



**THE LONGEST CONTINUOUSLY RUNNING  
REGION IN THE COUNTRY**

## **Region 2 Handbook**

Information for a fun and successful  
season of Region 2 soccer!



**SOCCER EVERY YEAR. SINCE 1966.**

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Hello Region 2 families!

Welcome to a brand new season of soccer in Region 2! I'm beyond excited to kick things off with all of you in what I believe is the best region in all of AYSO. Not only are we the longest continuously operating region in the organization, but we're also a vibrant, passionate community built on decades of dedication, teamwork, and love for the game. That legacy lives on thanks to an incredible lineup of volunteers—past and present—who give their time and energy to make every season better than the last. Huge thanks to everyone who's been working behind the scenes to get us ready for the Fall!

Since 1966, Region 2 has been a place where kids come to grow through soccer—and this year is no exception. We're continuing to build on that strong foundation with exciting updates and fresh features that will benefit players and families alike. One thing I'm especially excited about this year is our second annual *Silent Saturday*, a powerful way to let the kids take center stage and lead with their voices on the field.

At its core, our mission is simple: to create a space where every child, from ages 4 to 18, has the chance to play, learn, and thrive through soccer. Whether it's their very first season or their last before graduation, this game offers something special. It promotes fitness, resilience, teamwork—and the joy of just being a kid. In a world filled with screens and noise, soccer gives them a real-world arena to build confidence, face challenges, and have fun doing it.

Personally, Region 2 has been a big part of my life. From the moment my oldest son stepped onto the field in 6U to now—playing in the Upper Division—I've worn many hats: coach, referee, board member. But most importantly, I'm a fellow parent, deeply connected to this community and to the shared joy of watching our kids grow. That's what binds us all together.

I can't wait for that magical moment at 8:00 am on September 6th, when the first whistles blow and the fields come alive. Until then, on behalf of the Region 2 Board of Directors, thank you for being part of this incredible community.

See you out there—on the pitch and in the stands!



Tom Denison  
Regional Commissioner

## About AYSO

The American Youth Soccer Organization (AYSO) was founded in Torrance, California in September 1964, by five men dedicated to youth soccer and the development of caring and concerned American Citizens. In 1964, AYSO's family included only nine teams. Today, that number has grown to more than 850 Regional Programs and more than 40,000 teams. An average of one parent per family actively participates in AYSO acting as Coach, Referee, Team Manager, Administrator, or Sponsor. AYSO is currently supported by more than 250,000 unpaid volunteers.

AYSO programs work because our volunteers work. They work because they believe in the programs. Our phenomenal growth reflects AYSO's commitment to a healthy competitive atmosphere for youth soccer players and a concern for the development of caring and responsible individuals.

### AYSO Vision

AYSO's Vision is to provide world class youth soccer programs that enrich children's lives.

### AYSO Mission

AYSO's Mission is to develop and deliver quality youth soccer programs which promote a fun, family environment based on AYSO's Six Philosophies:

**Everyone Plays.** Our goal is for kids to play soccer—so AYSO mandates that every player on every team must play at least half of every game. Region 2 mandates  $\frac{3}{4}$  of every game!

**Balanced Teams.** At the start of each primary season, we form teams as evenly balanced as possible because it is more fun where teams of equal ability play.

**Positive Coaching.** Winning kids are built up, not torn down! We train and encourage our coaches to make the extra effort to understand and offer positive help to our players, rather than negative criticism.

**Open Registration.** Our program is open to all children between 4 and 18 years of age who want to play soccer in our program. Interest and enthusiasm are the only criteria for playing.

**Good Sportsmanship.** We desire to create a positive environment based on mutual respect, rather than a win-at-all-costs attitude, and our program is designed to instill good sportsmanship in every facet of AYSO.

**Player Development.** We believe that all players should be able to develop their soccer skills and knowledge to the best of their abilities, both individually and as members of a team, in order to maximize their enjoyment of the game.

## **Region 2 - The Longest Continuously Operating Region in all of AYSO!**

It all started with a dedicated group of volunteers who wanted to bring recreational soccer to the San Gabriel Valley. In 1966, as AYSO ramped up operations in Southern California, these volunteers secured our spot as the 2nd region ever formed in AYSO. And year after year, decade after decade, a vibrant volunteer community stood up to continue this legacy and the operations of the region. The original Region 1, based in Torrance, ceased operations for some time, moving Region 2 to the top of the list!

Today, we are proud to say that the volunteer community is as strong and as vibrant as ever, and dedicated to making sure Region 2 continues to operate for decades to come. Not even the pandemic kept us from providing soccer programs to our Region, earning us the continued ability to say something no other AYSO Region can say: **Soccer EVERY year, Since 1966!**

**Here are some of the reasons Region 2 should always be your home for recreational soccer:**

1. ***Development Over Winning:*** While AYSO mandates that all players play 2 quarters of each game, Region 2 goes a step farther and requires that all players play 3 quarters of each game. We want every child to have an equal opportunity to play and develop!
2. ***We're Growing & Evolving To Meet Your Needs:*** Since 2019, we have grown on average about 10% year over year, while most AYSO Regions are experiencing declines. To continue this trend, we're listening and tailoring new offerings to meet your needs and expectations for our programs.
3. ***Strong Community Support:*** Region 2 has forged strong ties with the cities we serve - Arcadia, Bradbury, Duarte, Monrovia, Sierra Madre primarily - that results in resources like precious field space being allocated to Region 2 as a priority.
4. ***Exciting Programs that NOBODY Else Offers:*** At the end of every Fall Season, Region 2 transforms a basketball gym into an indoor soccer arena. For a nominal fee, we allow EVERY participant in our program the opportunity to play in our exciting and fun Indoor Tournament. Three years ago we started a Skills program for 5 - 8 year olds that allowed them to continue training post fall. Each year, participation in this program has increased.
5. ***The Best Is Yet To Come:*** We have plans to bring tournament soccer to Region 2, and other fun and competitive programs that compliment our core offerings. Now is a great time to be a part of Region 2!

**Fall 2025 Play Calendar**

MONTH	DATE	EVENT DETAILS
August	Saturday, Aug 16 Week of the 25th Sunday, Aug 23	Kick Off & Night Market Practices Begin Upper Division (16U & 19U) Games Begin!
September	Saturday, Sep 6 Saturday, Sep 13 Saturday, Sep 20 Sunday, Sep 14 Saturday, Sep 27 Week of Sep 29	Opening Weekend: 6U - 14U Games Begin! 2nd Weekend of Games 3rd Weekend of Games Picture Day 4th Weekend of Games - Silent Saturday 8U - 14U Coach Meetings
October	Pink Socktober Saturday, Oct 4 Saturday, Oct 11 Sunday, Oct 12 Saturday, Oct 18 Week of Oct 20 Saturday, Oct 25	Wear pink socks all month long! 5th Weekend of Games 6th Weekend of Games Mid-Season Ratings Due 7th Weekend of Games All Star Assessments 8th Weekend of Games
November	Saturday, Nov 1 Saturday, Nov 8 Saturday, Nov 15 Saturday, Nov 22 / 23 Nov 28 through Nov 30	9th Weekend of Games 10th Weekend of Games Playoff Weekend #1 No games - TT Practices Turkey Tournaments
December	Saturday, Dec 6 / 7 Dec 13 and 14 Holiday Break	Playoff Weekend #2 Area Play Through Indoor Tournament

## **Kick-Off & Night Market**

Plan to join us August 16th at the Santa Anita Racetrack for our Kick-Off and Night Market. Meet your coach, teammates, and family members. Learn more about our Fall 2025 program.

## **Silent Saturday**

Region 2 is excited to introduce Silent Saturday to our program. Designed to place the focus on the players, and minimize the distractions and interruptions from parents, coaches and spectators, we look forward to hearing only the voices of Region 2 kids as they compete!

On Silent Saturday, **ONLY** clapping is allowed after a goal. We ask that all parents and spectators:

- Not cheer in any other way - no whistling, no noisemakers, etc.
- Refrain from providing any direction or feedback to all players.
- Make as little noise as possible - no conversations, take phone calls away from the field, etc.
- Do not create substitutes for noise - no flags, banners, dances, etc. The focus is on the players!
- Embrace it! Listen to the game and experience it in a whole new way!

Coaches are asked to only provide direction to their players before the game and during breaks. No instruction while the game is going on. Referees will be as vocal as necessary to ensure the flow of the game.

## **Pink Socktober**

To commemorate breast cancer awareness month, Region 2 has adopted a region wide, pink sock program, where every team is asked to wear pink socks during the month of October. Designed to both bring awareness, and also as a fundraiser, Region 2 has partnered with City of Hope, and all net proceeds from this fundraiser will be split equally between Region 2 and City of Hope.

The contribution requested from each participant is \$10 per pair of socks, with the goal of 100% participation. We ask that those teams that might have participants that need assistance step up to ensure that we're able to meet our goal for this important and impactful fundraising opportunity.

## The Region 2 Executive Board

BOARD ROLE	NAME & EMAIL
Regional Commissioner	Tom Denison <a href="mailto:rc@ayso2.org">rc@ayso2.org</a>
Assistant Regional Commissioner	Marc Wymar <a href="mailto:arc@ayso2.org">arc@ayso2.org</a>
Coach Administrator	Carter Kim <a href="mailto:coach@ayso2.org">coach@ayso2.org</a>
Community Administrator	Laura Lim <a href="mailto:communityadmin@ayso2.org">communityadmin@ayso2.org</a>
Child & Volunteer Protection Advocate	Barbara Tom <a href="mailto:cvpa@ayso2.org">cvpa@ayso2.org</a>
Play Administrator	Marc Wymar <a href="mailto:playadmin@ayso2.org">playadmin@ayso2.org</a>
Referee Administrator	Chris Young <a href="mailto:referee@ayso2.org">referee@ayso2.org</a>
Registrar	Jennifer Salisian <a href="mailto:registrar@ayso2.org">registrar@ayso2.org</a>
Safety Director	Thomas Cho <a href="mailto:safety@ayso2.org">safety@ayso2.org</a>
Secretary	Marc Rose <a href="mailto:secretary@ayso2.org">secretary@ayso2.org</a>
Treasurer	Vianney Cozza <a href="mailto:treasurer@ayso2.org">treasurer@ayso2.org</a>
For a complete list of all Board Members visit <a href="http://ayso2.org">ayso2.org</a> or <a href="#">click here</a> .	



## **The Region 2 Play Committee**

In order to provide an opportunity for all members of the Region 2 community to share their feedback, we have established [play@ayso2.org](mailto:play@ayso2.org) as our Suggestion Box. Whether you want to share kudos about a great volunteer, or ask for clarity on something you don't understand, you can send your message to this address.

All submissions are reviewed by the Play Committee:

Coach Admin - Carter Kim [coach@ayso2.org](mailto:coach@ayso2.org)

Community Admin - Laura Lim [communityadmin@ayso2.org](mailto:communityadmin@ayso2.org)

Play Admin - Marc Wymar [playadmin@ayso2.org](mailto:playadmin@ayso2.org)

Referee Admin - Chris Young [referee@ayso2.org](mailto:referee@ayso2.org)

Regional Commissioner - Tom Denison [rc@ayso2.org](mailto:rc@ayso2.org)

For urgent matters, we will do our best to respond to you within 24-48 hours. These can include safety concerns, issues related to conflicts during Region 2 events, and other situations that require immediate attention. We also recommend sending a separate, direct email to the Play Committee member (above) that best fits the circumstances, if you are comfortable doing so.

For non-urgent matters, the Play Committee reviews submissions twice a month. Expect follow up within 2-3 weeks.

## Volunteering in Region 2

Thank you for agreeing to dedicate some of your valuable time to the kids of Region 2. To keep players and volunteers safe, all volunteers need to register as a volunteer annually, complete and clear an annual background check, complete Safe Haven's 3 training courses, complete SafeSport training and complete LiveScan fingerprinting. In addition, Coaches need to complete age-appropriate coach online and in-person field training to become certified coaches. Referees also need to complete division-appropriate referee online and in-person field training to earn their referee badges. Your Volunteer page will show you the status of your Roles and Certificates. Below are the requirements for volunteers.

### Summary of Volunteer Requirements by Role

Volunteer Requirements	Coach	Referee	Youth Referee	Team Manager	Board Member
Clear Background Check / Risk Status	X	X		X	X
Safe Haven Training (Online AYSOU)	X	X	X	X	X
Concussion Awareness Training (Online AYSOU)	X	X	X	X	X
Sudden Cardiac Arrest Training (Online AYSOU)	X	X	X	X	X
SafeSport Training (Online SafeSport)	X	X		X	X
LiveScan Fingerprinting (Approved facility)	X	X		X	X
Coach: Age-Appropriate Online Training	X	X		X	X
Coach: Age-Appropriate In-Person Field Training	X				
Referee: Div-Grade Online Training	X				
Referee: Div-Grade In-Person Field Training		X	X		
Referee Intermediate & Up: Assessments		X	X		

### Register online as a Volunteer (required annually):

Login to AYSO2.org and go to My Account ---> Volunteer ---> Click on the Find Volunteer Roles ---> Select the Program by clicking on view Divisions ---> Click on the division you want to volunteer for then select View Selected Opportunities ---> Click on Select under Role (Coach, Assistant Coach, Referee, Team Manager, etc) and Sign Up yourself and click Continue ---> Remember that legal first and last names must be entered as they appear on your government issued ID ---> Answer the questions, view and accept the waivers then click submit.

**Online Background Check/Risk Status (required annually):**

Since you have registered as a volunteer for the upcoming Fall season, the system will initiate a request for your background check. Look for an email (inbox and spam) from TheAdvocates@SterlingVolunteers.com and follow the instructions to authorize your background check. Use your legal name and the same email address you used to set up your AYSO account. Do not pay the \$25 fee for the background check (skip this section). Region 2 will cover the cost of your background check. Your background check may take a few days or up to 2 weeks to process.

For returning volunteers, if you notice that your background check is expiring soon (warning yellow triangle in the compliant column on the Volunteer Roles and Certificates page), click the box next to Risk Status (aka background check) and click Renew and Update. On the pop-up certifications window, complete the Background Screening Form and submit. Look for an email (inbox and spam) from TheAdvocates@SterlingVolunteers.com and follow the instructions to authorize your background check. Use your legal name and the same email address you used to set up your AYSO account. Do not pay the \$25 fee for the background check (skip this section). Region 2 will cover the cost of your background check. Your background check may take a few days or up to 2 weeks to process.

All volunteers are able to access the status of their background check on Sterling by going to <https://mybackgroundcheck.sterlingcheck.com/>. Click on Check My Status, enter your email and the last four digits of your Social Security number. An email will be sent regarding the status of their background check.

**Online Safe Haven Training (one and done):**

This includes Safe Haven, Concussion Awareness and Sudden Cardiac Arrest training. Login to AYSO2.org and go to My Account ---> click on the AYSOU button on the menu bar on the left side (This will take you to the training website) ---> Accept the Terms and Conditions if required. On the left side menu bar, scroll down and select Training Library ---> Select View Courses under Safe Haven ---> click to enroll in AYSO's Safe Haven 2022 (No Audio) then click on Enroll in Additional Courses. Do the same for CDC Concussion Awareness - Online and Sudden Cardiac Arrest - Online under Safe Haven. To start the courses, from the left side menu bar, scroll down and select My Training. You will see the three Safe Haven courses you added earlier. Click on View to start the training. Complete the training and save a copy of your certificates. Do not upload your certificates on the Volunteer page. The system will verify and update your Volunteer profile.

Online SafeSport Training (annual refresher required): SafeSport training was a new requirement as of 1/1/22. Login to AYSO2.org and go to My Account ---> Click on Volunteer on

the left side menu ---> scroll down to view your roles and certificates, click on the box to the left of SafeSport, scroll down and click on the Renew and Update button ---> On the pop-up window, click on the link to take you to the SafeSport website to complete your training. The link should take you to the SafeSport Trained - U.S. Soccer Federation course. There is no fee for this course. You may pause after completing a module and resume at a later date. Complete the training and save a copy of your certificate but do not upload your certificate on your Volunteer page. SafeSport will automatically update your profile, generally within 2 hours of completion.

**LiveScan Fingerprinting (one and done):**

LiveScan fingerprinting was also a new requirement as of 1/1/22. LiveScan is now required by the State of California for all adult volunteers who interact with youths more than 15 hours per year. LiveScans are not transferable to AYSO from another organization. There is a local LiveScan private facility at Sierra Madre Mail Box and Postal (80 W. Sierra Madre Blvd. 626-836-6675) which Region 2 has a contact with so you do not need to prepay. You can also search for one at <https://oag.ca.gov/fingerprints/locations>

Volunteers must bring a completed Region 2 LiveScan application form when getting your LiveScan. Please take a screenshot of your LiveScan form after the administrator completes their section (you can check the status below). If you paid for your LiveScan, Region 2 will reimburse volunteers. Submit your reimbursement form and a copy of your LiveScan application to [treasurer@ayso2.org](mailto:treasurer@ayso2.org).

National has previously been uploading LiveScan results once a week. When processing a LiveScan, the vendor will issue an Automated Transaction Identifier (ATI) at the bottom of the form in the blue section. Volunteers should note/take a picture of the ATI in case they have issues with their LiveScan. You can check your LiveScan status at: <https://applicantstatus.doj.ca.gov/> using their ATI and Date of Birth. If your LiveScan has been processed but not reflected on your Volunteer page, you can notify [cvpa@ayso2.org](mailto:cvpa@ayso2.org) who can follow up with AYSO National.

**Additional Training for Head Coaches and Assistant Coaches:**

Coaches are required to have age-appropriate online training and field training. Head coaches and assistant coaches have the same certification requirements.

Online Coach Training: Login to [AYSO2.org](https://ayso2.org) and go to My Account ---> Volunteer ---> click on the AYSOU button on the menu bar on the left side (This will take you to the training website). On the left side menu bar, scroll down and select Training Library ---> Select View Courses under Coaching ---> Click to enroll in your division's Coach – Online course. To start the courses, from the left side menu bar, scroll down and select My Training. You will see the coaching course you added earlier. Click on View to start the training.

**In-Person Coach Field Training:** In-Person Coach field Training in Region 2 will be announced by the Coach Administrator. You can also register in any region that is offering your division's course. Login to AYSO2.org and go to My Account ---> click on the AYSOU button on the menu bar on the left side (This will take you to the training website). On the left side menu bar, scroll down and select Training Event ---> Scroll and click on See All Events for your division's Field Training ---> Select a training course ---> Click enroll. Follow the instructions for the course.

### **Additional Training for Referees:**

It is recommended that Referees obtain their Regional Referee badge which will allow them to referee up to the 12U division. However, Referees for the 7U and 8U divisions may take the online 8U Official Referee course to qualify for refereeing 7U and 8U games.

**Online 8U Official Referee Training:** Login to AYSO2.org and go to My Account ---> click on the AYSOU button on the menu bar on the left side (This will take you to the training website). On the left side menu bar, scroll down and select Training Library ---> Select View Courses under Refereeing ---> Click to enroll in 8U Official Course - Online. To start the courses, from the left side menu bar, scroll down and select My Training. You will see the 8U Official Course - Online you added earlier. Click on View to start the training. No field training is required.

**Regional Referee Training:** Region 2 will have in-person referee courses prior to the start of Fall and Spring Seasons. Check the ayso2.org website for information. Login to AYSO2.org and go to My Account ---> click on the AYSOU button on the menu bar on the left side (This will take you to the training website). On the left side menu bar, scroll down and select Training Event ---> The site will automatically filter for Region 2. Check for any Regional Referee training sessions offered in our region. Other regions will also have referee courses available for enrollment. To view other regions on the calendar, change the filter to Region 13 since they are the closest in Pasadena/Altadena or change the filter to any region you prefer. Select your course and date and click enroll. Follow the instructions for the course.

**Youth Referee Training:** Youth referees are welcome to register and referee games. The starting age to be a youth referee is 12. Youth referees need to register as a volunteer annually and complete the Safe Haven, Concussion Awareness and Sudden Cardiac Arrest training as well as the 8U Official Referee or Regional Referee training. They do not need to complete a background check, SafeSport or LiveScan fingerprinting.

## Coaching

Coach Administrator

Carter Kim – [coach@ayso2.org](mailto:coach@ayso2.org)

Thank you for volunteering to coach. We simply could not put on a season without you! Each coach who steps forward and goes through the training to lead a team allows Region 2 to serve another 9 - 15 kids. So, thank you!

Feel free to contact me with questions, concerns or suggestions. The best way to reach me is by email.

Remember our ZERO TOLERANCE policy towards Referee abuse - Any Coach who mistreats a Referee, or allows a spectator to mistreat a referee, will be sanctioned or released from the position as Coach. If you need help with a parent regarding this, please contact us.

### Requirements for Coaching

All coaches must take age-appropriate training for the division you are coaching and must have completed Safe Sport, Safe Haven, CDC Concussion and Sudden Cardiac Arrest training. Once you've completed training, it does not need to be repeated (with the exception of Safe Sport which must be updated annually by taking a "refresher" course).

DIVISION	COACH REQUIREMENT (Head Coach & Assistant Coach)
6U	6U Online + 6/7/8 R2 In Person or Prev Season
7U	8U Online + 6/7/8 R2 In Person or Prev Season
8U	8U Online + 6/7/8 R2 In Person or Prev Season
10U	10U Coach*
12U	12U Coach*
14U	Intermediate Coach*
Upper Divisions (16U / 19U)	Advanced Coach
*These are minimum requirements. Higher is preferred for Select Coaching.	

## **Refereeing**

Referee Administrator

Chris Young - [referee@ayso2.org](mailto:referee@ayso2.org)

AYSO is a 100% volunteer run organization and the majority of the volunteers in Region 2 are referees! Referees help ensure that our players have a great soccer experience and are a great way to help out your team. Games only take place because of our volunteer referees!

### **Does every team need volunteer referees?**

Yes, AYSO is dependent on volunteers to fill every critical position of our program, including referees. Referees ensure games are played under safe and fair conditions. Our region needs referee volunteers from every team in order for our multitude of games to take place.

### **How do I become an AYSO referee?**

Referees must complete the standard AYSO volunteer requirements and attend an in-person Regional Referee course. Region 2 runs Regional Referee courses each season and there are many courses offered in nearby cities.

*Please see **AYSO2.org** for more details on training and a list of class dates.*

### **Do I get a referee uniform?**

Region 2 provides referees with all of their uniform and referee gear.

### **Is prior soccer experience or knowledge necessary?**

Not at all! While being familiar with soccer helps, many of our referees, including some of our veteran referees, started out without any soccer experience.

### **Can kids referee?**

Absolutely! Refereeing is a great way to learn responsibility and build a better understanding of the game. Youth referees must be 8 years or older and be at least one division older than the division they are planning to referee in (i.e. 14U player may referee a 12U game).

## Team Managing

Community Administrator

Laura Lim - [communityadmin@ayso2.org](mailto:communityadmin@ayso2.org)

Team Manager Administrator

Laura Lim - [manager@ayso2.org](mailto:manager@ayso2.org)

Thank you for volunteering as a Team Manager for Region 2. The Region 2 Board of Directors feels strongly that if we elevate the Team Manager position and cultivate strong partnerships with coaches, everyone in our community wins!

The role of Team Manager is an essential role in the AYSO organization. Team managers are the coaches right hand and partner. They are responsible for managing the weekly responsibilities of the team so coaches can concentrate on coaching the players. Each team should have at least one team manager.

Here are the 6 main areas of focus for Team Managers and they spell MANAGE:

<b>M</b>	<b>MENTOR</b>	Serves as a knowledge source for their team community.
<b>A</b>	<b>ADVISE</b>	Helps the coach and team decide how they want to carry out the season.
<b>N</b>	<b>NOTIFY</b>	Shares important information in a timely manner.
<b>A</b>	<b>ASSIST</b>	Partners with the coach to ensure a successful season.
<b>G</b>	<b>GATHER</b>	Encourages the team community to gather and bond.
<b>E</b>	<b>ENGAGE</b>	Seeks out opportunities to draw people into the team community.

We need you! Our Team Manager Administrator will guide Team Managers in a supportive and friendly environment in which Region 2 will cultivate positive experiences for each team in our programs. If you think the Team Manager role is the perfect way for you to join the Region 2 volunteer community, please reach out to our Team Manager Administrator today!



## Safety in Region 2

Safety Director

Thomas Cho - [Safety@ayso2.org](mailto:Safety@ayso2.org)

The Regional Safety Director is responsible for all aspects of the Region's safety with the goal of protecting players and volunteers from safety hazards associated with play. The Regional Safety Director serves as the Region's focal point for Safety Awareness and Insurance Information.

The Regional Safety Director develops and implements a Regional Safety Plan which includes first aid kits, field and equipment inspections, injury prevention, procedures for environmental hazards. In addition, the Regional Safety Director ensures compliance with AYSO Emergency Treatment Authorization, Incident and Concussion Reporting. The Regional Safety Director will ensure the availability of Soccer Accident Insurance brochures and claim forms.

Contact the Region's Safety Director to report injuries. Completed Incident Report, Participant Release and Concussion Release Forms should be sent via email to the Regional Safety Director at [safety@ayso2.org](mailto:safety@ayso2.org). These completed forms are then forwarded to AYSO National for follow-up as necessary.

### Safety Documents

#### Incident Report Form

The Incident Report Form is to be completed by the coach when a player is injured during practice or games. The form needs to be completed, signed, and emailed to [safety@ayso2.org](mailto:safety@ayso2.org) and [rc@ayso2.org](mailto:rc@ayso2.org). Link to the form: [Incident Report Form](#)

#### Participation Release and Concussion Release Form

The AYSO Participation (Return to Play) Release Form not only protects AYSO but more importantly, the participants. Too often injured participants are out playing again before they are physically ready. Players should not participate until they are fit to play again. The form requires a parent or guardian signature in order to help ensure a player is well enough to return to participation. A Participation (Return to Play) Release Form must be signed by parents/guardians whenever there is an injury or illness requiring medical treatment including serious illnesses like hepatitis and pneumonia.

A medical clearance is required before a player can return to play after a concussion is suspected. The Concussion Release Form is to be completed by an appropriate health care professional treating the player with a suspected concussion injury. The medical clearance form must be attached to the Participation (Return to Play) Release Form when submitted to the

Regional Safety Director. These forms need to be completed, signed and emailed to [safety@ayso2.org](mailto:safety@ayso2.org) and [rc@ayso2.org](mailto:rc@ayso2.org).

Link to the forms: [Participant Release and Concussion Release Forms](#) .

### Soccer Accident Insurance

During Registration, each player pays a \$25 Annual National Player Fee. This fee is used by AYSO to purchase Soccer Accident Insurance (SAI). SAI pays excess medical costs up to \$50,000 maximum per accident to an insured person for accidental bodily injuries incurred as a direct result of participation in a covered activity subject to the policy terms, conditions and exclusions. Eligibility for benefits is 52 weeks from the date of a covered accident. Additional information about SAI can be found here [Overview](#) and [Form](#). Please contact the Regional Safety Director to inquire about Soccer Accident Insurance.

Links to Useful Safety Resources:

[FIFA+11 Injury Prevention Program](#)

[Soccer Accident Insurance Brochure](#)

[Soccer Accident Claim Form](#)

[Safe Haven Coaching Reminders](#)

[Coach Concussion Action Plan](#)

[Parent/Athlete Concussion Information Sheet \(English\)](#)

[Parent/Athlete Concussion Information Sheet \(Spanish\)](#)

[CDC Heads Up on Concussion Return to Play Information](#)

[CDC Concussion Videos for Parents/Players](#)

[US Soccer Concussion Video](#)

[US Soccer Sudden Cardiac Arrest Video](#)

[Sudden Cardiac Arrest \(SCA\)](#)

[CDC Heat Related Illness Information for Coaches](#)

[CDC Heat Related Illness Information Sheet](#)

The Regional Safety Director is available to answer safety-related questions from players, coaches, referees, and parents. Please email [safety@ayso2.org](mailto:safety@ayso2.org).

## **Region 2 Refund Policy**

We understand that plans change from the time of registration until the practices and games start in the Fall. However, when a player is registered we immediately begin the process of purchasing uniforms, allocating field space, training coaches & referees, and reserving a space for the player in our program. Please keep in mind that countless hours have already been allocated to place your player on a team and in most cases another player has been turned away to make room for your child.

AYSO Region 2 allows for registration refunds submitted before the following dates:

- Before Team Formation (July 15th): 100%
- After Team Formation: 25%
- Sunday after first practice week: 0%

Refunds must be requested by e-mailing [registrar@ayso2.org](mailto:registrar@ayso2.org) and then submitting a Cancellation Request Form (link on website).

Please note that the \$25 AYSO National Player Fee and \$2.75 processing fee are non-refundable. Registrations submitted or canceled after the deadline are not entitled to a refund. There are no exceptions to the refund policy for any reason.

Please contact the Registrar ([registrar@ayso2.org](mailto:registrar@ayso2.org)) for questions related to canceling your registration or obtaining a refund.

## Region 2 Sportsmanship Policy

*IF A TEAM WINS A GAME WITH A GOAL DIFFERENTIAL EQUAL TO OR GREATER THAN SIX (6) (EX. 6-0, 7-1, 9-2) THEN THIS POLICY WILL BE TRIGGERED.*

In a lopsided game, where one team is notably stronger than the other, the potential for a substantial goal difference is high. *There is an expectation that the coach of the dominant team will take steps to limit the dominance.*

The threshold we set to determine if a team may have displayed poor sportsmanship is a 6 (six) or more goal differential. For example: these scores are acceptable... 5-0, 7-2, 10-5. The following scores are NOT OK: 6-0, 7-1, 10-4.

When a game ends with a goal differential equal to or greater than six, the following actions will take place prior to any decision being made regarding the implementation of a penalty:

- The winning coach will be asked to explain any special circumstances of the game that made it difficult to limit the scoring.
- The opposing coach and referee crews may also be contacted for feedback if necessary.
- The winning coach will be asked to explain the steps taken to try and limit the scoring.
- The winning coach's prior track record will be considered. There will be more leniency applied to first-time offenders versus those who have a history of allowing, or even encouraging, dominance.
- The winning coach will be given advice on further measures that can help limit the scoring when they play lopsided games in the future.

A Sportsmanship Penalty may include deducting one or more points from a team. There is a high potential of this penalty adversely affecting a team's place in the standings and subsequent qualification for playoffs. Any decision to penalize a team will only be applied after careful consideration of the facts exposed by the above due diligence.

### ***The ultimate goal of this policy is to ensure the following:***

- Losing teams are not humiliated & Dominant teams play with good sportsmanship
- Players are not told to 'stop scoring'. They came to the field to play soccer!
- Equip the coach with further tools to improve their ability to handle future situations.

This policy is not in place to punish coaches whose team wins by six or more goals. It is a policy to permit the sanctioning of coaches who display poor sportsmanship. The goal differential is merely a reference point used to trigger a further look into the circumstances of a game.

## **Blow Out Win Point Deductions**

If a game is determined to have failed the Sportsmanship test and a penalty is warranted, here is how they will be administered.

1st offense - 2-point deduction UNLESS you submit a written appeal for consideration. Then it can potentially be waived. No appeal, no waiver. Submitting an appeal does not guarantee a waiver. We will also take other factors into consideration as we consider the appeal.

2nd Offense (and forward) - 2-point deduction. NO appeal.

Appeals Process - A written appeal must be sent to your DC for review. It must be received by the Monday immediately following the game for consideration and must include:

1. What happened? What were the circumstances of the game?
2. What steps did you take to try and control it?
3. Why were you unsuccessful in controlling it?
4. What will you do differently next time, or do you require assistance / intervention?

## Managing Dominance

It usually happens at least once a season. Sometimes more. You find yourself playing against a team whose competitive level is surprisingly disproportionate to that of your own team. One of you is much, much stronger than the other. The game can easily finish with a final score 25-0. Today, let's assume that you are the stronger team. You're the team that can easily go home with a 25-0 victory on the books.

We all know that allowing a scoresheet to be so lopsided is wholly unacceptable. We are in the business of winning games. Not demoralizing and upsetting an entire team of kids.

But how exactly do you manage a game in which you are so dominant? How do you tell your forwards not to score any more goals after you've been practicing those powerful left-footed shots all week?

### *How do you avoid that blowout?*

It can be a challenge for sure. But there are many ways you can achieve just that without making it obvious to your opponent. And without making the game uninteresting for your own players.

Here are some ideas you can implement to avoid such a huge blowout victory and such a humiliating defeat for your opponent.

- Recognize from the get-go if you are dominant. This is easy to determine even when the score is still 0-0. Never max out your goal differential before taking action. Doing so robs your early subs of scoring opportunities.
- Know your opponent. Know their record before you even plan your lineup the day before. If you are playing a team that you know is substantially weaker than yours then take corrective action before the starting whistle. Just like the professionals do.
- Understand that your team is not developing in any positive way whatsoever by dominating to such extremes. Adapt to make this season a worthwhile experience for them that will improve their game. Play the game in a way that will challenge your players.
- Put your players in their weakest positions - where they can learn and develop.
- Restrict the number of touches on the ball - max 3 touches before a pass.
- Force players to only use their non-dominant foot in your opponent's half of the field. Forcing nine kids to only use their left foot is going to slow the game down, it is going to improve skills and next year's coaches are going to be very grateful to you for creating a bunch of left footers that they can benefit from.
- Don't fight to keep the ball in play when it is headed for the sideline and you guys touched it last. Give the other team the throw.

- Maximize this rare opportunity to really work on areas of development in a real competitive environment. Demand 10 fakes per player per game - ones they've not mastered yet. Put your forwards in goal for multiple quarters. Put your defenders up front to work on their off-side management. Switch your wingers.
- Play with four defenders. Or five. Have them work on their long balls into the other half of the field. Strengthen their hips. Their legs. Sure... you'll lose possession. So what? It's a great opportunity to work on your negative transitions and win the ball back.
- If most of your goals come from shots outside the 18, force your players to dribble inside the 6 without passing before trying to score. If most of your goals come from inside the 6, mandate all shots are made from 18 yards or further. Or, even better, from wide angles and never from in front of the goal. At the same time, get to work having your players learn to bend it like Beckham.
- Never embarrass your opponent by announcing to your team that you are not to score anymore goals. That's as demoralizing as hammering them 14-0. Be sensitive. Have a code word. Have a special 'enough is enough' hat to wear when it's time to hold back. Be discreet.
- Always have a plan before kickoff for handling these situations. The strategy you deploy will be much more effective if you don't have to invent it half way through the third quarter. Jot a few notes down on your clipboard in permanent ink so they are readily accessible when you need to reference them.

Remember, with a strong defense you only need one goal to win a game. Or maybe three would be good in a tournament game where you are looking to maximize your points.

Regardless of the disparity in skill level between the two teams there are always approaches you should take that will benefit both sides. In doing so, you'll stop your opponents going home humiliated and in tears. You'll also get to enjoy watching your own team leave as marginally improved soccer players.

The ideas above are just the tip of the iceberg. There are so many other creative ways to ensure 'damage limitation'. In fact, the list is endless. If you have any good methods you've used in the past, send them to [coach@ayso2.org](mailto:coach@ayso2.org) and we'll get them included on this page.

Three of the six AYSO philosophies are Positive Coaching, Good Sportsmanship and Player Development. If you can apply those to your game then you will do just fine!

## Zero Tolerance Policy for Referee Abuse

New for 2025, a STRONGER Policy to prevent referee abuse. Look for more guidance from Region 2 soon, but for now, here is US Soccer's resource about their new policy:

<https://www.ussoccer.com/rap>

The MESSAGE IS CLEAR...we need to honor and value our referees by treating them with kindness and respect at all times. Expect severe consequences for transgressions.

Our referees, adults and youth, are unpaid volunteers who are doing their best to ensure our children's safety while upholding the spirit of the laws of the game. The Board of Directors cannot and will not tolerate any abusive behavior towards any referee, player or coach. In addition to setting a poor example for the children, derogatory comments or complaining about the referee's calls jeopardizes our ability to attract and retain volunteers without whom we cannot play.

Any player who uses profane, offensive, insulting, vulgar or abusive language or gestures will receive a red card and will be ejected from the game. This rule applies equally to the coach, assistant coach, substitutes on the bench, injured players and spectators. In instances where parents or coaches cannot control their comments or behavior, they will be dismissed from the game area, and in extreme situations, may not be allowed to watch future games.

This policy is especially true with respect to our youth referees. Youth referees are trained identically to adult referees, and due to their playing experience are frequently among the most knowledgeable referees on the field. While we do ask our youth referees to make the same officiating decisions as adult referees, it is not reasonable to, and we do not expect youth referees to confront or argue with adults. Youth referees are always paired with and/or monitored by adult referees. They are instructed, in the event of dissent from the sidelines, to suspend the game until the coaches have removed any offending individuals that impede the safe or fair conduct of the game.

Please help us ensure all our games are positive experiences for our children and for all our hard-working volunteers.



## Select Player Selection

Once the AYSO core season is over (Fall), it is within Region 2's discretion to put forth any postseason programs that are desired by our community. Some of these programs are open registration (Spring Skills, Second Season, Grad Series) with balanced teams. Others are teams that are built with players selected to participate in more competitive programs. These teams are referred to as Select Teams. They participate in various out of Region programs, like the Area All Star program, and in tournaments throughout the spring and summer.

The coaches who are chosen to lead these Select teams will be empowered to help build their teams, with the input of the other coaches in their division and subject to these guidelines:

1. To be eligible, a player must have attended 50% of all practices and 75% of all games.
2. Coaches will be required to designate a Team Manager and have at least 3 certified and cleared referees on their roster.
3. Coaches will conduct a Turkey Tournament / All Star assessment session to provide an opportunity for kids from every team to be considered. Every coach will be asked to invite 2 players. The Select coaches can invite as many additional players as desired.
4. Turkey Tournament teams are built at the discretion of the Select coaches as a tryout for future Select placement. Coaches should consider eligibility based on #1 and #2 above.
5. At the end of season review meeting, the Sectional, Area and Regional coaches who participated in Turkey Tournaments will provide feedback on the players they selected.
6. Then, beginning with the Sectional team, the coach will be asked to nominate the following number of players:  
 10U - 6 players | 12U - 7 players | 14U - 8 players
7. Then, each coach present can nominate additional players into consideration for the vote. Any player nominated by a coach should be voted for by that coach. Nominations must meet or exceed the counts in #8 below.
8. Once all coaches have concluded their nominations, a vote will take place to form the:
  - Top 12 olders and top 6 youngers for 10U
  - Top 14 olders and top 7 youngers for 12U
  - Top 16 olders and top 8 youngers for 14U.
 \*All ties that impact these placements are broken by the coach.
9. The team formation process will take place outside of the meeting, with each coach required to choose from the created pool as follows:
  - 10U - Sectional must take 6 from the pool. Area must take 6 from the remaining pool.
  - 12U - Sectional must take 7 from the pool. Area must take 7 from the remaining pool.
  - 14U - Sectional must take 8 from the pool. Area must take 8 from the remaining pool.

10. Max Roster Size

10U - 9 players

12U - 12 players

14U - 15 players max for Sectional. 14 players max for Area.

11. Team Requirements - Older / Younger

10U - 6 youngers across both Sectional and Area teams.

12U - 9 youngers across both Sectional and Area teams.

14U - No restriction for Sectional. Min six youngers on each Area team.

## **Select Team Coaching - Turkey Tournaments, All Stars and R2 on Tour**

Being chosen to lead a select team in Region 2 is an honor! You will be given an opportunity to work with a group of kids whose skill levels are more similar, and you'll be able to compete at a higher level. Region 2 takes its reputation beyond its borders very seriously. Being asked to lead one of these teams is being asked to represent Region 2 as you travel to games and tournaments all across Southern California.

There is also a significant amount of administrative effort necessary to be successful. We are looking to build teams that are led by coaches and team managers who can drive their effort with only essential training and support from Region 2.

In general, we are looking for coaches with a desire to develop and lead a team from November through July. It begins with Turkey Tournament scouting, progresses through the Area All Star program, and then continues through the Spring and Summer AYSO tournament season.

The coach recruitment process will be lead by the Coach Admin in concert with the Division Coordinators. They will bring forward a set of candidates to be considered by the Play Committee for each division. Through the Play Committee, feedback on the candidates will be provided from the perspective of their respective area (Referee, Community, Coach and Play). The Play Committee will finalize a slate of at least three coaches (1 Sectional, 1 Area and 1 Regional), with additional Regional coaches needed in some divisions. These will be presented to the Executive Board for any additional discussion and a vote.

Coaches who are interested in being considered to lead a Select Team should communicate their interest to their Division Coordinator or the Coach Administrator. Here are some of the things we will consider:

1. Conformance of the coach to AYSO's 6 guiding principles - development over winning!
2. A positive history with the Region - good behavior towards referees and other coaches.
3. Coaches who embody the spirit of Region 2 and contribute beyond their team.
4. Demonstrated ability to manage this effort through a history of consistent engagement, communication and follow through.
5. Willingness to lead the team through the entire postseason schedule.
6. Coaches connected to Region 2 with a desire to develop talent within our programs.
7. While we strive for a higher caliber of coaching for Select teams, we also honor those volunteers who consistently provide opportunities for Region 2 kids to compete.

## **Division Specific Player Development Initiatives (PDIs)**

### **Division PDIs: 6U**

- No Throw-ins

Players will not throw the ball in from the sideline. A simple kick 'pass-in' is performed instead. All players must be at least two yards from the place of the pass-in.

- No Headers

An Indirect Kick (IDK) will be awarded to the opposing team for intentionally heading the ball

- No Goalkeepers

All players shall compete up field. The goal will remain unprotected by a keeper.

### **Division PDIs: 7U ad 8U**

- Optional Throw-ins

Players are permitted to take throw-ins from the sideline. If the coach or player prefers, 'pass-in' may be performed instead. All players must be at least two yards from the place of the pass-in.

- No Headers

An IDK will be awarded to the opposing team for intentionally heading the ball

- No Goalkeepers

All players shall compete up field. The goal will remain unprotected by a keeper.

### **Division PDIs: 10U**

- Goalkeeper - No punts, dropkicks or volleys. Ball may be distributed by rolling, throwing or kicking. A deliberate punt, dropkick or volley will result in an IDK being awarded to the opposing team.

- Buildout Line

The buildout line is halfway between the outer edge of the penalty area and the halfway line. All opposing players must move behind the buildout line when the keeper has possession of the ball.

As soon as the ball is returned into play, opposing players can cross the buildout line and attempt to gain possession. The goalkeeper does not have to wait until all opposing players are behind the buildout line before distributing.

The buildout line is not used during free kicks (direct or indirect).

- Offside

The buildout line is the boundary for defining a player in an offside position.

A player cannot be considered offside if they are in their own half of the field or between the halfway line and the opposing team's buildout line.

- Headers

No intentionally heading the ball. Deliberately heading the ball will result in an IDK being awarded to the opposing team.

**Division PDIs: 12U**

- Goalkeeper - Punts, dropkicks and volleys are permitted.

- Headers

No intentionally heading the ball. Deliberately heading the ball will result in an IDK being awarded to the opposing team.

If the restart is in the **GOAL AREA** for the attacking team, the ball is placed at the Goal Area Line parallel to the Goal Line (as all other IFK restarts).

## Region 2 Divisional Rules and Laws of the Game

### Laws of the Game:

19U, 16U, 14U, 12U, and 10U - Matches are played according to IFAB Laws Of The Game and the AYSO National Rules and Regulations

DIVISION	NUMBER OF PLAYERS & MINIMUM PLAYING TIME
<b>6U</b>	4 versus 4. One sub. No Minimum number of players, 2 teams split in half playing on 2 side by side fields. No Goalkeeper.
<b>7U</b>	4 versus 4. One sub. No Minimum number of players, 2 teams split in half playing on 2 side by side fields. No Goalkeeper.
<b>8U</b>	4 versus 4. One sub. No Minimum number of players, 2 teams split in half (maximum 5 on each side) playing on 2 side by side fields. No Goalkeeper.
<b>10U</b>	7 versus 7, with a minimum of 5 players/team on the field; Players are required to play at least 3 quarters of the game (late arrival must play minimum 3 quarters or the rest of the game); Maximum 2 quarters of Goalkeeper playing time.
<b>12U</b>	9 versus 9, with a minimum of 6 players/team on the field; Players are required to play at least 3 quarters of the game (late arrival must play minimum 3 quarters or the rest of the game); No restriction on Goalkeeper playing time.
<b>14U</b>	11 versus 11, with a minimum of 7 players/team on the field; Players are required to play at least 3 quarters of the game (late arrival must play minimum 3 quarters or the rest of the game); No restriction on Goalkeeper playing time.
<b>16U</b>	11 versus 11, with a minimum of 7 players/team on the field; Players are required to play at least half of the game or the remainder of the game if they arrive late; No restriction on Goalkeeper playing time.
<b>19U</b>	11 versus 11, with a minimum of 7 players/team on the field; Players are required to play at least half of the game or the remainder of the game if they arrive late; No restriction on Goalkeeper playing time.

DIVISION	DURATION OF THE GAME
<b>6U</b>	5 minutes quarter with 1-2 minutes quarter break and 5-10 minutes half-time break; no scorekeeping.
<b>7U</b>	10 minutes quarter with 1-2 minutes quarter break and 5-10 minutes half-time break; no scorekeeping.
<b>8U</b>	10 minutes quarter with 1-2 minutes quarter break and 5-10 minutes half-time break; no scorekeeping.
<b>10U</b>	25 minutes half with 5-10 minutes half-time break; running clock; game can end in a draw in pool play; 5 minutes grace period from the scheduled starting time.
<b>12U</b>	30 minutes half with 5-10 minutes half-time break; running clock; game can end in a draw in pool play; 5 minutes grace period from the scheduled starting time.
<b>14U</b>	35 minutes half with 5-10 minutes half-time break; running clock; game can end in a draw in pool play; 5 minutes grace period from the scheduled starting time.
<b>16U</b>	40 minutes half with 5-10 minutes half-time break; running clock; substitutes on the “eighths”, game can end in a draw in pool play; 10 minutes grace period from the scheduled starting time.
<b>19U</b>	45 minutes half with 5-10 minutes half-time break; running clock; substitutes on the “eighths”, game can end in a draw in pool play; 10 minutes grace period from the scheduled starting time.
Games starting late still need to end 5 minutes before the next game's scheduled starting time; both halves shall be shortened equally via referee's instruction.	

**Ball Size:**

19U, 16U and 14U: Size 5

12U and 10U: Size 4

8U, 7U, 6U &amp; Schoolyard: Size 3

**Goal Size:**

19U, 16U, 14U:

Official Size Goals (8 feet high and 8 yards wide).

12U:

7 feet high and 7 yards wide.

10U:

6 feet high and 6 yards wide.

8U, 7U, 6U:

4 feet high and 6 feet wide.

## **Misconduct - Yellow & Red Cards (Cautions & Send-offs)**

Yellow cards (cautions) & red cards (send-offs) are part of a referee's toolkit to manage matches. While misconduct is rare in the younger AYSO divisions, referees should issue yellow/red cards when necessary to ensure a safe and fair match.

*In the 10U division, AYSO policy requires that cards not be physically shown. For misconduct in 10U, the referee should take time to explain the misconduct to the player's coach and allow the coach the opportunity to substitute or remove the player from the game if necessary. The misconduct should be reported, as normal, on the game cards.*

If a player is sent-off, they must sit out for the remainder of the game and should not participate in the post-game hand-shake. The player will also be suspended from participating in the following game. *For send-offs that do not involve violence or behavior issues, the coach may request an appeal of the suspension from the Play Committee.*

Coaches receiving a send-off must completely leave the field. Another certified assistant or head coach on the team's roster may resume coaching to allow the team to continue playing. If there are no certified coaches remaining then the game is considered forfeited and terminated.

### **Yellow Card Accumulation:**

Cautioning a player with a Yellow Card doesn't always provide enough disincentive to shut down the behavior. Often players receive numerous Yellow Cards for the same infractions. To address this, we will be implementing the following yellow card accumulation policy:

- All Yellow Cards will be reported via TMS.
- Three Yellow Cards in one season to any single player or volunteer will trigger a review.
- If the circumstances are the same or similar, the player or volunteer will be counseled and told that any subsequent violation will result in a one game suspension.
- Any further Yellow Cards for the same offense that season will trigger an automatic one game suspension.



## **Team Referee Responsibilities**

14U - Each team provides 1 Assistant Referee for the game after their own game; teams that play the last game of the day provide an AR for the first game of the day on the same field. Referee assignments may be for a game from another division.

12U and 10U - Home teams are responsible for providing 2 referees, including the center referee, while visiting teams provide 1 referee for the game taking place after their game; teams that play the last game of the day provide referees for the first game of the day on the same field. Referee assignments may be for a game in another division.

8U and 7U - Each team provides one referee for their own game; Coaches should not be the referees.

6U - No referees are used; coaches help players follow the Laws of the Game.

Referees should always wear their full uniform (jersey, black shorts, 3-stripe socks, and AYSO badge).

### **Missed Ref Assignment Point Deduction:**

3 points - missed center referee assignment

2 points - missed AR assignment

10U/12U - 35 total possible referee points across your 10 game season

14U - 20 total possible referee points across your 10 game season.

Deduction may be applied to referees without proper uniform and/or required AYSO badge. Please connect with the Referee Admin if your team refs need new gear.

### **Playoff Disqualification Rule:**

Any team that loses 40% of their referee points will be disqualified from the playoffs.

10U/12U - Maximum allowable deduction is 13 points. 14 points will result in disqualification.

14U - Maximum allowable deduction is 7 points. 8 points will result in disqualification.

**Teams will need to sign-up for their referee assignments by Thursday night** so we can properly fill in openings. This is avoidable with proper communication and follow through. Please let us know your challenges so we can provide support!

## Lineup Cards & Reporting Game Results

Coaches - Team information on Lineup Cards must be completed prior to the game (use the ones printed from Team Management Site; 10U+ teams must print BOTH sides of the Lineup Card).

Referees - Correctly filling out game cards is important! It helps ensure that our players are getting proper playing time and avoids errors with game results.

- Indicate when players are not playing with an "X". Goalkeepers are indicated with a "G".
- Keep track of goals during the game with tick marks next to the player name. Only use numbers in the score box.
- **Team names are the coach's last name**. Do not use colors or mascots (Green, Blue, Cobras, Dragons, etc.)
- Referees, print, do not sign your name to ensure proper credit.

Lineup Cards must be completed by referees with names/teams PRINTED.

Lineup Cards must record the final scores and any Yellow/Red Cards, and/or Coaches/Spectators ejection.

Lineup Cards must be returned to the Division Coordinator per their directions. This can vary from division to division.

Incident Report must be filed out by the coach for any injury, threat, and/or property damage.

Referee Match Report must be filed if there is any ejection and/or serious incident.

## **Standing Points and Playoffs**

19U and 16U:

Area 1C rules apply

14U, 12U, and 10U:

- 6 Points for a Win.
- 3 Points each team for a Draw.
- 0 Point for Loss.
- 1 Point per goal up to 3 maximum.
- 1 Point for a shutout win (no goals allowed). 0-0 draws do not earn shut-out points.
- Maximum points per game is 10.
- A Forfeit is recorded as a 1-0 win and results in 8 points.
- 14U, 12U and 10U - The number of teams qualifying for any playoff tournament varies per division from season to season
- 8U, 7U, and 6U - No game scores are kept; no point system is used; no playoffs

**Tie Breaker:** (for Playoffs)

1. Total Points
2. Fewest Goals Allowed (GA).
3. Head to Head match up (first meeting, if more than one)
4. Coin Toss

## Overtime and Penalty Shoot-outs

*These rules apply only to games that must not end in a tie (for example, a playoff or knockout style competition).*

### Overtime Procedures

No Playoff Tournament game may end in a tie. In the event of a tie at the end of regulation time, the teams shall play two full overtime periods consisting of 6 minutes for 10U, 8 minutes for 12U and 10 minutes for 14U/16U/19U.

Both Overtime Periods shall be played to their conclusion. There are no "golden goals" or "sudden victory". If a team is playing short because of sendoffs, they will continue to play short during the overtime periods. Teams will defend the opposite goal in the second period of overtime.

### Penalty Shoot-out

In the event that the score is still tied at the conclusion of the overtime periods, the winner shall be determined by taking kicks from the penalty mark consistent with IFAB rules and regulations:

1. The referee chooses the goal at which the kicks will be taken giving first consideration to the goalkeepers (i.e., position of the sun and/or condition of the goal area). A separate goal may be designated. If no other consideration exists, the referee tosses a coin to determine the goal to be used.
2. Only players who are on the field of play at the end of the second overtime period are eligible to take kicks.
3. The kick is completed when the ball **stops moving, goes out of play or the referee stops play for any offense**; the kicker may not play the ball a second time.
4. If, before or during the taking of kicks from the penalty mark, one team has a greater number of players than its opponents, it must reduce its numbers to equate with that of its opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility in consultation with the team coach.
5. The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
6. Subject to the conditions explained below, both teams alternate in taking five kicks each.
7. The referee is not told the five kickers or their sequence order in advance of the kicks from the penalty mark.
8. If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.

9. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same alternating order until one team has scored a goal more than the other team from the same number of kicks.
10. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick. It is not necessary for either team to maintain the same kicking sequence order during a second round of kicks or during any subsequent rounds.
11. An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken. A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by any player on that team who will take the goalkeeper's place in the team kicking rotation. The original goalkeeper may not return once he/she is replaced.
12. Only the referee team, eligible players and one coach are permitted to remain on the field of play when kicks from the penalty mark are being taken. Players not participating in the taking of kicks, other coaches and spectators shall remain on their respective touch line "behind" the penalty area.

## Indoor Tournament Rules & Administration

Rules are subject to change or revision based on equipment and/or other considerations.

These rules are primarily for coach, referee and staff consumption. In keeping with Region 2's desire for transparency, they are posted publicly here.

### General

- All players must have been registered and played in Region 2 the past fall season.
- All players from the past fall season on your team must be invited to participate.
- Team rosters in the form of a game card listing participating and/or eligible players will be turned in prior to the start of the first game.
- Division (u6) may play with 8 players on the field.
- All other divisions play 6 v 6. All players present in uniform must play at least four (4) minutes per half.
- All games will be 18-20 minutes with a running clock for the duration of the entire game. Clock does not stop for half-time.
- Tournament director or designee on duty may alter game duration to keep the schedule on time.
- Coaches participating in the tournament will be expected to help monitor doors and ref if needed.
- Players cannot be shared; teams cannot be combined.
- Soft-soled shoes and shin guards are required. Uniform jerseys and shorts are required. Knee pads, elbow pads. and sweatpants are permitted.
- All teams must arrive 30 minutes prior to posted game time. Games will/may start early/late depending on the previous games and the need to keep on schedule.
- Some games may be shortened to maintain the program schedule and the need to vacate the gym each night by 10:00 pm.
- Home team is listed first and occupies the north door. Home kicks off the first half. No coin flips.
- No end of game cheers or handshakes on the court.

### Game rules

- Referee calls and all decisions rendered by the board member in charge are final and are not subject to protest.
- Kick offs and all restart kicks are indirect, except penalty kicks.
- Penalty kicks are taken 15 feet (5 yards) from the goal. Penalty kicks will be awarded for:
  - Intentional flagrant fouls in the penalty area

- Intentional hand-ball to stop a shot on goal
  - Red card offense
- All other fouls will be an indirect kick at the spot of the foul
- The penalty area is the basketball three-point line
- There is no offside during this tournament.
- There is no slide tackling.
- Players may not hold boards or walls for advantage.
- 3 yards must be given on all kickoffs; indirect, corner and goal kicks.
- The ball is out of bounds if it goes over the arena walls or strikes a foreign object above the field.
- Out of bounds over the walls will restart with the appropriate throw-in, corner kick or goal kick at the point the ball went out. All of these are indirect.
- Corner kicks are taken from where the black line intersects the court walls approx 3 feet outside the 3-point arc.
- The player making the throw-in must keep one foot in contact with the wall during the throw.
- Goals may not be scored on a throw-in.
- Balls striking objects above the field; rafters, lights, baskets, nets and backboards will be a foul and restart with an indirect kick at a spot directly below the infraction for the fouled on team.
- In the event this occurs in the penalty area.
  - The defending team strikes the foreign object. Restart will occur at the nearest point outside the penalty area.
  - If the offensive team strikes the foreign object. Restart will be a goal kick.
- Substitutions may be made at any time without notifying the referee.
- The player being substituted for must leave the field before his/her replacement takes the field.
- If a player stays and becomes part of the play this is a too many players penalty and restarts with an indirect kick the other way from where the ball was stopped.
- Neither team may substitute during a penalty kick.
- Goalkeepers:
  - May only use their hands in the penalty area marked by the basketball 3-point line.
  - Not allowed to punt or drop-kick the ball.
  - Not allowed to place the ball on the floor to kick or dribble and pick it up a second time.
  - Not allowed the use of hands on a pass back off their teammates foot.
  - Any of the above fouls will be a restart indirect free kick from the closest point where the ball was to the penalty line for team fouled.

- May not throw the ball directly beyond mid-court. Restart is indirect where the ball crossed mid- court.
- Overtime procedures
  - Practice and pool games may end in a tie.
  - Overtime will only be played in elimination games: semi, quarter, championship.
  - Teams remain on same side when regulation ended throughout overtime.
  - Play starts immediately after regular time.
  - Overtime starts with a drop ball at center court.
  - Substitutions may be made during OT with no minimum time requirement per player.
  - If a penalty kick occurs in any OT the assigned goalkeeper may use hands to defend the goal but:
    - must immediately drop the ball and kick/pass it away.
  - All elimination games are sudden victory as follows:
    - One (3) three-minute overtime – sudden victory
    - No keeper – 5v5.
    - Sudden victory to the game winner.
    - No keeper - two (2) less field players... 3v3.
- Scoring
- Tournament style point system
  - Win – 6 points
  - Goals – 1 per point scored (3 max)
  - Shutout – 1 point (0-0 tie 1 point awarded to each team) tie – 3 points each team
  - If a team forfeits or is a no show, the opposing team will receive a full 10-point score
- Tie breaker
  - Head-to-head competition
  - goals allowed
  - Coin flip or 3 vs.3 golden goal
- Coach / adult play
  - 5v5 players
  - No male to female tackles
- Problems or unforeseen occurrences during the tournament shall be handled by the tournament director on duty. His/her decision on all matters is final.
- No protests will be allowed with the exception of an ineligible or uninvited player.
- Team awards will be given to the winner and runner up of each division; awards will be awarded to participating players only.