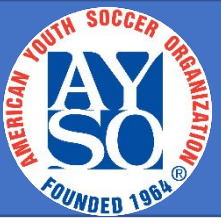




Fall 2025 10U & 12U Beach Cup Information



Agenda



- **Roster Management by coaches**
- **Calls to Remember**
- **Game Management Tools**
- **Coverage**
- **Who to ask for questions**



Roster Management



- **¾ Play**

- Every player in attendance must play ¾ of the game they are in attendance for unless the roster max has been exceeded.
- Violations will result in game forfeit.

- **Substitutions**

- Substitutions only allowed at “quarter” breaks and halftime.
- Not a coaching break - should be no longer than a minute.
- Clock is running and time is not added for delays in teams returning to the field.

- **Injuries**

- If a player is injured - please give the Referee a moment to check on the player - they can work through most issues. Coaches must remain off field until invited on. Parents should NEVER enter the field of play unless SERIOUS injury.
- If the player needs to leave the field - they can be immediately replaced or team ***may play short*** momentarily to see if player can return. Once player is replaced they may not return in that quarter.

- **Changing Goalkeeper**

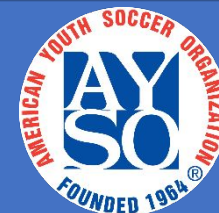
- Goalkeeper may be changed with any field player at a stoppage in play when requested and approved by Referee. If time wasting, may be denied. Player must wait for a stoppage and permission to return to previous position.

- **No outside players**

- Only players currently rostered to a team may play at any time. Violation will result in a forfeit.



Calls to Remember



- **Deliberate Heading (10/12U)**

- This is the head hitting the ball *deliberately*, not the ball hitting the head.
- Restart is Indirect Free Kick for the other team from the point of infraction. (If it occurs inside the Penalty Area, in 10U, the Referee *should* move the ball to the 18 to ensure player safety.)
- Referee should immediately stop play if a player is hit in the head with substantial force or the player seems injured.
- Player should be temporarily removed from the match until they are cleared to return. Player may be substituted or team may play short for a period of time. Referee must be notified of intent to return to play.

- **Dropped Ball – Restart**

- If a Referee stops play for an injury, play is restarted with a dropped ball.
- If the ball hits the Referee and changes possession or starts a promising attack, play is restarted with a dropped ball.
 - Ball is dropped to the team had or would have gained possession if this can be determined by the referee; otherwise, it is dropped for one player of the team that last touched it. The ball is dropped at its position when play was stopped.
 - UNLESS either of these occurs in the Penalty Area, which results in dropped ball to the Goalkeeper.
 - Player may dribble the ball directly from a dropped ball, but cannot score goal without the ball touching another player.

- **Offside**

- 10U - player may not be offside between the halfway line and the build-out line.
- Offside offense requires:
 - Player is in an offside position *at the moment* the ball is played or touched by a teammate.
 - Then, the Player is actively involved in play by playing the ball or immediately challenging an opponent.
 - Or, interferes with an opponent (e.g., obstructing opponent, preventing opponent from seeing or playing the ball).
 - Or, gains an advantage (playing the ball after it has rebounded off the post, crossbar, or opponent making a save).



More Calls to Remember

- **Handball**

- It is NOT a foul every time the ball touches a player's hand or arm.
- The Referee must determine if the touch was: (1) deliberate or (2) because the hand/arm is in a position that made the body bigger and is unnatural for the situation.
- This determination will take into account the impactfulness of the play, as well as the player's age, skill level, etc.

- **Back Pass to the Goalkeeper**

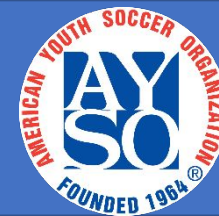
- A violation requires a kick (i.e., with the foot) that is deliberately directed to the goalkeeper by a teammate.
- The goalkeeper may/should kick the ball from a deliberate back pass.
- If the Referee decides it was a deliberate pass by a teammate that is then handled by the goalkeeper inside the Penalty Area, the restart is an Indirect Free Kick.
 - In 10U - ball should be placed at the 18 to ensure player safety. All other divisions at point of the offense unless inside the goal area in which case the ball would be brought to the goal area line perpendicular to the goal line.

- **Challenging/Charging**

- Shoulder-to-shoulder challenge is generally acceptable when performed with reasonable force (even when a player is bumped away, or sometimes even when a player falls to the ground).
- Charges to the back or with reckless or excessive force would result in a foul.

- **Throw-Ins**

- No more re-do's. Remind your players: face the field; both feet on the ground and on/behind the touchline; throw with both hands from behind and over the head.
- Goalkeeper may not handle a ball thrown to them directly by a teammate. IFK.



Referee Game Management Tools

- **Players**

- Referees may manage player issues by utilizing Yellow and Red Cards.
- Cards are not typically shown in 10U matches. Referees may still verbally caution (YC) and may send off a player (RC) from a match due to conduct that would normally result in a Red Card (e.g., serious foul play, violent conduct, foul language, or second YC). In a significant event - Referees may still show cards to manage the game even in 10U.
- A player sent-off or shown a Red Card will receive at least a one-game suspension.

- **Coaches**

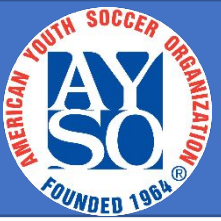
- Referees may manage Coach/Assistant Coach behavior by utilizing Yellow and Red Cards.
- Yellow Card may be given for Coach dissent, disrespectful actions (e.g., kicking things, sarcastic clapping), or the failure to take actions to control negative spectator behavior.
- Red Card may be given for extreme Coach dissent, offensive/abusive language, a second Yellow Card, or entering the field to confront the Referee (includes during half-time or after the match).
 - Red Card to Coach/Assistant Coach results in 2 point deduction from pool play standings for the team.
 - Red Card for Coach/Assistant Coach dissent or other improper behavior will result in at least a one-game suspension.
 - If Coach is ejected and no Assistant Coach is present (or both are ejected), the match is terminated.

- **Parents/Spectators**

- Parents/spectators may be ejected from a game for disruptive behavior, dissent towards a referee, dissent against a youth referee, foul language, or entering the field of play (among other things). Coaches will be asked to remove the offending spectator.
 - Ejection of a parent results in 2 point deduction from pool play standings for the team.
 - Ejection of a parent will result in at least a one-game suspension.
 - If disruptive behavior repeats or is sufficiently serious, all team spectators may be barred for at least the next game.



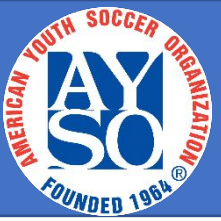
Referee Coverage



- Teams are still expected to provide referees throughout the tournament.
- Some games will have more experienced referees as CR - teams should focus on filling **at least one AR per game day**.
- Team parents should try to avoid signing up for games in their own pool. In almost all cases - the game after is NOT the same pool so should be the priority.
- Coaches who Referee:
 - Their own games: may not CR or AR
 - Games in their pool: may not CR, and should try not to AR
 - Games outside their pool, but in their division: may AR and should try not to CR
 - Games outside their division (e.g. 10UG coach in 10UB): may CR and AR



Q&A



- Any issues/situations you've faced this season that you have questions about?
- If you'd rather discuss privately, feel free to send an email to:
 - Krista: commissioner@ayso18.org
 - Dan: refadmin@ayso18.org
 - John: ara@ayso18.org

Need Referee Uniform/Equipment? Request on AYSO18.org/Referee

THANK YOU FOR BEING A REFEREE!

GOOD LUCK WITH YOUR MATCHES!