



AYSO Region 741, Paso Robles

updated 11/10/2014 SJF

The rules, which will be used for this tournament, are the same rules, which will be used for the Area10Q League Team Playoffs to be held in December. Divisional Champions from this tournament will be eligible to participate in those Play-offs.

GOOD SPORTSMANSHIP conduct will be required for teams to be eligible for Section Playoffs. The final decision as to which teams will represent Region 741 in the Area Q League Team Playoffs rests with the Regional Commissioner.

RULES

General:

The rules for this tournament are those that are presented in:

- ◆ FIFA Laws of the Game
- ◆ AYSO National Rules and Regulations.
- ◆ Section 10 Rules.

Specific:

Rules presented, herein, are in addition to those presented in the above documents, or those that have been included to clarify certain of the above rules.

GOOD SPORTSMANSHIP

The **Coaches** shall be responsible for the conduct of their Players and Spectators, all of whom shall display the most positive aspects of **GOOD SPORTSMANSHIP** and conduct in keeping with the AYSO philosophy. All of our young people deserve the best examples of **SPORTSMANSHIP** and **GOODWILL** toward all players and participants (including opponents) and respect at all times for all Referees and Officials. This is your challenge during the Tournament this year. Please join us in making this an exceptionally good Tournament for all of our young people – competitively, emotionally and in all other ways.

TEAM CHECK IN

A. **Check-in:** There will be a “**CENTRAL CHECK IN AREA**” by the playground at Barney. Each coach AND players shall check in here at least forty five (45) minutes before the first game. **The eAYSO Player Registration/Medical Release Form for each player must be presented for each player on the team roster. Players must be completely dressed ready to play for equipment check.**

B. **Medical Release Forms:** This form must be filled out and signed by the parent/guardian and have an original signature OR e-signatures. Any player who does not have a properly completed form will not be permitted to play. If a team arrives without completed forms it must provide them by match time or forfeit the match.

NO FORM, NO PLAY, NO EXCUSE.



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C. **Game Cards:** Each team will require an official AYSO Game Card (on card stock and having proper dimensions) for each match. Game cards printed on Standard printer paper or that are other than those provided by the Region are not acceptable. Players are to be listed on the game card in jersey number order. The coaches shall present two (2) or three (3) properly completed Region-provided AYSO Game Cards at initial check-in (depending on their number of pool play matches). Blank cards will be available to be filled in by hand at the Central Check In table **Improperly completed game cards or other than Area-provided AYSO Game Cards will not be accepted, and coaches will be required to provide properly completed Area-provided AYSO Game Cards prior to match time.**

UNIFORMS AND EQUIPMENT

A. **Dress Code:** All team members will be uniformed in the same color, style, same material, jersey, shorts, and socks without exception. If any player is found to be in improper uniform, the discrepancy must be corrected at that time or the offending player shall not be allowed to play.

B. **Undergarments:** Boxer Shorts are NOT Permitted as additional Items of Clothing! Uniform shorts must be worn with the waistband at waist level. Uniform top jersey must be tucked in at the waist at all times beginning at team check-in.

C. **Additional Clothing:** In the case of inclement weather, additional clothing may be worn by any player that wishes, subject to the provisions that if worn, all additional clothing on the same team must be the same color. Different colors of additional clothing on the same team will not be allowed. Additional clothing worn above the waist must be worn under the uniform; additional clothing worn below the waist may be worn over the uniform. If one player on a team wishes to wear a specific item of clothing, all players on the same team need not wear items of the same clothing. Boxer Shorts are NOT Permitted as additional Items of Clothing! No hard-brimmed caps, stocking caps, or bandannas are allowed.

D. **Shin Guards:** Commercially manufactured shin guards of the appropriate size are MANDATORY and must, in the judgment of the referee, afford a player a reasonable amount of protection. Socks must fully cover the shin guards.

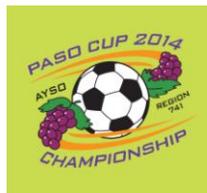
E. **Braces:** Elastic knee supports will be allowed without regard to color. These supports may be kneepads, or elbow pads, but not contain any hard parts, whether or not these parts are exposed.

F. **Jewelry:** No jewelry, of any kind will be allowed on the players during a match. **THERE ARE NO EXCEPTIONS TO THIS RULE.**

G. Home Team/Uniform Conflicts:

i. The Home team is the first team listed on the schedule.

ii. All coaches, substitutes, parents and spectators for each team shall occupy the opposite side of the field from the other team. The Home team shall occupy the north or west side of the field.



iii. The Home team also is responsible for supplying the game ball and changing jerseys or wearing overlays in the event of a color conflict. The referee shall make all decisions regarding color conflicts. Overlays will be available at the check-in area. Overlays must be promptly returned to the check-in area at the conclusion of the match.

DISCIPLINE

A. Coaching: REMEMBER GOOD SPORTSMANSHIP.

Coaches are responsible for the conduct of their players, parents, and friends. All are expected to display good sportsmanship throughout the playoffs.

1. **NO SPECTATOR COACHING** from the sidelines will be permitted.
2. **All spectators** must stay between the two Penalty Areas, and at least 2 yards from the touchline.
3. No one will be permitted behind the goal line.
4. Prior to entering the field of play, the coach must request such permission from the Referee.
5. All parents, players and coaches shall occupy the same side of the field.
6. No noise makers or horns will be permitted
7. There are **NO DOGS** allowed on the pitch. They must be removed from the venue or the offending team will forfeit their match.
8. Coaches, at all times, are expected to set examples of good sportsmanship and shall be responsible for the conduct of their players, parents and spectators.
9. Coaching shall be limited to positive instruction and encouragement only. Negative comments about referees or opponents will not be tolerated and may subject the coach to disciplinary action or expulsion at the discretion of the Regional Commissioner or designee.
10. Sideline participation shall be limited to two age-appropriate trained and certified coaches from each team who at all times shall remain in the designated coaches' area which extends ten yards on either side of the half-line and one yard behind the touch-line on their team's side of the field.
11. Coaches and spectators shall not enter the field of play at any time unless requested by the referee.

B. Field Invasion: If a coach, parents or spectators enter the field without the referee's permission, according to FIFA's Laws of the Game, the game shall be terminated. At the discretion of the referee, the Regional Commissioner, or delegate, that team may forfeit that game and may be eliminated from the balance of the playoffs.

C. Violent, abusive, negative, and/or disruptive conduct toward opponents, referees or officials will not be tolerated. It is the responsibility of each coach to counsel his or her players and



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spectators regarding positive and sportsmanlike conduct at all times. It is not the referee's responsibility to control unruly players and spectators - **IT IS THE JOB OF THE COACH TO DO SO!** And, we expect coaches to do so by setting the best possible example with their own behavior. Any violation of these conduct guidelines may result in discipline, including expulsion from the tournament, within the discretion of the Regional Commissioner or Section Director or designee.

D. Players and substitutes who are sent off from a match for violent conduct or serious foul play and coaches who engage in violent behavior will be automatically suspended from participation in **ALL SUBSEQUENT MATCHES FOR THE REMAINDER OF THE TOURNAMENT.** There will be no appeals.

E. Players and substitutes who are sent off from a match for any other reason, and coaches who are asked by any official to leave a game, will be suspended from the remainder of the match and from the entire **NEXT** match in which they are eligible to play.

F. Players, substitutes and coaches seeking another player, spectator, referee or official for the purpose of fighting or harassing another player, spectator, referee or official after a match, either on or in the vicinity of the playing fields, will be suspended from all further play during the remainder of the tournament. Additional sanctions may be deemed appropriate at the discretion of the Regional Commissioner, Section Director or designee.

G. Players and substitutes accumulating a total of two send-off (red cards) during the Tournament, and coaches accumulating a total of two match suspensions will be ineligible for any further participation for the remainder of the tournament.

H. Any player sent off for any reason must immediately leave the match and the vicinity of the playing fields accompanied by a parent or a safe haven certified adult. There will be no substitution for that player for the remainder of the match.

I. Any player or substitute committing a second caution-able offense (yellow card) in the same match will be sent off for the remainder of the match, and the participant will be ineligible for the next match in which the player otherwise would be eligible to play. If the individual committing a second caution-able offense (yellow card) is a player at the time, the team of that player must play shorthanded. Any player receiving a total of three yellow cards during this tournament will then be ineligible to play in their next scheduled match.

J. Any player or coach suspended under these Guidelines, who is found to have participated in a match from which he or she was suspended, shall be suspended for the next match in which he or she is eligible to play; and the game in which he or she illegally participated may be forfeit within the discretion of the Regional Commissioner, Section Director or designee. Any offending coach may also be suspended for the balance of the tournament and additional



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sanctions may be deemed appropriate at the discretion of the Regional Commissioner or designee.

K. Any team causing the termination of a match by any demonstration or disruption shall forfeit that match. Any team causing the termination of two matches for disciplinary reasons will be suspended for the remainder of the tournament.

L. Referee Reports

i. Referees shall submit an official Section 10 Game Misconduct Report in the event of:

1. All cautions (yellow cards) and send-off (red cards);
2. Any violent conduct of the players, coaches or spectators interfering with the control of the match.
3. Abuse of AYSO minimum play rules that may come to the attention of the referee
4. Any other action that in the referee's judgment merits a report.

ii. Referee reports must be made to the Regional Referee Administrator with a copy to the Regional Commissioner or designee.

M. Yellow Card Rule: Section 10 rules **DO NOT** require that a player or coach who receives a "Caution" or a Yellow Card, to leave the match.

N. Red Card Rule: A player or coach that receives a "Send Off" or a Red Card will have to leave the field and adjourn to the parking lot. The match will not start until the offending person complies. Any player or coach receiving an "Send Off" or Red Card will not be permitted to participate in the next scheduled match of his/her team, including the Area 10Q Playoffs, nor will s/he be permitted to approach the playing fields any closer than the parking lot. Any player or coach receiving two (2) "Send Offs" or Red Cards during these playoffs will be disqualified from future Area or Section play for the remainder of the season. If the "Send Off" or Red Card is for violent misconduct or foul and abusive language, s/he will be disqualified for the remainder of these playoffs.

O. Protests: As intended by Law V. "REFEREE" in the "Laws of the Game and Universal Guide for Referees," the conduct of all matches is in accordance with the dictates of the Referee. Accordingly, **NO PROTESTS WILL BE ACCEPTED OR ENTERTAINED FOR ANY MATCH CONDUCTED DURING THE TOURNAMENT.**

SUBSTITUTION

A. In accordance with AYSO Rules, substitutions will occur at approximately the mid-point of each half. The clock will continue to run. This is intended as a brief stoppage to get players on and off the field, not as a quarter break, or coaching session.



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B. In accordance with Area 10-Q and Section 10's AYSO philosophy, during an individual match no player shall participate in a fourth (4th) consecutive quarter of play unless all other players from that team participate in a third (3rd) quarter of play. Division Coordinators will check game cards following each match. If a violation has occurred, the match in question will be re-scored to reflect a forfeit for the offending team and the coach of that team shall be disqualified from participating in the team's next match.

SCHEDULE

A. Format: Within the two (2) "Pool" divisions, the top team in each of the two "Pools", plus the next two highest finishing teams, will advance to semi-final play. In the three (3) "Pool" divisions, the top 4 highest finishing teams, will advance to semi-final play. In the (1) "Pool" divisions, the top two teams will advance to the finals. Advancement is based on the **Points per Game (PPG)**-team's total number of points divided by the team's number of games scheduled.

- 6 points for each win
- 3 points for each tie
- 1 points for each goal (up to 3 goals)
- 1 point for a shut out
- 0 points for a loss

- Minus 2 points for each Red Card
- 2 yellow cards = 1 red card
- Forfeit win is 8 points (1-0 win)
- Forfeit loss is 0 points
- Double Forfeit is 0-0 tie (4 points each team)

Because Sportsmanship is such an important part of A.Y.S.O., there will be a deduction of 1 point for two cumulative Cautions (Yellow Cards) by any team and a deduction of 2 points for each Send Off (Red Cards) from the points awarded in pool play. Same Player or Coach receiving two (2) Cautions (Yellow Cards) equals a Send Off (Red Card) – minus three (2) points. Same Player or Coach receiving two (2) Cautions (Yellow Cards) equals a "Red Card" - equals three (2) points.

B. Date: Matches will be played starting Friday 11/14 through Sunday 11/16 at the times shown on the schedule. Rained out games will be scheduled as soon as possible thereafter with the exception of Thanksgiving Day.

C. Length of Matches:

In Division U-14, the length of pool play matches will be two (2) 30-minute halves with a 5-minute half-time break.

In Division U-12, the length of pool play matches will be two (2) 25-minute halves with a 5-minute half-time break.



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In Division U10, the length of pool play matches will be two (2) 20-minute halves with a 5-minute half-time break.

The Referee on the field will keep official time. The length of the match may be shortened by the Referee to maintain the time schedule. Teams must be ready to play at their appointed game time. Teams not ready may forfeit the match.

D. Determination of a Group "Winner". In all age divisions a match may end in a tie at the end of regulation play. Teams with eAYSO Roster Head Coaches that are NOT appropriately certified per Section 10 rules, as applicable to post-season play, will be allowed to participate in pool play but ARE NOT ELIGIBLE to advance beyond pool play. Standings for "Group" play will be determined by most average points per game (PPG), with ties broken in the following order of precedence:

- 1) Head to Head competition. (First, head to head match, followed by second head to head match, where applicable.)
- 2) Most wins
- 3) Allowed fewest goals to be scored against them per game scheduled.
- 4) If a tie still exists after the application of the first four factors and the tie determines which team advances, the Taking of Kicks from the Penalty Mark in accordance with FIFA Laws of the game will be held at the conclusion of Saturday's play. It is the coach's responsibility to check with the Division Coordinator as to the possibility of "Kicks from the Mark" before dismissing their team after pool play. If the tie only determines seeding for Sunday play or "Kicks from the Mark" is not feasible for any reason, then at the discretion of the Regional Commissioner, a coin-flip will be used to break the tie. If more than two teams are tied, then a coin-flip will determine seeding for a three-way "Kicks from the Mark". In the event more than two teams are in a tie, the tie shall be broken in accordance with the order of precedence above until at least one of the tied teams is eliminated based on the order of precedence. Any remaining tie is broken by starting over in the order of precedence. When a wildcard is selected from one of the groups, e.g., because there are an odd number of groups, the "Group" winner with the highest number of points shall play the wildcard in the semi-finals, unless the "Group" winner with the highest number of points is from the same "Group" as the wildcard, in which case the "Group" winner with the second highest number of points shall play the wildcard in the semi-finals.

DETERMINATION OF DIVISION CHAMPIONS

U10 Boys and Girls, and U12 Boys, will have two Semi-finals and one Final match; the winning team of the Final Match is the Division Champion. U14 Boys and Girls, and U12 Girls, will have a Final match. Determination of advancement to the Semi-finals and Final matches is outlined on each schedule and is based on the number of teams in the Division. Please refer to the tournament schedule for specific advancement properties. In the U14 and U12 and U10 divisions only one (1) team automatically advances.



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If a **Semi Final, Consolation, or Championship Match** ends in a tie at the end of regulation playing time, a winner will be determined by the taking of “Kicks from the Mark” in accordance with F.I.F.A. Laws.

THE TAKING OF KICKS FROM THE PENALTY MARK (SHOOTOUTS)

The following procedures shall apply if the Taking of Kicks From the Penalty Mark is necessary to decide the winner of a tied match or ties pool as indicated by the tournament tie-breaking rules:

- 1.** The Taking of Kicks From the Penalty Mark will be conducted in accordance with the FIFA Laws of the Game.
- 2.** Only those players left on the field of play at the conclusion of the regular game period may participate in the shootout. In the instance where one team has fewer than the standard number of players eligible to participate in the shootout (due to absence, injury, or send-off), the opposing team must reduce its numbers so it has the same number of players participating. The standard number of players are U10-7, U12-9, U14-11. The coach shall inform the referee of the name and number of each such player excluded from eligibility. Non-eligible players must remain in a designated area by the referee.
- 3.** Team captains shall participate in a coin-toss to determine which team kicks first. The team that wins the coin-toss decides whether to take the first or second kick.
- 4.** Five players from each team shall take alternate shots until one team has scored more goals than the opposing team has players left to kick. If the match remains tied after the first five shooters, the taking of kicks shall continue in the same order, until such time as both have taken an equal number of kicks (not necessarily five more kicks) and one team has scored a goal more than the other. If the score remains tied after the players from each team eligible to participate in the shootout have taken their respective shots, the teams shall continue to alternate the taking of kicks and any eligible player can shoot again. It is not necessary that they follow in the same order in taking their second kicks as they had for the first series.

REFEREE REQUIREMENTS/ASSIGNMENTS

Referees should check in at the scorers' table at each location as soon as they arrive to receive their assignments and any last minute instructions.



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APPENDIX

If the referee allows a coach, parent, or other responsible adult to enter the field to assess an injured player, must that player leave the field and, if so, when may the player reenter?

Law 5 requires the referee to stop the match if, in his or her opinion, a player is seriously injured. Law 5 also requires the referee to ensure that the player leaves the field of play. The determination of what constitutes a “serious injury” should take into account the player’s age. The younger the player, the quicker the referee’s whistle should be to stop the game. The referee should then beckon the coach to come assess the injured player. If the referee believes the player is only slightly injured, play should be allowed to continue until the ball is out of play. In this case the injured player is not required to leave the field of play unless someone has entered to assess the injury. As soon as it is safe to do so, the person responsible for checking the injured player’s condition must escort the player off the field of play. This allows time for determination of the player’s ability to safely continue playing. If a goalkeeper is injured but not being substituted, he or she may be treated on the field of play and is not required to leave.

Injuries involving a goalkeeper and another player and any severe injury to a player such as a concussion, broken leg, swallowed tongue, etc., may also be treated on the field of play. Before an injured player may return to the field of play, the match must have restarted and the referee signaled permission for the player to return. If the ball is in play, entry must be from a touch line; if the ball is not in play entry may be from a goal line or a touch line. It is important that the referee remain alert as to when the player is ready to return and give permission at the earliest opportunity so that the player’s team is returned to full strength.