKING (including simulated smoking devices) OR ILLEGAL SUBSTANCES
ALLOWED!**

These Guidelines have been established to set a standard under which all teams will compete in the Tournament. Your knowledge of these Guidelines could be the difference between a happy time or a disappointing experience for you and your team. Therefore all coaches, players and spectators are expected to read carefully and follow these Guidelines with a positive and sportsmanlike spirit. This is for the benefit of all the young people who participate and play soccer in our respective programs -- teammates and opponents alike. The Tournament only secondarily is a competition. It's first like a party -- a time to enjoy and celebrate your team's success in getting here. Please remember to have fun, and do your best to make sure that your team and all the other players who have come here from Area 10V have fun as well.

These Guidelines do not supersede AYSO Rules and Regulations, but are intended to cover those situations not addressed in the AYSO Rules and Regulations, which shall prevail in case of conflict. Should you have any questions after reading these Guidelines, please do not hesitate to call Area Director, Steve Singer at (818) 399-7512.

1. Conduct

Each Regional Commissioner shall be responsible for the conduct of their coaches, who in turn shall be responsible for the conduct of their players and spectators, all of whom shall display the most positive aspects of good sportsmanship and conduct in keeping with the AYSO philosophies. All of our young players deserve the best examples of sportsmanship, goodwill toward all players and participants (including opponents), and respect at all times for our referees and officials. This is your challenge during the Tournament this year. Please join us in making this an exceptionally good Tournament for all of our young people -- competitively, emotionally and in all other ways.

The Area Staff reserve the right to remove a player, coach or team from participating in Area play if good sportsmanship and conduct is not adhered to!

2. Coordination

A. Field Responsibility

1. Park Host region will have the responsibility for striping each field for use.
2. It is the responsibility of all teams to set up goals, nets and corner flags when they have the first match of the day. It is the responsibility of the coach to secure adult (non-player) assistance in supervising the set up of goals. Players are not permitted to put up goals. The field shall be set up 45 minutes prior to match time. For any delay, time will be deducted from the match. It is not the field monitor or referee's responsibility to set up goals properly.
Applies only if at a location other than North Valley (Region 174)
3. It is the responsibility of all teams to take down goals, nets and corner flags when they have the last match of the day. The same condition for adult supervision and participation in the take down of goals as described in 2.A.2 above applies. **Applies only if at a location other than North Valley (Region 174)**
4. It is the responsibility of all teams coaches, players, and spectators, to clean up all trash on their side of the field at the end of each match, or any other time the referee or field monitor makes the request.
5. The Tournament is coordinated by the Area Director, the Area Referee Administrator, the Area Coach Administrator and their Designees. All decisions concerning fields, schedules, any re-play or re-scheduling of games due to emergencies, eligibility, etc., shall be made by and within the discretion of the Area Director, or the Area Director Designee, and shall be final.

3. Eligibility – Players and Coaches

Each Region will receive one spot in each Division except in the 10U Divisions where two teams are permitted. Several Wild Cards may be issued for League Playoffs as needed for tournament pooling purposes. Regional Commissioners need to identify teams that will represent their Regions and turn in all rosters by December 2, 2025 for League teams and by January 6, 2026 for All Star teams. Only teams in good standing with their region and invited by their Regional Commissioners may participate in the Area 10V League Playoffs or All Stars. Only eligible and registered players may play. Each Regional Commissioner is responsible for ensuring the eligibility of each player for their respective regions. Teams playing non-eligible players shall be subject to discipline, forfeiture of games or elimination from the Tournament within the discretion of the Area Director.

*For League Playoffs and All Stars: all coaches and assistant coaches on the roster must be at the appropriate level of Coach, Safe Haven, Safesport, Sudden Cardiac Arrest & Concussion certification and have their fingerprints taken via Live Scan by October 31, 2025. The Area staff will review each coach for certification as submitted by the Regional Commissioners.

4. Roster Changes and Additions

A. League rosters are due to the Area Director no later than December 2, 2025. No roster changes or additions may be made for League teams after October 31, 2025.

B. All Star team rosters are due to the Area Director no later than January 6, 2026. Any emergency changes must be forwarded to the Area Director or Designee along with an updated roster appropriately filled out by January 9, 2026.

5. Player Medical Release Forms

A. Coaches must have in their possession, at all times, a valid Player Medical Release Form for each player on the team. Forms will be accepted only if they have an original signature or validated E-signature. Any player or players without a medical release form will not be allowed to play.

B. At check-in, and if requested by the referee before the start of each match, the coach will present the Player Medical Release Forms of all players shown on the lineup.

NO FORM, NO PLAY, NO EXCEPTIONS!

6. Schedule/Format

A. Area League and All Star Tournament format will be Pool Play in all divisions, followed by semi-final and final matches according to the attached schedules. Games will be 40 minutes for division 10U, 50 minutes for division 12U, and 60 minutes in 14U. Pool Play games can end in ties. All teams are guaranteed three games. All teams **must** play their scheduled games. Failure to do so may result in limiting your Region's participation in your division for next year's Area tournament!

B. League Playoffs:

1. 10UB/10UG – There will be 4 pools with 4 teams in each pool. The 1st place team in each pool will advance to the semi-final games. Teams will be re-seeded by points: 1 v 4 and 2 v 3.
2. 12UB/12UG/14UB/14UG – There will be 2 pools with 4 teams in each pool. The 1st & 2nd place teams in each pool will advance to the semi-final games. Matchups: A1 v B2 & B1 v A2
3. All ties for determining pool results and seeding of teams will be resolved using the tie-breaker rules noted below.

C. All Star Playoffs:

1. 10UB – There will be 4 pools with 4 teams in each pool. The 1st place team in each pool will advance to the semi-final games. Teams will be re-seeded by points: 1 v 4 and 2 v 3.
2. 10UG – There will be 3 pools with 4 teams in each pool. The 1st place team in each pool plus the 2nd place team with the highest points will advance to the semi-final games. Teams will be re-seeded by points: 1 v 4 and 2 v 3 (the 2nd place team will be the 4th seed).
3. 12UB/14UB/14UG - There will be 2 pools with 4 teams in each pool. The 1st & 2nd place team in each pool will advance to the semi-final games. Matchups: A1 v B2 & B1 v A2.

4. 12UG – There will be 2 pools with 3 teams in each pool. Teams will play cross pool. The top 4 teams by points between both pools will advance to the semi-final games. Teams will be re-seeded by points: 1 v 4 and 2 v 3.
5. All ties for determining pool results and seeding of teams will be resolved using the tie-breaker rules noted below.

D. Points for play in Pool games will be earned on a seven point system as follows:

Point System:

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for a shut-out
- EX: (1-1 = 3 points each) (0-0 = 4 points each)
- Forfeit (1-0 = 6 points)

Deductions:

- 1 for each red card/sendoff /suspension received (Player, Coach, Spectator)**
- 1 for an accumulation of 3 yellow cards per team**

E. Tie Breaker:

In case of a tie after pool play, the following tie breakers will be used to determine advancement to the semi-final matches:

- 1) Least Red Cards
- 2) Head to Head Competition
- 3) Most Wins
- 4) Least Goals Allowed – total (up to a maximum of 5 per game)
- 5) Goal Differential (up to 3 goals per game less total goals allowed; highest diff. advances)
- 6) Shots from the mark

F. Medal Rounds:

All teams advancing from pool play will play two games in the medal rounds. Winners of the 10U, 12U and 14U Final matches will advance to Section playoffs, **at the discretion of the Area Director**. Semi-Final and Final matches will be 40 minutes in 10U, 50 minutes in 12U, and 60 minutes in 14U. **ALL MEDAL ROUND MATCHES MUST HAVE WINNERS**. Semi-Final & Final matches that are tied at the end of regulation play will be determined by penalties (penalty shootout) in accordance with the IFAB Laws of the Game, with the following modification. Since there will be NO overtime period, prior to the start of taking penalties, coaches will be allowed to identify the players eligible for taking penalties (i.e., does not need to be based on who played the “fourth quarter”). During penalties, coaches are required to stay with their shooters at the halfway line. Spectators are required to stay on their respective sideline above the “penalty area”. No one may stand or watch from behind the goal.

G. Due to time constraints, match duration and tie breaking rules may be adjusted at the discretion of the Area Director.

7. Administration

A. In division 10U a minimum of 5 players is required for the game to start or continue. A minimum of 6 players shall constitute a team in the 12U division and 7 players in 14U divisions. A scheduled game cannot commence, or cannot be continued, if one or both teams cannot field a team. If you cannot field a team, please call the Area Director at (818) 399-7512, AT LEAST 24 HOURS IN ADVANCE, so that the opponents and the referees can be notified of the forfeit.

B. All matches shall start on time except in the case of field unavailability due to prior game delay. **There will be no grace period.** All matches must end prior to the scheduled start of the next match. Matches may be delayed or shortened at the discretion of the Area Director, or Designee, if necessary, due to schedule concerns or unforeseen events.

C. Matches canceled due to weather or other natural causes will be attempted to be rescheduled, at the discretion of the Area Director. Please anticipate that we will play in even the most extreme conditions, provided the safety of the players is not compromised.

D. ALL TEAMS ARE REQUIRED TO PLAY ALL THEIR SCHEDULED GAMES! FAILURE TO DO SO MAY REDUCE YOUR REGION'S PARTICIPATION IN NEXT YEAR'S AREA TOURNAMENT.

8. Check In:

Please have your team ready to check-in at least 45 minutes prior to their first scheduled game.

For Saturday, check in will go as follows: The coach will check in at the Headquarters. The coach will need 5 completed, Area approved, game cards and all of the signed medical release forms. The forms will be matched against the Team Roster supplied by the Region.

For Sunday (Semis), check in will go as follows: The Coach and entire team must report to Headquarters. The coach needs to supply the 2 completed, Area approved, game cards from Saturday's check in. Each team should be lined up at the check-in area dressed and ready for play. Each player should be holding his/her own Player Medical Release Form for check-in. Late arrivals (i.e. less than 45 minutes prior to game time) must be checked in by the Area Director or his designee prior to them playing. **NO EXCEPTIONS!**

There will be no grace period; Late Check-Ins may result in Forfeit!

9. Game Cards:

A. It is the responsibility of each coach to present FIVE (5) properly completed lineup cards (in jersey number order, First and Last Name, listed by First Names) to the Check-in Official during check-in on Saturday. If you advance to the semi-final games, 2 of the approved 5 game cards from Saturday will be required at check in. ****Only Area 10V Approved Game Cards shall be used. The game card template shall be posted on the Area 10V website****

B. Game cards **must** be filled out in jersey number order (with First and Last Name). Number order is very important, as our referees are being asked to do a lot of work as it is. For any players not present, the coach shall note the reason for their absence on the lineup card. **At the end of each match, coaches must sign the game card, verifying Substitutions and Score.**

C. Games will be delayed until Game Card Requirements are met.

D. NO CARDS, NO PLAY.

10. Players Under Physician's Care:

Upon a return to active play after treatment for any injury, all players under a physician's care must present a signed Participation Release Form to return to active play. Such releases shall be presented to the Regional Commissioner who has the responsibility of informing and certifying to the Area Director that the player may return to active play.

11. Uniforms:

Every player on a team (except the goalkeeper) shall wear a matching team uniform that consists of same style and color jersey, shorts and socks as provided by their region. Metal braces, studs, earrings and any other hard or metal jewelry or other objects including necklaces and bracelets of any material are not allowed. Only medical release bracelets are permitted. No bandannas or hats are allowed. The goalkeeper may not wear hard brimmed hats. No hair adornments shall be worn. Soft material hair controlled devices are permitted. Commercially manufactured shin guards of the appropriate size covering a minimum of three quarters of the shin (nine (9) inches is the largest commercially available) are **MANDATORY**. Shin guards must be worn under the sock. The sock shall not be folded down over the shin guard as to give the appearance that the sock covers the shin guard. Bicycle shorts are permitted; however, they must be one solid color. They are not required to match the color of the team's uniform shorts. All shirts must be tucked into the shorts at check-in and during the match. Shorts must be worn at an appropriate height so that underwear is covered. Jerseys shall be worn until players leave the field at the end of the game. In case of inclement weather, sweat pants, sweat shirts with no hoods (including turtlenecks), gloves and beanies of a soft material 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. Sweat pants shall be worn over the shorts and under the socks. Sweat shirts shall be worn under the jersey. Goal Keepers should wear a shirt that covers their shoulders and meet all other AYSO Uniform Guidelines.

12. Home Team & Field Responsibility:

The Home team is the first team listed on the attached schedule. All Coaches, substitutes, parents and spectators for each team shall occupy the opposite side of the field from the other team. The Home team shall occupy the North or West side of the pitch. It is at all times the responsibility of teams, coaches, players, and spectators to clean up their trash at the end of each match, and to leave the sideline promptly at the conclusion of each match so that the next match can start on time. Unless otherwise directed by the Tournament Official, it is the responsibility of the teams playing the first match of the day to set up goals, nets and corner flags. The home team is responsible for supplying the (1) game ball and (2) back-up balls. Likewise, unless otherwise directed by the Tournament Official, it is the responsibility of the teams playing the last match of the day to take down goals, nets and corner flags.

13. Coaching Limitations:

- A. 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 including preventing, to the extent possible, excessive scoring by their team.
- B. Coaching shall be limited to positive instruction and encouragement only. Negative comments about players, opponents, referees or officials will not be tolerated and will subject the coach to discipline, including expulsion from the Tournament, both League and All Star, within the discretion of the Area Director.
- C. Sideline participation shall be limited to two coaches from each team who at all times shall remain in the designated coaches' area which extends ten yards on either side of the halfway line and is at least one yard behind the touchline.
- D. Coaches and spectators shall not enter the field of play at any time unless permitted (requested) by the referee. Once on the field, coaches shall absolutely refrain from providing coaching instruction to the team, except for player replacement, made necessary by an injury.
- E. Any Coach/Assistant Coach that is in the coaching area must be age specifically trained and certified on the ROSTER and wear a coaches' ID badge that is always visible. Badge templates are available on the Area 10V website.

14. Substitution:

- A. Except as noted below, all registered players in attendance at the start of a match shall play at least three-quarters of the game.
- B. Regular Substitutions:
 - 1. All players shall play a minimum of three-quarters of a game. Where roster size prevents all players from playing three quarters of regulation time, no player shall play less than one half the regulation time.
 - 2. No player who plays less than three quarters of regulation time in one game shall play less than three quarters of regulation time in subsequent games until all members of the team have played less than three quarters of regulation time. ****If a coach does not follow the ¾ Play Policy, they are subject to any of the following Disciplinary Actions:**
(A) Possible Coach Suspension (B) Possible Point Deduction (C) Possible Game Forfeiture (C) Possible Tournament Forfeiture – at the Discretion of the Area Director.
- C. Players arriving after the game has started may be played less than three quarters of the game as follows:
 - 1. Player arrives after the start of the game but before the first substitution period – player must play at least two of the three remaining periods.
 - 2. Player arrives after the first substitution period but before the end of the first half – player must play at least one of the two remaining periods.

3. Player arrives after the end of the first half but before the start of the second half – player must play at least one of the two remaining periods.

4. Player arrives after the start of second half – player does not have to play during the game.

D. Regular substitutions are to be made at the start of the game, approximately halfway through the first half, at the start of the second half, and approximately halfway through the second half, when the referee team, will at a natural stoppage of play, halt the game, with a running clock, and note on the lineup cards the substitutions. An exception to the regular substitution rule, as described in this paragraph, will be permitted if a coach feels necessary to remove a player from the field for a “cooling off” period.

E. Players substituting in and out at any time must report to the referee or assistant referee.

F. A goalkeeper may change position with another player on the field at any stoppage of play **with** the referee’s permission, including before a penalty kick.

G. Goalkeepers - The maximum amount of time that a player can play in the position of goalkeeper during any game is set forth below:

League Playoffs:

10U – no more than two quarters of the game

12U – no more than three quarters of the game

14U – no limitation (subject to the three quarter rules noted above.)

All Stars:

No limitations in 10U, 12U or 14U divisions (subject to the three quarter rules noted above.)

H. If a player is injured, the team may provide a substitute player, in which case the injured player may not return until the time of the next regular substitution. The injured player must be recognized by the referee prior to re-entering the field. Only the player who is injured is credited with a quarter’s play, regardless of the actual time played. The team also may elect not to substitute for the injured player; in which case the team will play short until when, at any time thereafter with the permission of the referee, the injured player may re-enter the field of play. **If a coach is called onto the field to tend to a player (other than the Goal Keeper), that player must leave the field of play. They may re-enter the match, at the referees direction, once play has resumed.**

15. Disciplinary Action*

A. Violent conduct, use of offensive, foul, derogatory, insulting or abusive language or action; serious foul play; and/or disruptive conduct toward opponents, referees or officials **will not be tolerated and will result in an immediate send off**. It is the responsibility of each coach to advise their players and spectators that positive and sportsmanlike conduct is required at all times. It is the responsibility of the coach to control unruly players and spectators. Any violation of these conduct guidelines may result in discipline, including expulsion from the Tournament, both League and All Star, as well as any additional post-season tournament play. There will be no appeals regarding discipline for violation of these Guidelines.

Area 10V will be enforcing the US Soccer Referee Abuse Prevention Program as adopted by AYSO effective March 1, 2025.

B. Players, substitutes and coaches and spectators who are sent off from a match for violent conduct, for fighting, for threatening conduct directed at an opponent, referee or official, or for intentionally attempting to injure another player, will be automatically suspended from all participation in subsequent matches for the remainder of the Tournament, both League and All Star, as well as further participation in any additional post-season tournament play, at the discretion of the Area Director.

C. Players, substitutes and coaches and spectators 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, both League and All Star, as well as any additional post-season tournament play, at the discretion of the Area Director.

D. Players, substitutes, coaches or spectators who are sent off from a match for any other reason will be suspended from all participation in the remainder of the match and the entire NEXT match in which they would have been otherwise eligible to play.

E. **The Area Director or Designee may issue a suspension for conduct & behavior seen or language heard during a game that was not addressed during the game by the referee.**

F. Any player receiving a caution (yellow card) does not have to be removed from the match. If a player receives a second caution (yellow card) in the same match, the referee will send off the player for the remainder of the match and the participant will not be eligible for the next match in which the player otherwise would have been eligible to play.

G. Players, substitutes or coaches accumulating a total of two send-offs, or five cautions of any kind (i.e., yellow cards), will be ineligible for any further participation for the remainder of the Tournament, both League and All Stars, at the discretion of the Area Director.

H. If any player or coach who has been suspended under these Guidelines is found to have participated in, in any fashion, a match from which he or she was suspended, that player or coach shall be removed for the remainder of the Tournament, both League and All Star and will be ineligible for any additional post-season tournament play. **NO APPEALS! NO EXCEPTIONS!**

I. Any team causing the termination of a match by any demonstration or disruption shall forfeit that match. Any team causing the termination of two matches for disciplinary reasons will be suspended for the remainder of the Tournament, both League and All Star.

**** Any player receiving a RED card or coach or spectator sent off must immediately vacate the soccer venue (out of sight and sound of the referee) and are not to attend, either as a participant or a spectator, the next scheduled match (or longer – at the Area Director’s discretion). Any refusal to abide by this Guideline will terminate your participation in the remainder of this Tournament, both League and All Star.***

J. All red cards issued to players during Area League play will carry over to Area All-Star should that player be participating! Please communicate this to your players!!!

16. Referee Reports

A. Referees **must** submit a written report in the event of:

1. all cards
2. any misconduct of coaches or spectators interfering with the control of the match
3. any other action that the referee may determine merits a report

B. Referee reports must be made to the Area Referee Administrator, or to the Area Director, on the same day of the incident causing the report before the officials leave the venue.

17. Protests:

While constructive input is always welcomed, the Area Director's decisions are final.

THERE WILL BE NO PROTESTS OR APPEALS WHATSOEVER!!

THANK YOU FOR YOUR COMPLIANCE WITH THE LETTER AND THE SPIRIT OF THESE GUIDELINES.

HAVE A GREAT TOURNAMENT!!

GOOD LUCK TO ALL IN BOTH LEAGUE & ALL-STAR PLAYOFFS!

IF YOU WIN YOUR DIVISION AND RECEIVE APPROVAL BY THE AREA DIRECTOR OR DESIGNEE, YOU WILL THEN ADVANCE TO THE SECTION PLAYOFFS. INFORMATION ABOUT SECTION PLAYOFFS IS LISTED BELOW.

SECTION 10 LEAGUE PLAYOFFS

Date - February 14-15, 2026

Location - Kern County Soccer Park - Bakersfield, CA

SECTION 10 ALL STAR PLAYOFFS

Date – February 21-22, 2026

Location - Kern County Soccer Park - Bakersfield, CA

WESTERN STATE GAMES

Date – March 14-15, 2026

Location – Moorpark, CA

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