



AMERICAN YOUTH SOCCER ORGANIZATION  
**A nonprofit corporation dedicated to youth soccer**

**Open Registration**

**Balanced Teams**

**Everyone Plays**



**Positive Coaching**

**Good Sportsmanship**

**Player Development**

AYSO 10W 2023-2024

14U, 12U, and 10U League and All-Star Playoff Rules

**League Weekend: November 18-19, 2023 All Star Weekend: January 20-21, 2024**

Welcome to the 2023-2024 Area 10W 10U, 12U, and 14U League and All-stars Championships. These events will bring together AYSO teams from the nine Area 10W regions. We hope you will have an enjoyable experience at this tournament.

**NO PETS, BBQ's, ALCOHOLIC BEVERAGES OR ILLEGAL SUBSTANCES ALLOWED**

These Rules have been established to set a standard under which all teams will compete in this tournament. Your knowledge of these Rules could be the difference between a happy time, or a disappointing experience for you and your team as these Rules will be enforced. All coaches, players and spectators are urged to read and follow these Rules with a positive and sporting spirit, for the benefit of all of the young people who participate and play soccer in our respective programs -- teammates and opponents alike. These Rules do not supersede AYSO Rules and Regulations, but are intended to cover situations not addressed in the Rules and Regulations or the Area W Policies, which shall prevail in case of conflict. Should you have any questions after reading these Rules, please do not hesitate to contact your Area Director or the Area W Tournament Director (see [www.ayso10w.org](http://www.ayso10w.org) for contact information).

Please remember that your invitation to participate in the Area playoffs is secondarily a competition. The first is an opportunity to celebrate your team's success in getting here. Please remember to have fun and to do your best to make sure your team and all the other teams have fun too.

**1. Conduct**



The Regional Commissioner shall be responsible for the conduct of their coaches, who in turn shall be responsible for the conduct of their players and spectators, all of who 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. Please join us in making this an exceptionally good tournament for all of our young people competitively, emotionally

and in all other ways. **With the exception of service dogs with credentials, no pets are allowed to be by the fields of play. The owners of our venues may allow pets along the perimeter of the venue or in the parking lot. If a violation occurs, staff will ask the pet owners to remove the pet from the fields of play.**

If owners refuse, staff will notify the coach of the violation. If the pet owner still refuses to remove the pet from the field of play, stoppage of the game will occur until the pet violation is remedied and the team associated with the pet will be deducted two points from their total standings.

## 2. **Coordination**

The Area Director, the Area Tournament Director, Area Referee Administrator, Area Coach Administrator, and their designees shall coordinate area playoffs. All decisions concerning fields, schedules, re-play or re-scheduling of games due to emergencies, discipline, eligibility, etc., shall be made by and within the discretion of the Area Director or designee, and shall be final.

## 3. **Eligibility**



Each Regional Commissioner is responsible for ensuring the eligibility of each player from his or her respective programs (See National rule III.F. and Section 10 Article 7). Only eligible and registered players may participate in these tournaments. Teams playing non-eligible players shall be subject to discipline, forfeit of games or elimination at the discretion of the Area Director or designee.

All qualifying teams shall have at least one coach for league and two coaches for All Stars, each coach shall be age specific trained (10U – 10U Coach; 12U – 12U Coach; 14U - Intermediate). In addition, all coaches must be certified with the latest credentials which include Safe Haven, CDC Concussion, Sudden Cardiac Arrest and Safe Sport. All coaches must have completed LiveScan required by California law. For League Playoffs only: Coaches that have not met the required age-appropriate training necessary may participate in the Area 10W League Playoffs on the understanding that they will not be eligible to continue on to Section Playoffs in Bakersfield. In the event a coach is not compliant in training, and it is decided a compliant surrogate coach is to be used, said coach must be added to the roster prior to the Area 10W League tournament.

**Any Coach/Asst. Coach that is in the coaching area must be on the ROSTER and wear a coaches' ID that is visible at all times.** By signing off on each roster, the Regional Commissioner is certifying that these requirements have been met in addition to the legitimacy of each player listed.

EXTRA and United players are NOT eligible for area playoffs.

## 4. **Roster Changes and Additions**

No roster changes or additions may be made except in accordance with Area W Rules and Regulations. For league teams, no roster changes or additions may be made after October 31, 2022, and All-Star teams, no roster changes or additions may be made after the start of the first game except with the approval of the Area Director.

**Your JERSEY ORDER compliant rosters will be submitted and accepted from your Regional Commissioner ONLY.**

## 5. **Player Registration Forms**



Coaches must have in their possession at all times a valid Player Registration Form for each player on the team. Forms without an original signature or an eSignature will not be accepted and the player or players affected will not be allowed to play.

At check-in, and if requested by an Area official at any other time, the coach will present the Player Registration Forms of all players shown on the lineup card to the area official in charge of team check-in.

**NO FORM, NO PLAY, NO EXCEPTIONS**

## 6. **Schedule/Format**

All teams will participate in the Pool Play round. Within each age division, teams will be divided into pools of three, four or five teams and play all other teams in their pool. These games will be 60 minutes for 14U, 46 minutes for 12U, and 46 minutes for 10U, all with a five-minute half time and no overtime. All 14U teams will play 11 v 11. 12U will play 9 v 9. 10U will play 7 v. 7. The number of pools and teams in each pool may vary between different age groups dependent on the number of teams participating. **Divisions with three pools. If the wild card team is to play the first-place team from their original pool the wild card team will be moved to another pool. Determination of the selected pool will be based on the first-place team that has the lesser total of points accrued during pool play or tie breaker criteria.**

The top teams in each age grouping will advance to the single elimination round consisting of semi-final, finals and consolation games. Quarterfinal games may be played for some age divisions. All single elimination games will be (60 minutes for 14U, 46 minutes for 12U, and 46 minutes for 10U). **Games that are still tied will be determined by the Taking of Kicks from the Penalty Mark (Shootout) in accordance with the IFAB Laws of the Game and these Guidelines with the following modification. Since there will be NO overtime period, prior to the start of taking the kicks, coaches will be allowed to identify the players eligible for taking kicks (i.e., does not need to be based on who played the fourth quarter).**

### A. Points for play on Saturday will be earned as follows:

- 1) Six (6) points for each WIN
- 2) Three (3) points for a TIE
- 3) Zero (0) points for a LOSS
- 4) One (1) point per goal scored up to a max of three per game, win or lose.
- 5) One (1) point for an earned shutout, including 0-0 tie.
- 6) Seven (7) points for a forfeit, scored as a 1-0 win, no shutout point as it is not an "earned" shutout.
- 7) For each three (3) misconduct points accumulated by a team during pool play, one (1) point will be deducted from the team's STANDINGS. A send-off or red card = three (3) misconduct points; a caution or yellow card = one (1) misconduct point. This misconduct point accumulation applies to all players and coaches.

### B. Pool play standings will be determined by most points with ties broken down as follows *in order of importance*:

- 1) Winner of Head-to Head play
- 2) Fewest goals allowed
- 3) Most wins
- 4) Least red cards
- 5) Least yellow cards
- 6) Most shut outs
- 7) Goals scored per game, maximum of 5 per game.
- 8) Time and space permitting, Kicks From The Penalty Mark (shootout)
- 9) Coin toss.

First through Fourth Place medals are awarded at the conclusion of the single elimination round. The medals are presented at the check-in area after the final match, unless otherwise instructed by the field monitor.

## 7. Check-In

Teams are required to check in at the field table **ONE HOUR** prior to their **FIRST GAME** for **EVERY DAY** that they participate in the tournament. There will be one check-in location. A check-in tent will be located to serve multiple field sites, and is designated on the attached field map(s).

PLEASE have your team ready to check in at the appropriate time. Coaches must have in their possession a Player Registration/Emergency Medical Release Form for each player, containing an ORIGINAL signature or eSignature of the parent or guardian. **The player's uniform number, printed by the coach, should appear in the upper right hand corner of each form.** Photocopies of registration forms are acceptable only if the parent/guardian e-signs or has signed the copy in colored ink.

Each team should be lined up at their designated check-in area, on time, dressed, and ready for play. Each player should be lined up, in uniform number order, holding his or her own Player Registration Form for check-in. Please remember not to interfere with games in progress. Players that arrive late must check-in at the appropriate tent and must have their hand stamped in order to participate.

## 8. Game (Lineup) Cards

The image shows a sample of an official AYSO game card. It is a form with multiple sections. At the top, it says 'OFFICIAL AYSO GAME CARD'. Below that, there are fields for 'Team Name', 'Coach', 'Game Date', 'Game Time', 'Game Location', and 'Game Type'. There is also a section for 'Game Notes'. The bottom half of the card is a table with columns for 'Player Number', 'Player Name', 'Position', 'Status', and 'Notes'. The table is designed to track the lineup and status of each player during the game.

It is the responsibility of each coach to present five (5) properly completed official AYSO regional lineup cards to the check-in official during check-in on the first day of the tournament. One game card will be stamped and return for the first game. The remaining cards will be checked against the team roster and the number of cards needed for pool play shall be picked up after the first game. The cards needed for single elimination play shall be distributed at team check-in for the first single elimination game. Coaches will be notified at check-in if more game cards are needed.

Game cards must include all players on the official team roster in number order with BOTH first and last names. For players not present, the reason for their absence must be noted on the line-up card for each game missed.

## **NO CARDS, NO PLAY**

## 9. Number of Players, Grace Period and Rescheduling

A minimum number of players shall constitute a team: seven (11 v 11), six (9 v 9), & five (7 v 7).

A scheduled match shall not begin, nor be continued if one or both teams cannot field a team. A scheduled match shall not be continued in the event a player must leave the field under Paragraph 16 F. below, thus leaving his or her team with fewer than the required players.

If a player must be taken from the field as a result of an injury, thus leaving his team with fewer than the minimum amount of players, the game may continue until the injured player can return, unless the players of the affected team decide to terminate the match. If the game is continued, and at the next substitution opportunity the injured player is unable to return, the match shall be terminated.

All matches shall start on time, except in the case of field unavailability due to prior game delay. There will be no grace period. All matches must end prior to the scheduled start of the next match. Referees will be instructed to shorten games or end games early, if necessary, to keep the tournament on schedule.

Matches canceled due to weather or other natural causes will be rescheduled, if at all, at the discretion of the Area Director or designee. Make-up dates for League are TBD. Make-up dates for All-Stars are January 27, 28 2024 and/or February 3, 4 2024.

All other questions regarding rescheduling, including all decisions regarding forfeits will be at the discretion of the Area Director or designee, whose decision will be final.

## 10. **Players Under Doctor's Care**

Upon a return to active play after treatment for any injury, all players under a doctor's care must present a participation release form, signed by a parent or legal guardian to return to active play. Such releases shall be presented to the Regional Commissioner and Region Safety Director, who has the responsibility of informing and certifying to the Area Director or designee that the child may return to active play.

## 11. **Uniforms**



Every player shall wear a team uniform consisting of matching jersey, shorts and socks as provided by the regions in accordance with AYSO Rules and Regulations. In accordance with IFAB Laws, studs, earrings (taped or not), hair ornaments and any other hard or metal jewelry or other objects are not allowed. No hard-brimmed caps, stocking caps, or bandannas are allowed. No casts or splints of any kind. Knee braces are specifically permitted provided, in the judgment of the referee that they are adequately padded.

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. Uniform shorts must be worn with the waistband at waist level. Uniform jersey must be tucked in at the waist at all times beginning at team check-in.

No face painting is allowed. Hair ornaments such as ribbons, rubber bands, or "scrunchies" for hair grooming must be of soft materials. Glitter and colored hair spray will be allowed if done so in good taste and in the right spirit.

In case of inclement weather, knit gloves, mittens, sweat pants and sweatshirts (including turtlenecks) may be worn at the discretion of the referee. Such additional garments shall be of the same color and general style for all teammates who choose to wear them. Pants shall be worn over the shorts and shirts shall be worn under the jersey.

Goalkeeper jerseys shall not have advertisements for alcohol, cigarettes, etc. nor have obscene, suggestive, insulting, or profane language or artwork or promotions on them.

## 12. **Home Team/Uniform Conflicts**

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

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 their designated side of the field according to the field maps posted.**

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 with the deposit of a driver's license.

## 13. **Volunteer And Field Responsibilities**

Volunteers for the kids in Area 10W run this tournament. Regions will be asked to provide referees and parents to ensure the best possible tournament possible.



**Referees.** Regions will provide referee teams for assigned games. The Area Referee Administrator (ARA) or designee will make the assignments. Regions will be assigned games proportionally to the number of teams playing in the area tournament.

**Youth referees with at least 2 year's experience and an Intermediate or Advance badge (certification) may be permitted to referee in this tournament.** Said youth referees must referee in games BELOW their own age group. It is strongly recommended that an adult monitor accompany said youth referee to the referee assignment. Less



experienced youth referees certified as Regional Referee may serve as Assistant Referees.



**Volunteers.** Volunteers from the host region's teams will assist in setup and teardown. Volunteers from other Regions will assist in field monitoring and field table help. Volunteer assignments will be coordinated by Area Staff. Failure to provide sufficient volunteer support may result in a team not being considered for advancement to Section playoffs.

It at all times is the responsibility of all teams, coaches, players and spectators to clean up their trash at the end of each match, and to leave the sideline promptly at the conclusion of each game so the next game can start on time.

Noisemakers and loud music are not allowed during tournament play.

#### 14. **Coaching Guidelines**



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.

Coaching shall be limited to positive instruction and encouragement only. Negative comments about referees or opponents, abusive language, or behavior directed at the referees or players, as judged by the referee or tournament officials, will not be tolerated and may subject the coach to discipline or expulsion at the discretion of the Area Director or designee.

Sideline participation shall be limited to two 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 is one yard behind the touchline.

Coaches and spectators shall not enter the field of play at any time unless requested by the referee. If called on the field, coaches shall absolutely refrain from providing coaching instruction to the team, except for player replacement for the injury, and shall not engage in comment to or in criticism of the referee.

#### 15. **Substitution Opportunities**

**Except as noted below, no player may play four (4) quarters of a game unless all players play at least three (3) quarters of that game. Roster sizes may require some players to play for two (2) quarters in a game, however no player may be out two (2) quarters in more than one game during the tournament until all other players have been out two (2) quarters in a game during the tournament.**

Any coach found to have violated this rule **WILL BE** immediately suspended for a minimum of one game. This penalty will carry over to any additional post-season participation by the coach should the suspension occur during the last game of the tournament. Additional penalties may also apply such as forfeiture of game and/or expulsion from the tournament.

Regular substitution opportunities will be provided approximately halfway through each half. At natural stoppage of play, the referee will halt the game, and allow either team to substitute, if they so choose, in accordance with the procedure outline in Law 3. (i.e. the referee must be informed before any substitution is allowed; substitutes must wait until there is a stoppage in play and their player comes off the field; they must enter the field only at the half-line; etc.) Substitution may also be done at halftime. The assistant referee will make note of the substitution on the line-up cards.

If a player is injured, the team may provide a substitute for the player, in which case the injured player may not return until the next substitution opportunity. The referee must recognize the substitute player prior to entering the field. Only the player who is injured is credited with play for that period, regardless of the actual time played. The team also may elect not to substitute for the injured player, in which case

the injured player may reenter the field of play at any time with the permission of the referee. See Appendix A for more information.

Any player that is injured and attended to by the Medical Response Team, and is deemed unfit (due to a medical emergency) must leave the field of play and cannot return to the match or the remaining tournament matches until released by the player's medical physician (and providing a release statement indicating it is okay for the player to return).

During overtime play, substitution is at the sole discretion of the coach and may only take place at the break between the two overtime periods.

## 16. **Disciplinary Action**



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 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, at the discretion of the area director or designee.

Players and substitutes who are sent off from a match for violent conduct or serious foul play, and coaches who engage in violent behavior are subject to review by the Tournament Disciplinary Committee (consisting of the Area Director or designee, the Area Tournament Director, Area Coach Administrator, and the Area Referee Administrator) and may be suspended from all participation from ALL SUBSEQUENT MATCHES FOR THE REMAINDER OF THE TOURNAMENT INCLUDING LEAGUE AND ALL-STARS. There will be no appeals.

Players, substitutes and coaches who are sent off from a match for any other reason, and spectators 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, including league and all-stars. Additional sanctions may be deemed appropriate at the discretion of the Tournament Disciplinary Committee.

Players, substitutes and coaches accumulating a total of two send-offs (red cards) during the tournament will be ineligible for any further participation for the remainder of the tournament, including league and all-stars. Any player sent off for any reason must immediately leave the vicinity of the playing fields accompanied by a parent or Safe Haven certified adult, and that player's team must play short-handed for the remainder of the match.

Any player or substitute committing a second cautionable 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, including league and all-star. If the individual committing a second cautionable offense (yellow card) is a player at the time, the team of that player must play short-handed.

Any player receiving a total of three (3) yellow cards during this tournament is subject to review by the Tournament Disciplinary Committee for possible disciplinary action.

The Area Tournament Director will keep a tally of all cautions and send-offs.

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, including league and all-star play, and the game in which he or she illegally participated in may be forfeited at the discretion of the Area Director or designee. Any offending coach may also be suspended for the balance of the tournament, including league and all-star play at the discretion of the Area Director or designee.

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, including league and all-star play.

17. **Referee Reports**

Referees shall submit an official Area W Game Misconduct Form (a written report) in the event of:

- A. All cautions (yellow cards) and send-offs (red cards);
- B. Violent conduct of the players, and any conduct of coaches or spectators interfering with the control of the match;
- C. Abuse of AYSO minimum play rules which may come to the attention of the referee; and,
- D. Any other action, which the referee may determine, merits a report.
- E. Referee reports must be made to the Area Referee Administrator or designee.

18. **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 as indicated by the area tournament tiebreak rules:

- A. The taking of kicks from the penalty mark will be conducted according to the IFAB Laws of the game.
- B. If, due to injury or send-offs, one team has fewer players than the other eligible to participate, the opposing team must reduce its numbers so it has the same number of players. The coach shall inform the referee of the name and number of each player excluded from participation in the shootout. Captains shall participate in a coin-toss to determine which team kicks first. The team that wins the coin-toss has the choice of taking the first or second kick.
- C. Five players from each team shall take alternate kicks until one team has scored more goals than the opposing team could score. If the match remains tied after the first five kickers, 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 all players from each team eligible to participate in the shootout have taken their respective kicks, the teams shall continue to alternate the taking of kicks and any eligible player may kick again. It is not necessary that they follow in the same order in taking their second kicks as they had for the first series of kicks.

19. **Protests**

**While constructive input is always welcome, no protest will be heard regardless of the reason! Thank you for your compliance with the letter and spirit of these guidelines. Have a great tournament!!!**



## **Appendix A**

### **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 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.