



## AYSO Area 1C 2019 Spring Cup, 10U-14U

### Points of Emphasis

1. These Points of Emphasis (POE) do not supersede the Area 1C Spring Cup Tournament Rules and Regulations found on the Area 1C website. They are intended only to summarize and condense those rules for Spring Cup coaches and referees. Please call the Area Spring Cup Coordinator (Area Coordinator, Rolando Morales 323/823-4449) or Area Referee Administrator (ARA, Scott Davis, 714/493-1278) with any questions.
2. Any individual acting as a Coach, Assistant Coach, Referee or Assistant Referee is required to have a current AYSO Volunteer Registration form, AYSO Safe Haven and Concussion Awareness Training on file with eAYSO. NO EXCEPTIONS.
3. Assignments to Spring Cup games will be posted on the Area 1C website (ayso1c.org). In general, Team referees are responsible for the game following their team's game. Games on a given field may be grouped into sets of three or fewer games. A three person Referee team will consist of 2 Team Referees from the Home team and 1 Team Referee from the Away team of the preceding game. Referee is decided by the three person Referee team. Last game of three game set covers the first game of the set.

#### Pre-game Guidelines

4. The team listed first on the schedule is the home team, regardless of the field location. The home team shall occupy the north or west side of the field, while the away team shall occupy the south or east side of the field. Referees may make exceptions to this rule but must report the exception along with the reason on the lineup cards. Coach request is not a valid reason.
5. Spectators should occupy the same side of the field as the players, between the Penalty Areas and at least 10-feet behind the touchline. Certain fields do not have seating or space to accommodate this guideline, so Referees must use best judgment in enforcing this. If bleachers or grandstands are available, they must be used.
6. Home teams must have alternate jerseys or pinnies available in the event of a uniform conflict. Home team provides two balls, away team provides one.
7. Each team shall present a completed Lineup Card with every team member's full name and number. Referees make sure the Lineup cards are fully filled out (NO BLANK LINES!) and printed on cardstock. Referees, if presented with a paper Lineup, return it with a blank card (have a couple spares), and have the coach fill out the new one.
8. Each team shall present ID cards for the coach, assistant coach, and every player and substitute. Acceptable Picture ID cards must be laminated, signed by the Region Commissioner, indicate date of birth and region with a current, age appropriate photograph attached. Any player, substitute, coach or assistant coach who does not submit a Picture ID card that complies with these rules shall not participate in that game. This applies to every game, first to last! The sole exception is if you get word from either the Area Director or the Area Coordinator---NO EXCEPTIONS.
9. Check-in is required before each game. Referee teams will check the Picture ID cards, lineup card, proper uniform, shoes, shin guards, socks over, no jewelry, etc. Uniforms should meet AYSO requirements. At a minimum, shirts must match and be uniquely numbered. Use tape if needed to create unique numbers.
10. The Referee Team shall retain the Photo ID cards of all players and Coaches until the conclusion of the game.
11. 10 minute grace period is for getting the minimum number of players present. Referees shall start the game as soon as the minimum numbers are on the field, ready to play.

12. If a game cannot be played due to insufficient players, lack of IDs, lack of Authorized coach, etc., referees should inform both coaches. In such a case, the entire Referee Team shall leave the field. Referees are not authorized to referee a game likely to be a forfeit. NO EXCEPTIONS.

### Game Conduct

13. FIFA rules apply. 3-person Referee Team --- NO EXCEPTIONS.
14. Games consist of two roughly equal halves of 20 minutes for 10U, 25 minutes for 12U, or 35 minutes for 14U. It is imperative that games end on time.
15. **No heading in 10U and 12U Divisions. See PDI Implementation for 2019 Spring Cup on the Area 1C website.**
16. Normal substitution is on the quarters with running clock. Substitutes going in should be ready before the whistle. Best way is to have all players and substitutes who will be out for the next period (including any that were also out for the preceding quarter) come to the AR. The AR then notes the numbers on the Lineup card and players go to the bench after the AR says their number. Substitution breaks are not a coaching opportunity. Injury substitutions can occur at any time, and referees should err on the side of caution to stop the game for injury.
17. For all age Divisions, every player should play 2 quarters. No reduction of this requirement is allowed for players who arrive late so they still have to play 2 quarters or as many quarters as possible. Report discrepancies on the Lineup Card. No restrictions for goalkeeper's time in goal. Assistant Referees should assist coaches in meeting this requirement.
18. Players in all Divisions can be cautioned if appropriate. For 10U only, no cards are shown but the caution is communicated to the coach, and the player should be warned that further such behavior will mean they cannot play in the rest of the game.
19. If a Head coach or assistant coach is expelled during the game, the game is terminated immediately, NO EXCEPTIONS. The Referee should telephone the ARA as soon as possible to report the incident. In addition, the Referee and both Assistant Referees should submit a Misconduct Report within 24-hours.

### Post-game Guidelines

20. Referees should conduct a post-game handshake. If coaches ask to skip the handshake out of concern for potential incidents between the teams, the referee should honor that request. Referees watch for bad behavior.
21. **ID cards are not retained** in the case of a coach or assistant coach that was expelled and of any player or substitute who was Sent Off. If a spectator was expelled, get the name from the coach.
22. It is the Coach's responsibility to retrieve the ID cards from the Referee Team. Referees should do their best to help them out and make sure all Photo ID cards are returned.
23. Referees shall fill out the Lineup Cards completely, noting the final score, any misconduct, injuries, spectator misbehavior, ID card issues, and/or referee absences. If you don't report misbehavior, you are making it worse for the next referee team. This information should be completed with input from the ARs before you leave the field.
24. Fully flatten the lineup cards and take pictures of both sides of both cards, even if blank. ARs should take pictures as backup. Put all pictures in a single email with the heading "*game#, date, time, field*", and send email (not text) to [slineupcards@ayso1c.org](mailto:slineupcards@ayso1c.org). Referees retain the lineup cards for the duration of the season (mid-May) in case of questions. Illegible photos may result in a Missed Assignment.
25. Report any player or substitute send-off, any coach or assistant coach expulsion, or any spectator dismissal using the electronic [Misconduct Report form](#) available on the Area 1C website within 24-hours of the game time. This will send an email of the Misconduct Report to the ARA. Your report will be used to enforce appropriate sanctions that can affect team standings. Report serious injury using the electronic [Injury Report form](#) available on the Area 1C website.
26. Coaches provide constructive feedback to referees using the [Referee Feedback form](#) available on the Area 1C website.