



Area 11L

Fall & Spring Program Guidelines



AYSO Area 11L

Participating Regions:

Region 41 – Laguna Niguel
Region 84 – Mission Viejo
Region 85 – Lake Forest
Region 86 – Laguna Beach
Region 87 – San Juan Capistrano
Region 111 – San Clemente

Region 630 – Rancho Santa Margarita
Region 889 – Aliso Viejo
Region 1422 – Laguna Hills
Region 1455 – Ladera Ranch
Region 1678 – Rancho Mission Viejo

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JURISDICTION

- A. All Area 11L Fall & Spring Programs shall be conducted in accordance with the following current AYSO National Governing Documents: *AYSO National Bylaws*, *AYSO National Rules & Regulations*, and *AYSO National Policy Statements*.
- B. Matches will be officiated in accordance with the current versions of *AYSO National Rules & Regulations* (the rules of competition), the *IFAB Laws of the Game* (AYSO Edition) and these guidelines as contained herein.
- C. Matches involving players from two or more regions within Area 11L, shall be considered inter-play, and are subject to approval by the Area Director, and fall under the jurisdiction of these guidelines.
- D. The format of each interplay program shall be governed by these guidelines.
- E. Regional Commissioners are responsible for certifying that the Area 11L Program requirements are met as they pertain to player eligibility, coach eligibility, referee eligibility and team formation.
- F. Issues requiring special jurisdiction will be evaluated and handled by the Area 11L Area Director or their designee in the best interest of Area 11L and AYSO. This may include appointing a three-member committee of Regional Commissioners and/or Area Staff Members to resolve matters of disagreement. Any appeal of discussions handled by the above identified process will be adjudicated by the Area 11L Area Director or their designee.
- G. Each Area 11L Program may have specific guidelines not contained herein. Guidelines unique to a specific Program will be posted to that programs Area 11L webpage.

PLAYERS/TEAMS

- A. All players must be fully registered with AYSO for the current season.
- B. A team's roster must be verified and approved, ensuring that all players meet AYSO eligibility requirements, by the teams Regional Registrar and Regional Commissioner.
- C. Players may only register for and participate on one AYSO team – per Program (season). Simultaneous dual program player registration is prohibited. (i.e. a player may not register in multiple regions or register for an EXTRA team and Recreational team for the same program period.)
- D. Guest players are not allowed.
- E. Player ID Cards are NOT required for 10U-14U teams.
- F. Player ID Cards ARE REQUIRED for all 16U-19U teams.
- G. Roster sizes for each Division are indicated below unless previously approved by the Area Director.
 - a. Roster Size:
 - i. 10U maximum roster size 10 players
 - ii. 12U maximum roster size 12 players
 - iii. 14U maximum roster size 15 players
 - iv. 16U maximum roster size 18 players



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- v. 19U maximum roster size 18 players
- H. Any team using an ineligible player will forfeit all matches in which the ineligible player participated. Placing/playing an ineligible player on a team may result in the expulsion of the player, coach, and/or the entire team from the Area 11L Program, or other such disciplinary action as deemed appropriate by a Conduct Review Panel.

COACHES

- A. Each team is limited to no more than two (2) coaches (i.e. one Head Coach and one Assistant Coach). These coaches must be listed on the official team roster.
- B. Coaches and assistant coaches must be fully registered with AYSO, approved, and rostered for the current season.
- C. All coaches and assistant coaches must meet the certification requirements as outlined in the *AYSO National Coaching Program Guidelines*. (i.e. age-appropriate coach training, Safe Haven certified, CDC: Concussion Course Training, Sudden Cardiac Arrest Awareness Training, valid Safe Sport certification, current season background check clearance, fingerprint clearance, etc.)
- D. Coaches and assistant coaches must be approved by their Regional Coach Administrator and Regional Commissioner.
- E. Coaches and assistant coaches must have the following AYSO Coaching Certification (including any coach certification prerequisites):
 - a. 10U – 10U Coach Certification
 - b. 12U – 12U Coach Certification
 - c. 14U – Intermediate Coach Certification
 - d. 16U – Advanced Coach Certification
 - e. 19U – Advanced Coach Certification
- F. All coaches and assistant coaches MUST have a current season, region issued, Coach Photo ID Card. ID Card must include the volunteers name (first & last), AYSO ID#, current membership year/season, Region number, and include a current “passport style” headshot photo of the volunteer.
- G. Coach Photo ID Cards must be laminated or unalterable.
- H. Coach Photo ID Cards are REQUIRED for ALL matches.
- I. While remaining visible on the upper body, Coach Photo ID Cards must be worn by the coach and assistant coach for the duration of the match.
- J. Coaches are expected to remain in the technical area during matches and only enter the field of play as requested by the referee.
- K. Coaches are expected to set the example for their team in exhibiting proper AYSO Kids Zone behavior.
- L. Coaches are required to have in their possession, AT ALL TIMES, hard copies of each player’s current season Player Registration Form (i.e. medical release form). Player Registration Forms in electronic or digital format will NOT be accepted.



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- M. If it is discovered that a coach or assistant coach is not an approved AYSO volunteer or has failed to meet the necessary certification requirements, the coach/assistant coach will be disqualified and will be reported to their Regional Coach Administrator and Regional Commissioner.
- N. Any violation of these coach/assistant coach rules could subject a team to forfeiture of match(es). The coach/assistant coach may also be subject to a Conduct Review Panel meeting and additional sanctions.

REFEREES

- A. Each participating team is expected to provide at least three approved and active referees.
- B. Participating Regions are responsible for ensuring that all Area 11L Program matches in their region are covered/staffed with an appropriately approved three-person referee team (crew).
- C. Referees will self-assign themselves to matches – based on their experience and qualifications.
- D. All Referees must meet the certification requirements as outlined per the *AYSO National Referee Program Guidelines*. (i.e. AYSO Referee training, Safe Haven certified, CDC: Concussion Course Training, Sudden Cardiac Arrest Awareness Training, valid Safe Sport certification, current season background check clearance, fingerprint clearance, etc.)
- E. Referees must be approved by their Regional Referee Administrator and Regional Commissioner.
- F. Only the diagonal system of control will be used to referee matches.
- G. The use of club linesmen is encouraged when an insufficient number of trained, neutral assistant referees are not available.
- H. Minimum Divisional Badge Level Requirements:

Division	Referee	Assistant Referee	Division	Referee	Assistant Referee
10U Girls	Regional	Regional	10U Boys	Regional	Regional
12U Girls	Regional	Regional	12U Boys	Regional	Regional
14U Girls	Intermediate	Intermediate	14U Boys	Intermediate	Intermediate
16U Girls	Intermediate	Intermediate	16U Boys	Advanced	Intermediate
19U Girls	Advanced	Advanced	19U Boys	Advanced	Advanced

- I. Coaches and assistant coaches MAY NOT referee matches within their respected division, regardless of pool. (i.e. 10UB coach/assistant coach may not referee 10UB matches - regardless of pool. 10UB coach/assistant coach may referee 10UG match)
- J. All matches should be officiated by “neutral” referees. Parents/siblings SHOULD NOT sign-up, to referee their own child's match.
- K. The referee must submit a match report immediately, following any match in which one of the below situations occurs:
 - a. Caution and/or Send-Off issued to a player or substitute
 - b. Caution and/or Ejection issued to a team official
 - c. Warning and/or Ejection issued to a spectator



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- d. Any Injury to a player, substitute, team official, referee, or spectator
- e. Field Safety issues
- f. Match abandonment
- g. Any miscellaneous issue/concern/incident requiring notification of Regional and/or Area Staff
- L. If it is discovered that a referee is not an approved AYSO volunteer or has failed to meet the necessary certification requirements, the referee will be disqualified and will be reported to their Regional Referee Administrator and Regional Commissioner.
- M. Any violation of these referee rules could subject the referee to a Conduct Review Panel meeting and additional sanctions.

UNIFORM

- A. All uniforms shall be in accordance with *AYSO National Rules & Regulations*.
- B. All players must wear an approved AYSO uniform.
- C. All players on the same team must wear matching uniforms.
- D. The goalkeeper on each team must wear a different color uniform (jersey or scrimmage vest) that clearly, in the opinion of the referee, distinguishes the goalkeeper from the referee and players on both teams.
- E. Each player's uniform must be marked with a permanently affixed unique number that matches the uniform number on the lineup card. Players may not exchange numbered jerseys with any other player during the match, including the goalkeeper.
- F. Garments worn under the uniform (i.e. long sleeves, etc.) must be of the same color as the main color of the shirt sleeve. Undershorts/tights must be the same color as the main color of the shorts or the lowest part of the shorts. The referee will be the judge of what should be allowed or not.
- G. Tape or any material applied or worn externally must be the same color as that part of the sock it is applied to or covers.

SAFETY

- A. A player must not use equipment or wear anything that is dangerous.
- B. No player will be allowed to participate in a match with any type of cast or splint. Removal of any type of cast or splint on the field or surrounding area in order to participate shall disqualify the player from participation.
- C. AYSO will not prohibit the use of knee braces by players in AYSO events and programs providing that the brace is adequately covered and padded in the judgment of the referee, to eliminate the possibility of its causing injury to the other players on the field.
- D. All items of jewelry (i.e. necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape to cover jewelry is not permitted.
- E. Wearing a medical alert bracelet is permitted. The medical alert bracelet should be affixed and taped close to the skin using clear transparent tape.



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- F. All players must wear shin guards during all matches and warmups. Shin guards must be made of a suitable material to provide reasonable protection and covered by the socks.
- G. The Referee is the final authority on the safety of any player's uniform and equipment.

MEDICAL/FIRST AID

- A. In case of serious injury – dial 911.
- B. For all injuries, an AYSO Incident report must be filed.

FIELDS

- A. Each Region with teams participating in the Area program shall supply an adequate number of fields, based on the formula of $\frac{3}{4}$ game time slots per participating team.
- B. Participating regions are responsible for properly preparing all fields used.
- C. All fields will be set up and taken down by the home region.
- D. Field markings shall be as specified in the current AYSO National Governing Documents and *IFAB Laws of the Game* (AYSO Edition).
- E. Field size and goal size may vary slightly due to available regional space and resources.
- F. All teams are expected to clean up and dispose of all trash in their area before leaving.
- G. Pets are NOT allowed.

FORMAT

- A. When possible, each age division will be grouped into flights.
- B. A team's initial placement will be determined by a random draw and/or with regional input (i.e. Regional Commissioner, Regional Coach Administrator, etc.)
- C. Format of play:
 - a. 10U will play 7 v 7
 - b. 12U will play 9 v 9
 - c. 14U will play 11 v 11
 - d. 16U will play 11 v 11
 - e. 19U will play 11 v 11

STANDINGS

- A. Standings will be determined on the "three-point system" as follows:
 - a. WIN = 3 points
 - b. TIE = 1 point (including a 0-0 tie)
 - c. LOSS = 0 points
 - d. GOAL = 0 points
 - e. SHUTOUT = 0 points
 - f. FORFEIT = 3 points (scored as a 1-0 win)
- B. Point deductions for Send-Offs or Ejections in any match shall be:
 - a. SEND-OFF/RED CARD = 1 point **deduction** for each send off of a player or substitute



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- b. EJECTION = 1 point **deduction** for each ejection of a team spectator or team official
- C. Winners of ties in standings will be determined as follows:
 - a. Winner of head to head competition (this criteria not used if more than two teams tied)
 - b. Fewest number of blowout matches (max goal differential allowed 5)
 - c. Fewest goals allowed
 - d. Winner of most games
 - e. Greatest number of shutout victories (wins only)
 - f. Coin Flip

SUBSTITUTIONS

- A. For 10U, 12U, and 14U matches:
 - a. Substitutions are allowed at halftime and approximately mid-way through each half (at the quarter break).
 - b. Substitutions will be recorded on the lineup card by the referee.
 - c. Substitutions may be made for an injured player; however, they may not return until the beginning of the next quarter and will be considered as having played the current quarter (exception: an injured player not replaced may return to play at any time with the referee's permission).
 - d. All substitutions must be approved and recognized by the referee.
- B. For 16U and 19U matches:
 - a. To replace a player with a substitute, the following must be observed:
 - i. The referee must be informed before any substitution is made.
 - ii. The player being substituted:
 - 1. Receives the referee's permission to leave the field of play, unless already off the field, and must leave by the nearest point on the boundary line unless the referee indicates that the player may leave directly and immediately at the halfway line or another point (e.g. for safety/security or injury)
 - 2. Must go immediately to their teams' technical area/bench, except where return substitutions are permitted.
 - iii. If a player who is to be substituted refuses to leave, play continues.
 - b. The substitute may only enter:
 - iv. During a stoppage in play.
 - v. At the halfway line.
 - vi. After the player being replaced has left the field.
 - vii. After receiving a signal from the referee.
 - c. The substitution is completed when a substitute enters the field of play; from that moment, the replaced player becomes a substituted player and the substitute becomes a player and can take any restart.
 - d. All substituted players and substitutes are subject to the referee's authority whether they play or not.



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- C. The Coach is responsible for ensuring that each player on their team plays at least the minimum required playing time for which they are present. Failure to comply with the minimum playing time requirement may result in forfeiture of match(es) and/or possible disciplinary action.
 - a. All 10U, 12U, and 14U players:
 - a. No player may play 4 quarters until ALL teammates have played at least 3 quarters (including goalkeeper).
 - b. Players MUST play at least 3/4 of each game unless prohibited by roster size.
 - b. All 16U and 19U players:
 - a. Players must play at least 50% of each match.

GENERAL MATCH INFORMATION

- A. The home team will be listed first on the schedule with the visiting team listed second.
- B. Opposing teams (i.e. coaches, players, and spectators) are to occupy opposite sides of the field.
- C. All coaches shall remain within the coaching area (if not marked – within ten yards either side, of the halfway line) at all times during the match.
- D. The home team shall be responsible for providing three (3) game balls. Game balls shall be presented to the referee prior to the match. If the home team does not have suitable game balls, then the visiting team will be asked to provide them.
- E. The home team will change jerseys or don pennies in the event of a uniform color conflict with the visiting team. If there are any questions, the referee will determine whether this is necessary.
- F. Coaches must report match scores and all send-offs/ejections immediately upon the conclusion of the match.

FORFEIT/ABANDONED MATCH

- A. All matches shall be played at the published scheduled time and place, and against the scheduled opponent.
- B. At match time, if playing conditions are deemed unsafe, the referee has the authority to suspend the match.
- C. If either of the teams are not ready to play at the scheduled time of Kick-off, the referee may allow a grace period of up to ten (10) minutes before abandoning the match. When matches in progress are running later than fifteen (15) minutes from scheduled completed times, no grace period shall be allowed.
- D. If a team cannot field the minimum number of players, the match will be abandoned, and a forfeit declared.
 - a. 10U minimum number of players 5
 - b. 12U minimum number of players 6
 - c. 14U minimum number of players 7
 - d. 16U minimum number of players 7
 - e. 19U minimum number of players 7



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- E. If the referee must abandon the match before completion because of actions by the players, coaches, and/or spectators, the match shall be deemed a forfeit by the offending team.
- F. If the match abandonment is due to actions by both teams (either before Kick-off or during a stoppage in the match), or if it is undetermined, the match shall be deemed a forfeit by both teams. Both teams shall receive zero (0) points in the standings and the match will count as a match played.
- G. If a match is abandoned prior to completion due to inclement weather or any other unforeseen circumstances, the match score will stand as recorded by the referee, provided one-half or more of the regulation match time has been played at the time of abandonment.
- H. If less than one-half of the regulation match time has been played, at the time of match abandonment due to inclement weather or any other unforeseen circumstances, the match may be rescheduled and played in its entirety at a later date and time. If the match is not rescheduled, for any reason, the match shall stand as a NOT PLAYED match, irrespective of the score at the time of match abandonment.
- I. If a tie exists at the time of match abandonment and a winner of the match must be determined, the remainder of the regulation match time shall be rescheduled and played at a later date and time.
- J. The score for a forfeited match will be recorded as a 0-1 loss for the forfeiting team.

RESCHEDULES

- A. All matches will be played as scheduled.
- B. Matches may only be rescheduled as follows:
 - a. Head Coach coaching multiple teams
 - i. Every effort will be made by Regional Schedulers to avoid same day match time scheduling conflicts involving coaches who are listed/rostered as the head coach for multiple teams.
 - ii. Schedules should reflect at least 3 hours between kick-off times when scheduling a match involving a coach who is listed/rostered as the head coach for multiple teams.
 - iii. If a scheduling conflict exists, the head coach must notify their Regional Game Scheduler and Regional Commissioner to request a reschedule.
 - iv. Reschedule requests must be submitted prior to the second weekend of the season.
 - v. Late rescheduling requests will not be approved/accommodated.
 - vi. The Regional Scheduler/Regional Commissioner must contact the opposing teams Regional Scheduler/Regional Commissioner to alert them of the reason for the reschedule (i.e. head coach coaching multiple teams).
 - vii. The home and visiting region will work to reschedule the match to try and allow at least 3 hours between kick-off times.
 - viii. When possible, it is preferred to reschedule the match for the same date as the originally scheduled match – at a different time.



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- ix. Rescheduling requests should be addressed by the Regional Scheduler/Regional Commissioner within 3 days of the request.
- x. Coach approvals regarding the rescheduled date/time/location are not required.
- xi. Requests for Assistant Coach with dual team responsibilities will NOT be approved/accommodated.
- b. Field closed by City or School
 - i. From time to time, matches may be postponed due to field closures at the request of the city or local school. (i.e. special event, poor field conditions, field maintenance/repair, etc.)
 - ii. Every attempt will be made by the home teams Regional Scheduler and Regional Commissioner to address any affected matches as quickly as possible.
 - iii. Due to existing conditions (i.e. permits, current/future game schedule, etc.) some matches may be unable to be rescheduled.
 - iv. Matches unable to be rescheduled will be marked as canceled and will be recorded as a game not played (for standings purposes).
 - v. Coach approvals regarding the reschedule date/time/location are not required.
- c. Field closed due to inclement weather
 - i. From time to time, matches may be postponed due to inclement weather (i.e. rain, smoke, lightning, flooding, fire, etc.).
 - ii. Every attempt will be made by the home teams Regional Scheduler and Regional Commissioner to address any affected matches as quickly as possible.
 - iii. Due to existing conditions (i.e. permits, current/future game schedule, etc.) some matches may be unable to be rescheduled.
 - iv. Matches unable to be rescheduled will be marked as canceled and will be recorded as a game not played (for standing purposes).
 - v. Coach approvals regarding the reschedule date/time/location are not required.

MISCONDUCT

- A. Coaches are expected to set a positive example and will be held responsible for the actions of their team, including spectators.
- B. At the conclusion of each match, the referees will be required to complete a match report for all misconducts during the match, including any incidents of misconduct or interference by coaches and/or spectators.
- C. There is no mandatory "cooling off" period for cautioned players. It is recommended that, at the coach's request and with the referee's permission, a cautioned player, or any player having difficulty controlling their emotions, may be substituted.
- D. Referees shall NOT retain ID Cards from players or coaches who have been sent-off or ejected.
- E. Should any person either sent-off or ejected by the referee refuse to leave the field when requested to do so, the match shall be suspended until the situation has been resolved. If it is not resolved in what the referee considers a reasonable amount of time, the match shall be abandoned, and a match report filed.



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- F. Each send-off or ejection from a match will result in a one (1) point deduction from the team's total points earned in that match.
- G. The minimum mandatory penalty for any send-off of a player or substitute, or ejection of a coach, assistant coach, team official, or spectator shall be a one (1) match suspension. Subject to a Conduct Review Meeting, additional sanctions may be imposed.
- H. Such suspension shall be served in the first match (not scrimmage) that is played following the match of the incident.
- I. A player serving a suspension may attend the team's next scheduled match as a spectator. They may not be in uniform and may not participate with their team in any manner.
- J. An adult serving a suspension may not be present at the match or participate in any manner, including pre- and post-match activities.
- K. In the event a suspended player, coach, or spectator participates in a match for which they have been suspended, the match shall be recorded as 1-0 in favor of the opposing team. For each such event, the original suspension must be served at the next match played by the team, and an additional one (1) game suspension must be served at the following match for violation of the original suspension.
- L. Fighting will not be tolerated for any reason.
- M. Send-offs and/or cautions issued are not subject to appeal.
- N. The decisions of the referee are final.
- O. All misconduct will be reported to the respective Regional Commissioner.
- P. All serious incidents will be reported to the respective Regional Commissioner, Area, Section, and AYSO National Office.

MISCONDUCT MATRIX

- A. See the published Area 11L Misconduct Matrix

PROTESTS

- A. Protests will be considered only for the following reasons:
 - a. An ineligible player has participated.
 - b. One or more registered player(s), present and in uniform, did not meet the minimum play time requirement (except for illness or injury as recorded by the match referee).
- B. Protests may only be submitted by a team's AYSO registered coach.
- C. Protests must be submitted in writing to the Area Director within 30 minutes of the completion of the match.
- D. All protests will be heard by a Protest Committee of at least three persons selected by the Area Director. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. ALL PROTEST DECISIONS ARE FINAL.
- E. Referee judgment calls are FINAL and are NOT grounds for nor subject to dispute or protest.
- F. If a coach, assistant coach, parent, or spectator, has any questions or comments with regard to an official's handling of the match, Laws of the Game, rules and regulations, guidelines or



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policies they are to contact their Regional Coach Administrator, Regional Referee Administrator or Regional Commissioner, who will decide if follow up with the Area Staff is required.

FEES

- A. See the published Area 11L Fee Schedule

RULES INTERPRETATION

- A. The Area Director retains the right to interpret and apply these guidelines/rules to the optimum benefit of all participants.