



Area 11/E Guidelines

The American Youth Soccer Organization is a nationwide non-profit organization that develops quality youth Soccer programs in a fun, family environment based on AYSO's Six Philosophies:

Good
Sportsmanship
Open Registration
Balanced Teams
Everyone Plays
Positive Coaching
Player Development

We strive to create a positive environment based on mutual respect and player development rather than a win-at-all-costs attitude. Our programs are designed to instill good sportsmanship in every facet of AYSO.

"At the end of the day, the most overwhelming key to a child's success is the positive involvement of their parents." - Jane D. Hull

All division volunteers are required to complete the following AYSO safety certifications:

- LiveScan Fingerprinting - completed once during your time with AYSO.
- Sterling Background Check - must be renewed yearly and at least 30 days prior to the expiration date.
- SafeSport Training - initial course required; annual refresher required each year.
- AYSOs Safe Haven - completed once.
- CDC Concussion Awareness - completed once.
- Sudden Cardiac Arrest - completed once.

All online courses can be found on AYSOU, and some divisions may require in-person classes.

All division coaches must also complete the appropriate Coach Certification course for their division.

Background Check and SafeSport are the only items that require annual renewal; all other certifications are one-time requirements.

Coaching certifications required for <u>all</u> programs.	
Divisions	Training Required**
U5/U6	U6 coach certification
U7/U8	U8 coach certification
U9/U10	U10 coach certification
U11/U12	U12 coach certification
U13/U14	Intermediate coach certification
U15/U16/ U17/U18	Advanced coach certification
** Additional or supplemental training may be required at the regional level or by program guidelines. Please contact your Regional Coach Administrator for specific information to your region.	

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 Area E. Excessive goal differentials can negatively impact both teams, and this policy is designed to discourage score blowouts while maintaining fair play.

A. 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

B. Goal differential is calculated as:

- a. 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:

- i. Example 1: Final score: 9–2 (Goal differential = 7) → Winning team loses 1 point from standings.
- ii. Example 2: Final score: 11–3 (Goal differential = 8) → Winning team loses 2 points from standings.
- iii. Example 3: Final score: 12–1 (Goal differential = 11) → Winning team loses 3 points from standings.

C. Sportsmanship Considerations

- a. Coaches are expected to manage games to avoid excessive goal differentials by:
 - i. Rotating players into unfamiliar positions
 - ii. 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).
 - iii. Emphasizing possession play

D. Final Notes

- a. 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.
- b. Failure to adhere to the spirit of the policy and AYSO's Philosophies may result in further review and potential disciplinary action.
- c. Area will handle coach suspension on the team's second blowout.

Coach red card - 1 point subtraction in standings

Field Instructions:

A. Team Responsibilities

1. The hosting Region will mark the fields per the age appropriate guidelines whenever possible.
2. Parents sit on the same half of the sideline as their team on the side opposite the assistant referee.
3. The head coach and one assistant plus the team parent are to stay within the technical area.

Area E Playoffs, All-Stars

A. Regional Responsibilities

1. Each region shall add to the Area spreadsheet Area playoff, All-star team and Spring teams, denoting coach and assistant coach, phone numbers, email address, division, uniform color and home field locations. Coaches must have age appropriate coaching certification to participate in Area and Section Playoffs and All-stars.
2. Coaches must be prepared to provide a roster signed by the RC or RC designated person, registration forms for all players and ID cards prior to every game. Also, each team is required to provide a Sports Connect printed line up card at each game.
3. If a team decides to withdraw from the playoffs after schedules have been published, it is the responsibility of that region's RC to notify Area Staff and ALL affected parties as soon as possible.
4. Each facility used for hosting playoff games should have (whenever possible) a refreshment stand, restrooms, and an official check-in/welcome station to greet the teams and referees as they arrive and to answer any questions.

B. Authenticity

1. All Star Players must have been registered for the current soccer year (August 1 - July 31), and must have played in a minimum of 50% of their AYSO team's Fall games except in cases of a verified injury.
2. Playoff rosters are frozen on October 1. Core Fall Rosters are extended into the playoff tournament with no changes.
3. Each Player, Coach, Assistant Coach and Team Parent must have a laminated ID card that includes a current picture.

C. Regional Reporting Responsibilities

1. Each hosting region (usually the RRA) must input results and referee misconduct reports by the end of the day.
2. Misconducts must be filed using the Misconduct Reporting System on Area E website.
3. Match cards must be in jersey number order, including players first and last name, and should be on preprinted AYSO game card stock. . Also, each team is required to provide a Sports Connect printed line up card at each game.

D. Team Placements

1. Area Playoffs
 - a. Two (2) teams in each division and gender will represent each Region.
 - b. "A" Team is the Region's First Place Team.
 - c. "B" Team is the Region's Second Place Team.
 - d. A wild card will be drawn if needed to complete tournament brackets.
 - e. Teams must have a signed roster submitted to Area prior to the tournament.
2. All-stars
 - a. One (1) team in each division and gender will represent each Region.
 - b. Teams must have a signed roster submitted to Area prior to the tournament.
 - c. Teams must have the minimum of players required by division:
 - i. U10 – minimum 9 players, 10 players max.
 - ii. U12 – minimum 11 players, 12 players max.
 - iii. U14 – minimum 13 players, 15 players max.

E. Length of Games:

1. Games will be standard length times unless determined to be shortened by Area staff.

F. Game Substitution:

1. During regulation time of the match, the referee will stop the match approximately half way through the first and second halves for substitutions (time will continue to run).
 - a. This time is to substitute players ONLY – it is NOT for coaching.
 - b. It is expected that the "quarter break" will last less than 1 minute – long enough for the coach to make substitutions.
 - c. Players may go to the sideline for a drink but must do it quickly and be back on the field – players may not leave the field and coaches/parents may not step on the field.
 - d. If a player arrives after the start of the game but before halftime, that player must play two (2) quarters of the game. If they arrive at or before halftime they must play at least one (1) quarter of the game.

G. Injured players:

1. Injured players requiring coach assistance (the coach comes on the field at the request of the referee) WILL NOT BE REQUIRED to leave the field of play.
2. The injured player may leave the field for treatment but must wait for the Referee to motion them back on the field.
3. If the injured player is substituted, that player must sit out the entire period until the next quarter, half, or overtime. The injured player receives credit for playing the entire quarter,

regardless of the time during the period they became injured and left the field.

H. Overtime / Kicks from the Mark (PK) ONLY USED IN SEMIFINALS AND FINALS

1. Area Playoff games where a winner must be decided, the match can not end in a tie. Overtime rules are as follows:
 - a. Coin toss to decide possession. Normal coin toss applies – winner selects direction, loser gets the ball
 - b. Free substitution is not permitted during overtime. Substitutions may be made at the end of the first overtime period. Normal substitution procedures are in effect.
 - c. Length of Overtime:
 - i. U10 - 2 five (5) minute periods
 - ii. U12 - 2 seven (7) minute periods
 - iii. U14 - 2 nine (9) minute periods
2. At the end of the first overtime period, the teams immediately switch ends of the field and resume play with a kickoff by the team who did not kick off to begin overtime.
3. There are NO sudden death or “Golden Goal” victories in overtime. Both periods must be played.
4. Kicks from the Mark (PK) –If the score is still tied at the end of the overtime periods, then play proceeds to kicks from the mark (penalty Kicks). Kicking order is determined by coin toss – winners get to select if they would like to kick first or second. Only players on the field at the end of the second overtime period may participate in the kicks from the mark.
5. Each team shall alternately take five (5) kicks at the same goal. A different player shall take each kick. The team scoring the most goals is declared the winner.
6. If the score is still tied at the end of the initial five shooters, then each team shall alternate kicks from the mark, using players on the field that have not yet participated, until a winner is secured. If all players have had a turn, then the order starts over, still using only the players who were participating on the field at the end of regulation.
7. Players who do not participate during the regulation portion of a game due to illness or discipline reasons are not eligible to participate in the overtime periods of a game or the taking of kicks from the mark

I. Referees

1. Should be qualified and must be a three-person team on each game.
 - a. TWO-PERSON TEAMS ARE NOT PERMITTED. a "Club Linesman" must be obtained for the match to be played.
2. Area Referee Staff will determine the schedule and assignment of referees for the games
3. Referees.
 - a. The referees should be instructed to arrive at least one-half hour before the scheduled game time.
 - b. Dress in proper uniforms (proper shorts, socks, and shirts.
 - c. Be professional, these are the playoffs).
 - d. Each referee should have at least 3 jersey colors (Yellow, Red, and Black). Regions should provide these to referees.
 - e. If late or not properly attired, R/AR may lose their position in that match and future matches.
4. The referee teams will be picked and assigned by the Area staff.
 - a. The referee teams may be mixed with referees from different regions to form the team. This is being done to ensure referees get to know and learn from each other. We need to develop camaraderie among the referees, these should be your best and be looking to move up the referee ranks.
5. RC's should refrain from officiating Area Playoff games unless they are properly certified for that level of play.
6. Referees must file MatchTrak Report for all misconducts dealt with and any other incidents that come to the Referee's attention before, during and after the match to which the Referee has been assigned.
 - a. This may include faulty equipment/goalposts.
 - b. Holes on the field, or other dangerous conditions.
7. If Send-off (red card) is given, the hosting Regions Regional Referee Administrator and Area Referee Administrator must be notified immediately. This needs to be addressed quickly as some players will be playing on the same day, or back-to-back days.

J. Standings

1. Point System
 - a. Win = 6 points
 - b. Tie = 3 points
 - c. Loss = 0 points
 - d. Shutout = 1 points
 - e. 1 point for each goal up the 3 points max

2. Tie Breakers
 - a. Head to Head
 - b. Goal Differential
 - c. Goals Against
 - d. Goals For
 - e. Shut Outs
 - f. Send Offs (of players, coaches, volunteers or parents).
 - g. Coin Flip
3. Player Send Offs will not result in point deductions from standing but will affect Tie Breakers. If a coach receives a red card 1 point will be deducted from the standings.
4. In the event a team forfeits, the winning team will be awarded the maximum 10 points with the score being recorded as 3-0.
5. In the event teams do not have the same number of games, Area will calculate standings by winning percentage. $(Wins + [ties * 0.5] / Total\ Number\ of\ Games)$.

Fall and Spring Area Play Teams:

A. Regional Responsibilities

1. Each region shall add to the Area spreadsheet Area play for fall teams and Spring teams, denoting coach and assistant coach, phone numbers, email address, division, uniform color and home field locations. Coaches must have age appropriate coaching certification to participate in Area and Section Playoffs and All-stars.
2. Coaches must be prepared to provide a roster signed by the RC or RC designated person, registration forms for all players and ID cards prior to every game. Also, each team is required to provide a Sports Connect printed line up card at each game.
3. If a team decides to withdraw from the playoffs after schedules have been published, it is the responsibility of that region's RC to notify Area Staff and ALL affected parties as soon as possible.
4. Teams must be placed in the appropriate category (recreation or competitive) whenever possible. U10 teams with more than 2 or more All Star or EXTRA players, U12 teams with 3 or more All Star or EXTRA players, U14 teams with 4 or more All Star or EXTRA players must be placed in the competitive division.
5. Team uniforms and equipment (including sweats, bags etc.) must not display the Extra, PCS or any other logo except for the traditional AYSO logos.

6. Each facility used for hosting games should have (whenever possible) a refreshment stand, restrooms, and an official check-in/welcome station to greet the teams and referees as they arrive and to answer any questions.

B. Authenticity

1. Spring Players not previously registered for the Fall must be registered before the seasons start.
2. Each Player, Coach, Assistant Coach and Team Parent must have a laminated ID card that includes a current picture.

C. Regional Reporting Responsibilities

1. Misconducts must be filed using the Misconduct Reporting System on Area E website.
2. Match cards must be in jersey number order, including players first and last name, and should be on preprinted AYSO game card stock. Also, each team is required to provide a Sports Connect printed line up card at each game.

D. Team Placements

1. Spring
 - a. Teams will be placed in the competitive division unless enough teams are formed for a recreational division.
 - b. Teams must have the minimum of players required by division:
 - i. U10 – minimum 9 players, 10 players max.
 - ii. U12 – minimum 11 players, 12 players max.
 - iii. U14 – minimum 13 players, 15 players max.

E. Length of Games:

1. Games will be standard length times unless determined to be shortened by Area staff.

F. Game Substitution:

1. During regulation time of the match, the referee will stop the match approximately half way through the first and second halves for substitutions (time will continue to run).
 - a. This time is to substitute players ONLY – it is NOT for coaching.
 - b. It is expected that the “quarter break” will last less than 1 minute – long enough for the coach to make substitutions.

- c. Players may go to the sideline for a drink but must do it quickly and be back on the field – players may not leave the field and coaches/parents may not step on the field.
- d. If a player arrives after the start of the game but before halftime, that player must play two (2) quarters of the game. If they arrive at or before halftime they must play at least one (1) quarter of the game.

G. Injured players:

1. Injured players requiring coach assistance (the coach comes on the field at the request of the referee) WILL NOT BE REQUIRED to leave the field of play.
2. The injured player may leave the field for treatment but must wait for the Referee to motion them back on the field.
3. If the injured player is substituted, that player must sit out the entire period until the next quarter, half, or overtime. The injured player receives credit for playing the entire quarter, regardless of the time during the period they became injured and left the field.

II. Referees

1. Should be qualified and must be a three-person team on each game.
 - a. TWO-PERSON TEAMS ARE NOT PERMITTED. a "Club Linesman" must be obtained for the match to be played.
2. Regions will be required to supply a minimum of 3 referees at each game
 - a. The referees should be instructed to arrive at least one-half hour before the scheduled game time.
 - b. Dress in proper uniforms (proper shorts, socks, and shirts.
 - c. Be professional, these are the playoffs).
 - d. Each referee should have at least 3 jersey colors (Yellow, Red, and Black). Regions should provide these to referees.
 - e. If late or not properly attired, R/AR may lose their position in that match and future matches.
3. Referees must file MatchTrak Report for all misconducts dealt with and any other incidents that come to the Referee's attention before, during and after the match to which the Referee has been assigned.
 - a. This may include faulty equipment/goalposts.
 - b. Holes on the field, or other dangerous conditions.

J. Standings

1. Point System
 - a. Win = 6 points
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 - g. Coin Flip
3. Player Send Offs will not result in point deductions from standing but will affect Tie Breakers. If a coach receives a red card 1 point will be deducted from the standings.
4. In the event a team forfeits, the winning team will be awarded the maximum 10 points with the score being recorded as 3-0.
5. In the event teams do not have the same number of games, Area will calculate standings by winning percentage. $(Wins + [ties * 0.5] / Total\ Number\ of\ Games)$.

Guidelines for re-scheduling of games:

1. Rescheduling of games is not allowed except under certain conditions. The following are examples of conditions that may warrant a game reschedule.
 - a. Rainouts,
 - b. Extremely poor air quality and/or acts of nature that prevent the game being played in a safe manner.
 - c. SAT testing for U16/U19 teams.
2. Conditions that Do Not warrant a game reschedule include the following.
 - a. Failure of one team to provide enough players,
 - b. School activities, with the exception of SAT testing,
 - c. Any other situation that causes one team to feel that they will not be able to provide a competitive game.
3. If one team is unable to play, the game is considered to be forfeit and the opposing team is to list the game as a 3-0 win in their favor.

EXTRA teams:

1. Each region planning on having EXTRA teams must hold evaluation dates which are publicized to the association.
2. Players must be evaluated by outside evaluators.
3. Coach applications and due dates must be publicized to the association.
4. Coaches must have the proper certifications before the team is released to practice.
5. Teams must be formed by the region committee and the coach is not on that committee. Teams must be approved by the regional commissioner.
6. Do not form a team just to have a team. The team must be competitive and able to compete at the EXTRA level.

7. Players not evaluated by this process can not join the team for the fall season.
8. The region must have 10 core teams for every EXTRA team formed.
9. If the region has multiple teams, the teams must be balanced.
10. The region must be able to support all teams with referees.
11. Coach applications and player evaluation forms must be uploaded to the Area spreadsheet.

Area E Code of Conduct:

Area E will use a modified Section 11 Misconduct Procedures (see appendix) and additional sanctions may be levied against players, coaches, volunteers and parents after the investigation. The primary guidelines that will be used will be the Referee Abuse Policy implemented in the Fall 2025 season.

A player receiving three (3) cautions in any four (4) game periods will be subject to a Review Board review and may be subject to administrative disciplinary action.

1. The review board will be headed by the Assistant Area Director and will normally consist of 2 Area Staff members and may request the help of Area E RC's or region board members.

In addition to the modified Section 11 Misconduct Procedures below, Area E will also be following the [Referee Abuse Guidelines](#) starting August 1, 2025.

Appendix



AYSO Section 11/E MISCONDUCT PROCEDURES



- Effective beginning with the Fall 2014 Season, the following matrix shall be utilized in connection with any match related misconduct involving one or more teams from AYSO Section 11.
- This matrix shall be utilized as a guideline for AYSO Section 11's Misconduct Coordinator as well as the Area & Regions Misconduct Coordinator when involving anyone from the Area or Region.
- The Misconduct Coordinator and/or any hearing panel may recommend additional sanctions to those contained in the Section 11 discipline matrix.
- It is the responsibility of the Area Misconduct Coordinator to review all match reports submitted by the Referee of any match involving at least one team from Section 11.
- The Area Misconduct Coordinator shall make the final recommendations as it relates to which misconduct cases require sanctions or a Regional or Area hearing.
- Misconduct cases shall fall into one of two categories:
 - **Sanction Only Cases:** Using the guidelines as set forth in Section 11's Misconduct Matrix, certain offenses will not require a formal hearing by the Area, however each Region is encouraged to review and handle each case as they see fit. In these instances, the Area Misconduct Coordinator shall notify AYSO Section 11 referee staff, as well as Regional Commissioners, and Regional Referee Administrator(s) from involved regions of the sanctions imposed.

- o **Misconducts Requiring a Formal Hearing by a Region or the Area:** Using the guidelines set forth in Section 11's Misconduct Matrix, certain offenses require the individual(s) accused of misconduct to attend a formal hearing before being permitted to play in, coach and/or attend another AYSO match. In these instances, the Area Misconduct Coordinator shall notify AYSO Section 11 referee staff, as well as the Regional Commissioner and Regional Referee Administrator that a formal hearing will be convened and all shall cooperate to the fullest extent possible to facilitate a speedy hearing. For all hearings handled at the Region level it will become the RCs responsibility to report all findings and sanctions to the Area Misconduct Coordinator in a timely manner. This process may be delegated to a Regional staff member.
- Referee Matchtrak reports must be categories in one of the following ways:
 - Category One: Cautionable and Send-off Misconducts of Players, Coaches and Spectators
 - Category Two: Injury Reports,
 - Category Three: Safety and Field Condition,
 - Category Four: Other AYSO Non-Compliance Issues.
 - Category Five: Any other Concerns.

Sanctions of Misconducts committed by a Player, Coach, Assistant Coach, and Spectators including Parents, Guardians, and player's family members.

Misconduct Code	Misconduct Description	Sanctions ⁽¹⁾	Hearing ⁽¹⁾
MC-01	Receiving the 2 nd caution in the same game	One (1) game suspension.	No
MC-02	Send-off for using offensive, insulting, or abusive language at anyone other than the game official	One (1) game suspension.	Yes Region
MC-03	Send-off for using offensive, insulting, or abusive language directed at the game official	One (1) game <u>minimum</u> suspension. Additional games may be determined after hearing.	Yes - Region
MC-04	Send-off for violent conduct	Two (2) Game <u>minimum</u> suspension. Additional games and/or season and tournaments may be determined after hearing.	Yes – Region *Optional Area
MC-05	Send-off for serious foul play	Two (2) Game <u>minimum</u> suspension. Additional games may be determined after hearing.	Yes – Region *Optional Area
MC-06	Send-off for spitting at an opponent or any other person other than the game officials	Two (2) Game <u>minimum</u> suspension. Additional games may be determined after hearing.	Yes- Region *Optional Area

MC-07	Send-off for spitting at the game official(s)	Two (2) Game <u>minimum</u> suspension. Additional games may be determined after hearing.	Yes – Region *Optional Area
MC-08	Receiving two send-offs in a season	Suspended for one (1) additional game after original time is served.	Yes Region
MC-09	Assaulting or attempting to engage in a physical altercation with any person including but not limited to Players, Coaches, Officials and spectators.	Suspended for the Season. Additional seasons or tournaments may be determined after hearing	Yes -Area
MC-10 ⁽²⁾	Player participation in match where he/she is suspended and Coach /assistant Coach knowingly permitting a suspended player to participate in a match when the player is suspended from play	One (1) game suspension for Player and all team coaches at the match. Coaches may stagger suspensions to permit team to continue play.	Yes- Region
MC-11	Inappropriate behavior by the coach / spectator <u>not</u> directed at the game officials	One (1) game suspension.	No
MC-12	Inappropriate behavior by the coach / spectator directed at the game officials	One (1) Game <u>minimum</u> Suspension. Additional games may be determined after hearing.	Yes - Region
MC-13	Physical assault or attempted physical assault of a player by the Coach/Spectator	Suspended for the Season.	Yes - Area
MC-14	Physical assault or attempted physical assault of a game official by the Coach/Spectator	Suspended for the Season.	Yes - Area
MC-15	Participation in match where the Coach/Spectator was suspended previously in the same season	One (1) Game <u>minimum</u> Suspension. Additional games may be determined after hearing.	Yes - Region
MC-16	Coach/Asst. Coach allows non-registered AYSO player to play in any match	One (1) Game Suspension against any Coach Present. Coaches may stagger suspensions to permit teams to continue play. Additional games may be determined after hearing.	Yes - Region
MC-17	Using a registered AYSO player from another team without approval of Region RC and submission of new roster to the appropriate Region / Area	One (1) Game Suspension against any Coach Present. Coaches may stagger suspensions to permit teams to continue play. Additional games may be determined after hearing.	Yes - Region

1. The Hearings Panel may impose additional sanctions if warranted.
2. Pursuant to MC-10, additional sanctions, including but not limited to further suspension, forfeiting of matches, and/or point deductions, will be levied against any individual or team that violates sanctions imposed pursuant to Section 11's Misconduct Policy.

It shall be the responsibility of the Regional Commissioner (RC), Regional Referee Administrator (RRA), and coach(s) of the applicable player to make sure the player subject to sanctions does not play in a match.

Revisions:

Date	Section	Pervious	Addition/changes Omissions
2016	Playoffs and All Stars B.1.	All Players	All Star and League Playoff Players
2016	Playoffs and All Stars J.2	No previous	Section was added
2016	Playoffs and All Stars J.3. a-g	Tie Breakers a. Head to Head b. Goals Against c. Goals For d. Goal Differential e. Shut Outs f. Send Offs (of players, coaches, volunteers or parents). g. Coin Flip	Tie Breakers a. Head to Head b. Goal Differential c. Goals Against d. Goals For e. Shut Outs f. Send Offs (of players, coaches, volunteers or parents). g. Coin Flip
2016	Playoffs and All Stars J.5.	No previous	In the event teams do not have the same number of games, Area will calculate standings by winning percentage. $(Wins + [ties * 0.5] / Total\ Number\ of\ Games)$
2016	Spring Select A.3.	No previous	Teams that have three (3) or more All-Star players must participate in the competitive program.
2016	Spring Select A.3	No previous	Teams that have more than two (2) Extra or PSC players, must participate in the competitive program.
2016	Spring Select A.3	No previous	Team uniforms and equipment (including sweats, bags etc.) must not display the Extra, PCS or any other logo except for the traditions

			AYSO logos
2016	Spring Select B.1	No previous	Spring Players not previously registered for the Fall must be registered before the seasons start
	Spring Select D.1.a		Teams will be placed in the competitive division unless enough teams are formed for a recreational division.
2016	MC-4- Send-off for violent conduct	Two (2) Game <u>minimum</u> suspension. Additional games may be determined after hearing.	Two (2) Game <u>minimum</u> suspension. Additional games and/or season and tournaments may be determined after hearing.
2016	MC-9 <i>description</i>	Assaulting or attempting to engage in a physical altercation.	Assaulting or attempting to engage in a physical altercation with any person including but not limited to Players, Coaches, Officials and spectators.
2016	MC-9 <i>sanctions</i>	Suspended for the Season.	Suspended for the Season. Additional seasons or tournaments may be determined after hearing