



AYSO Area 1C

Combined Program Rules and Regulations

Upper Division, Interlock, League Playoffs,

All-Stars, Spring Cup

1. **Scope and Application of Rules** – These AYSO Area 1C Rules and Regulations for all programs offered by Area 1C (the “Rules”) shall apply when two or more teams play a combined schedule of soccer games coordinated by AYSO Area 1C (the “Area”). The AYSO National Rules and Regulations and the AYSO Section 1 Rules and Regulations shall also apply to all such games. Any discrepancy between or among such documents shall be subject to the interpretation and decision of the Area Director of Area 1C (the “Area Director”). The “Kids Zone” program shall be in effect for all games and other activities in the Area. The specific programs covered by these rules are:
 - a) **Upper Division** – the Upper Division program is made up of 16 and Under (16U) and 19 and Under (19U) teams in both Girls and Boys Divisions. Area will conduct an Area League Championship Playoff Tournament (the “Playoff Tournament”) after the conclusion of the regular Core Season round-robin “pool play” to determine the Area Upper Division Champion in each of the four divisions and to determine who shall represent the Area in the Section 1 Upper Division Tournament. This program begins play near September 1st, and ends before the Thanksgiving holiday.
 - b) **Fall Interlock** – the Fall Interlock program is made up of 10 and Under (10U), 12 and Under (12U) and 14 and Under (14U) teams from regions that play a combined schedule of games during the fall core program season. Interregional standings are not kept.
 - c) **League Playoffs** – the League Playoffs program is made up of 10U, 12U, and 14U teams that have been designated as either Region Champion or Runner-Up in each of the Girls and Boys Divisions of their respective Region. Each Region may enter two regular Core Season teams in each of the six divisions. If additional teams are needed to make up a 16-team bracket, then the Area Coordinator may add a third team to play in that bracket from a Region chosen at random. No Region shall get more than one additional team, and teams shall only be added to brackets with less than 16 teams. Area will conduct an Area League Championship Playoff Tournament (the “Playoff Tournament”) after the conclusion of the regular Core Season to determine the Area Champion in each of the six divisions and to determine who shall represent the Area in the Section 1 League Championship Playoff Tournament.
 - d) **All-Stars** – The All-Stars programs provide players with demonstrated outstanding soccer ability, enthusiasm, and good sportsmanship an opportunity to participate on a team and compete against teams composed of players with similar qualifications. The programs are carried out in January and February of each year and consist of three levels of competition:
 - (1) **Section All-Stars** – The Section All-Stars program is for 10U, 12U, and 14U teams made up of the best players in the Girls and Boys Divisions of their respective Region. Each Region may enter one team in each of the six divisions. These teams are usually composed of the older players in the applicable division but may have younger players from that division who also possess the skills and attributes required of a Section All-Star player, subject to limits given in [Section 8\(a\)\(4\)](#). Area will conduct an Area 1C Section All-Stars Playoff Tournament (the “Playoff Tournament”) after the conclusion of round-robin “pool play” to determine the Area “Section All-Stars Champion” in each of the six divisions and to determine who shall represent the Area in the Section 1 All-Stars Championship Tournament. The program is carried out in January and February of each year, and the Section 1 Tournament is typically held in early March.

- (2) **Area All-Stars** – The Area All-Stars program is for 10U, 12U, and 14U teams made up of the skilled younger players in the Girls and Boys Divisions of their respective Region. Subject to the exception in [Section 7\(c\)\(2\)](#), each Region may enter one team in each of the Boys and Girls 10U and 12U Divisions. More than one team each may be entered in each of the Boys and Girls 14U Divisions. These teams are usually composed of the younger players in the applicable division but may have older players from that division, subject to limits given in [Section 8\(a\)\(4\)](#). Area will conduct an Area 1C Area All-Stars Playoff Tournament (the “Playoff Tournament”) after the conclusion of round-robin “pool play” to determine the Area “Area All-Stars Champion” in each of the six divisions. The winners at this Playoff Tournament level do not advance to play at any other level. The program is carried out in January, February and early March of each year.
- (3) **Regional Stars** – The Regional Stars program is a developmental program for 10U and 12U teams made up of both older and younger players (subject to limits given in [Section 8\(a\)\(4\)](#)) in the Girls and Boys Divisions of their respective Region who have demonstrated excellent soccer skills and enthusiasm, but were not selected for a Section or Area All-Stars team. Each Region may enter more than one team in each division. Area may or may not conduct an Area 1C Regional Stars Playoff Tournament (the “Playoff Tournament”) after the conclusion of round-robin “pool play” to determine an Area “Regional Stars Champion” in each of the six divisions. If this Playoff Tournament is held, the winners do not advance to play at any other level. The program is carried out in January, February, and March of each year.
- e) **Spring Cup Program** – The Spring Cup is a tournament style program for 10U, 12U, and 14U teams and a weekly play format for 16U and 19U teams, all based on current AYSO season ages.
 - (1) **10U, 12U, and 14U** – There will be three weekends of pool play and one weekend of finals. There is no preset weekend for rain make-ups. Re-scheduling of matches cancelled due to weather or field availability is at the discretion of the Area Director and Area Coordinator. These Rules and Regulations cover only this program.
 - (i) **Pool Play** – The tournament will form pools of 3, 4 or 5 teams in each division for each Pool Play weekend. Pools on the first Round will be formed by the Area Director and Area Coordinator. Pools for Round 2 and Round 3 will be formed based on a team’s standing in the most recent Pool Play Round and if needed, the teams overall standing. The goal is to have teams play other teams of similar skills in Pool Rounds 2 and 3, and in the Finals
 - (ii) The number of pools and number of teams in each pool is dependent on field availability and the number of teams that register for the tournament. This impacts the number of games to be played. The Area Coordinator or Area Director may alter pool size, number of matches and duration of play due to weather and/or field availability.
 - (2) **16U and 19U** – There will be Sunday round robin games and one Sunday playoff tournament. Re-scheduling of matches cancelled due to weather or field availability is at the discretion of the Area Director and the Area Coordinator.
2. **Area Program Coordinators** – The Area Director shall appoint Area 1C Coordinators (the “Area Coordinator”) who shall coordinate the inter-region play for each of the Area programs. One each Area Coordinator shall be appointed for the Upper Division program, the Fall Interlock program, the League Playoffs program, the All-Stars program and the Spring Cup program. The Area Coordinator shall be responsible for scheduling games, maintaining standings (except for Interlock), scheduling playoff games and any championship tournaments, and all other activities related to the respective program as may be determined by the Area Director. The Area Coordinator may appoint Division Coordinators as necessary to assist in distributing program information, collecting scores and lineup cards and monitoring compliance with the program rules.

3. **Region Program Coordinators** – Each Regional Commissioner shall appoint Region Program Coordinators (the “Region Coordinator”) who shall coordinate the respective Area program within that Region and act as liaison between the Region and the Area Coordinator. One Region Coordinator shall be appointed for each program, the Upper Division program, Fall Interlock program, the League Playoffs program, the All-Stars program and the Spring Cup program. Additional duties are given below in these rules.
4. **Coach Eligibility** – Each Regional Commissioner of any Region participating in an Area program shall be responsible for ensuring that all participating coaches and assistant coaches of all teams from that Region have submitted current volunteer applications to the AYSO National office, have completed AYSO Safe Haven® certification, have completed Concussion Awareness Training, and have completed the AYSO age–appropriate training for the team level they will coach. Unless the following certification levels can be met, the approval of the Area Director and Area Coordinator is required.
 - a) **10 and Under Teams** – 10U Coach Certification is required for 10 and Under coaches
 - b) **12 and Under Teams** – 12U Coach Certification is required for 12 and Under coaches
 - c) **14 and Under Teams** – Intermediate Coach Certification or higher is required for 14 and Under coaches
 - d) **16 and Under Teams** – Advanced Coach certification or higher is required for 16 and Under coaches
 - e) **19 and Under Teams** – Advanced Coach certification or higher is required for 19 and Under coaches
5. **Mandatory Coach and Referee Meetings** – Prior to the start of each Area program season (except for Fall Interlock), the Area Coordinator and the Area Referee Administrator shall conduct mandatory meetings for coaches and referees, either jointly or separately, referred to as the “Mandatory Meeting”. Attendance at the coach Mandatory Meeting cannot be delegated to an individual who is not a coach or assistant coach for that team without the express approval of the Area Director or the Area Coordinator. Attendance at the referee Mandatory Meeting cannot be delegated to an individual who is not a Team Referee for that team without the express approval of the Area Referee Administrator or the Area Director. Any team which does not send the required representatives to the Mandatory Meeting shall receive one Penalty Point (see [Section 20\(b\)](#)). For certain returning coaches and referees, the Area Coordinator and the Area Referee Administrator may decide to offer mandatory completion of a Confirmation of Understanding questionnaire (Confirmation of Understanding) in lieu of required meeting attendance. In that case, completion of the Confirmation of Understanding will be treated the same as if that person had attended the Mandatory Meeting.
 - a) **Coach Meetings** – The coach or assistant coach from each team participating in that Area program must be present at the Mandatory Meeting, or, if offered, must complete the Confirmation of Understanding.
 - b) **Referee Meetings** – The Team Referee(s) from each team participating in that Area program must be present at the Mandatory Meeting, or, if offered, must complete the Confirmation of Understanding. If the program requires a team to have two Team Referees, then two Team Referees must attend the meeting, or, if offered, complete the Confirmation of Understanding. At-large Referees will earn a Referee Point for attendance at the Referee Mandatory Meeting or one-half of a Referee Point for completion of the Confirmation of Understanding.
6. **Player Eligibility**
 - a) **Regional Commissioner Responsibilities** - Each Regional Commissioner in the Area is responsible for ensuring the eligibility of each player from their Region on each Area Program team from their region. Each Regional Commissioner is responsible for ensuring that all players on their region’s teams are properly registered with AYSO before they play any games. At the request of the Area Director, a player must produce a birth certificate or other proof of age acceptable to the Area Director to verify age eligibility for a given team.

- b) **Definition** – An “eligible” player, for purposes of these Rules, is any player who meets **all** of the following requirements. An “ineligible player” is any player who does not meet the definition of an “eligible player” for any given game.
 - (1) is properly registered with AYSO and meets the eligibility requirements given below
 - (2) is listed on the most current team roster on file with the Area
 - (3) has signed a Player Agreement, if required
 - (4) is not currently suspended from playing due to disciplinary action as a result of a sendoff, accumulation of yellow cards or other sanctions imposed by the Area or these Rules
 - (5) has a laminated player ID Card at the game in question (not applicable to Fall Interlock and League Playoffs)

- c) **Player Agreement for 14U/16U/19U Players** – With the exception of the League Playoffs program, each player participating in an Area program on a 14U, 16U, or 19U team shall sign a Player Agreement, in the form provided on the Area website (ayso1c.org) as a condition of their eligibility to play. Completion of the Player Agreement evidences that the player understands these Rules and will play in a safe, fair and fun manner consistent with AYSO philosophies. The coach of each 14U, 16U, or 19U team shall maintain copies of the Player Agreements from players on their team and shall provide copies to the Area Coordinator or Area Director upon request.

- d) **Eligibility for Pool Play, Registration Cutoff Date** –No player shall be eligible to play on any Area program team if that player was not registered per the following guidelines:
 - (1) **Upper Division and Fall Interlock** – No players will be eligible to play on any Upper Division or Fall Interlock team if they were not registered prior to October 1 of the current season year.
 - (2) **League Playoffs** – Not applicable as there is no pool play in the League Playoffs program
 - (3) **All-Stars** – No players will be eligible to play on any All-Star team (Section All-Stars, Area All-Stars, and Regional Stars) if they were not registered prior to their region’s established cutoff date, and were not placed on the regional league roster prior to October 31 of the current season year. Furthermore, no player is eligible to play on any All-Star team if they did not play at least one-half (1/2) of the total number of league games (including Regional playoff games) played by the team to which they were assigned during the regular Core Season. The only exceptions to this rule are situations where the player is assigned in time to meet this requirement but is unable to play because of illness or injury (as evidenced by actual lineup cards from the Fall Season), or a change of residence which causes a change from one Region to another.
 - (4) **Spring Cup** – No player shall be eligible to play on any Spring Cup team if that player was not registered prior to the Wednesday before the first match.

- e) **Eligibility for Playoffs** – In addition to the foregoing player eligibility requirements, the following additional requirements apply for Playoff Tournaments.
 - (1) **Upper Division** – Any player who has not played in at least one-half (1/2) of the team’s regular Core Season (pool play) games (excluding any games for which he or she was ill or injured as evidenced by actual lineup cards) shall be ineligible to play in the Upper Division Playoff Tournament or in the Section 1 post-season tournament.
 - (2) **League Playoffs** – No player will be eligible to play on any League Playoffs team if they were not registered in AYSO and placed on the League Playoffs Team Roster prior to October 31 of the current season year. Furthermore, no player is eligible to play on any League Playoffs team if they did not play at least one-half (1/2) of the total number of league games played by that same team during the regular Core Season, including Regional playoff games. The only exceptions to this rule

are situations where the player is assigned in time to meet this requirement but is unable to play because of illness or injury (as evidenced by actual lineup cards from the Fall Season), or a change of residence which causes a change from one Region to another.

- (3) **All-Stars and Spring Cup** – There are no additional requirements for eligibility to participate in the All-Star Playoff Tournament or the Spring Cup Playoff Tournament.
- f) **Forfeit of Games Played with Ineligible Players** – a team shall forfeit any game in which an ineligible player has participated or attempted to participate, and such team, ineligible player, and/or team coach may be subject to additional sanctions imposed by the Area Director as may be deemed appropriate under the circumstances.
7. **Team Formation** – A core philosophy of AYSO is Balanced Teams. In the event that a Region submits more than one (1) team in any Division of any Area program, then such teams shall be balanced in accordance with AYSO rules and regulations and a set team formation process approved by the Regional Commissioner and the Region Coordinator. The Area Coordinator can request a copy of that procedure at any time during the season. This includes prior to team formation or after the Playoff Tournament. All teams must meet the Referee/Team Requirements of [Section 18\(b\)](#) of these Rules. Additional requirements are:
- a) **Upper Division** – A neutral member of the Area Staff should be present at the team formation meeting, and the team formation procedure should be in writing. If Area Staff is not available to allow team formation to proceed in a timely manner, then the Area Coordinator or the Area Director may designate a representative from another Region to attend the team formation meeting instead of Area Staff.
- b) **League Playoffs** – These teams must be regular Core Season teams. Team balance must be achieved under regional procedures that assure balanced teams.
- c) **All-Stars** – All-Stars teams shall not be formed before November 15th. If it is determined that an All-Stars team was formed in violation of this rule, the Area reserves the right to disqualify the coach and/or the team from further competition or participation in the Area 1C All-Stars Program.
- (1) **Section All-Stars** – Since only one Section All-Star team is formed in each Division, balancing teams is not applicable.
- (2) **Area All-Stars** – If one or more additional teams are requested by the Area Coordinator, or if the Region is entering more than one Area All-Star team in an 14U division, then the Regional Commissioner and Region Coordinator shall be responsible for ensuring that such teams have been balanced in the team formation process.
- (3) **Regional Stars** – No additional requirements.
- d) **Spring Cup** – Teams must be rostered in an Area 1C Region and approved to participate by their Regional Commissioner. The tournament is “open” for AYSO Area 1C teams (Extra, All-Star, Tournament and Fall Core programs' teams may participate). Each team’s Regional authorization to participate is granted by submitting a signed Team Roster. Only the Area Director may invite teams from outside Area 1C to participate.
8. **Team Rosters** – A Team Roster, in the form of a Blue Sombrero Team Roster signed by the Regional Commissioner (the “Team Roster”), shall be submitted to the Area Coordinator according to the following schedule for each program. No roster form other than the Blue Sombrero Team Roster shall be acceptable. Teams that have not submitted a roster to the Area Coordinator are **not** permitted on the field, and scheduled games not played shall result in a forfeit. Team rosters should include: (a) region, program and division designation, (b) team name and uniform colors, (c) coach name, address, phone number(s) and email address, (d) assistant coach name, address, phone number(s) and email address, (e) each player’s name, jersey number, AYSO registration number, date of birth, address and phone number, (g) signature of

the Regional Commissioner of the Region represented. For any division requiring Team Referees ([Section 18\(b\)\(2\)](#)), the Region shall submit the name, AYSO ID Number and AYSO Badge level of each team’s Team Referees to the Area Referee Administrator no later than the same date as the rosters are due.

a) **Roster Due Deadlines and Team Sizes**

- (1) **Upper Division** – A Team Roster shall be submitted for each 16U and 19U team by the Regional Commissioner prior to the first game of the season. Player uniform numbers must be on the final roster due by October 1st. The maximum roster size for 16U teams shall be 18 players. The maximum roster size for 19U teams shall be 22 players.
- (2) **Fall Interlock** – a Team Roster is required to be available at every game however, roster submission to Area is not required.
- (3) **League Playoffs** – A Team Roster shall be submitted for each League Playoffs team by the Regional Coordinator by the deadline noted in the Area Post Season Calendar posted on the Area website (ayso1c.org). The number of players on League Playoffs teams shall be set by the regular Core Season policy of the Region submitting the team.
- (4) **All-Stars** – A Team Roster and Team Referee information shall be submitted for each All-Star team by the Regional Coordinator by the deadline noted in the Area Post Season Calendar posted on the Area website (ayso1c.org). The maximum roster size for All-Star Teams and the minimum number of “younger” players per team shall be per the following Table 1, with the following exceptions:
 - (i) Within any one Division, any “younger” player playing on a Section All-Star team shall count as one (1) “younger” player to meet the minimum for the Area All-Star team. If an Area All-Star team is not formed by the region, then that “younger” player shall count toward the minimum of one Regional Stars team.
 - (ii) Within any one Division, if a Region does not form a Section All-Star team, then the minimum number of “younger” players per Area All-Star team may be four (4) in 10U, and five (5) in 12U. Any team formed using this exception is not eligible to participate in the Area All-Stars Playoff Tournament.
 - (iii) Within any one Division, if a Region forms a Section All-Star team but does not form an Area All-Star team, then the minimum number of “younger” players per Regional Stars team shall be six (6) in 10U and 12U. Any team formed using less than this number is not eligible to participate in the Regional Stars Playoff Tournament.
 - (iv) Within any one Division, if a Region shows that it does not have the requisite number of “younger” players registered for its Core program, then the Area Coordinator or the Area Administrator may waive the “younger” player requirement for one Regional Stars team from that Region. Regions that invoke this exception are still expected to strive for competitively balanced teams. Any team formed using this exception is not eligible to participate in the Regional Stars Playoff Tournament.

Table 1 – Section and Area All-Stars Rosters, 10U, 12U, & 14U						
Division	Maximum Number of Players per Team			Minimum Number of “Younger” Players per Team		
	Section All-Stars	Area All-Stars	Region Stars	Section All-Stars	Area All-Stars	Region Stars
10U	10	10	9	No requirement	6 minimum	4 minimum
12U	12	12	12	No requirement	9 minimum	5 minimum
14U	15	15	NA	No requirement	6 minimum	NA

- (5) **Spring Cup** – A Final Team Roster and Referee information shall be submitted for each Spring Cup team by the Regional Coordinator by the Wednesday before the first match. Teams will be allowed to carry expanded rosters. The maximum roster size for Spring Cup Teams shall be per the following Table 3. There are no younger/older team formation requirements, but Regional Commissioners are allowed to set Regional participation requirements for teams from their Region, provided these do not conflict with any Tournament Rules or Area 1C Rules or Regulations. Regions are discouraged from having players play up in an older division. The goal of the tournament is to provide an opportunity for players to play in competitive matches. A Region Coordinator must request approval to allow a player to play up a division. In the event of a request, approval is required by the Area Coordinator or Area Director.

Division	Max. No. of Players
10 and Under	11
12 and Under	14
14 and Under	16
16 and Under	22
19 and Under	22

- b) **Updated Roster Required for Adds and Drops** – Whenever a player or players are dropped from or added to a team, a new Team Roster must be submitted to the Area Coordinator 48-hours prior to the next game scheduled for that team. If a team plays a new player who has not been added to the Team Roster 48-hours prior to any game in which he/she played, such player shall be deemed an ineligible player for all games for which he/she was not on a Team Roster and any such games shall be deemed forfeited by the team. No changes or additions to a Team Roster may be made after the dates shown below except in the case of a verifiable hardship approved by the Area Coordinator. Examples include player injury or players leaving a team such that a full team cannot be fielded. Player suspensions are not a valid hardship.
- (1) **Upper Division and Fall Interlock** – October 1st of the fall season, complete with player uniform numbers
- (2) **League Playoffs, All Stars, and Spring Cup** – the deadline for submitting the Team Roster
- c) **Coach Must Carry a Copy of Current Roster** – Each coach must have a copy of the current Team Roster, signed by their Regional Commissioner, in the form on file with the Area, at every game. A referee at any game may ask the Coach to produce the Team Roster for clarification of ID Card and Lineup issues, and the coach should provide a copy of the Team Roster to the referee upon such request.
9. **Picture ID Card Requirements** – Each coach, assistant coach and player on any Upper Division, All-Star, and Spring Cup team must have a current, AYSO-issued, laminated picture ID Card at all scheduled games. Picture ID Cards are not required for the Fall Interlock or League Playoffs programs. The picture ID Card shall include the individual’s name, AYSO registration number, date of birth, gender, Region no., division, applicable season (e.g. Fall, All-Stars), recent and recognizable picture with head size approximately 1-inch tall, and the signature of the Regional Commissioner for the Region that the team represents. **Picture ID Cards MUST be laminated.** The Area Coordinator will establish a method for quality control of ID Cards and improper or illegible ID Cards may be rejected by the Area.
10. **Player Registration Forms** – For each player on their team, coaches must have in their possession at all times a player registration form with an *original* parent/legal guardian signature or player’s signature if the player is of legal age (e-signature or “wet ink”). If registration forms are not present at the field, only those players of legal age or those with a parent or legal guardian present at the field will be allowed to play.

11. **Host Region and Referee Host Region** – The Region that furnished the field to the Area program shall be the “Host Region”. The Area Referee Administrator may designate a “Referee Host Region” to assign referees for certain fields to assure that all regions fairly share the refereeing duties under [Section 18\(c\)](#) of these rules. If no designation of a Referee Host Region is made, the Host Region will be the Referee Host Region.
12. **Home Team/Game Balls/Sides of Field** – The team listed first on the schedule shall be designated the Home Team, regardless of which team, if any, represents the Host Region for that field. The Home Team shall be responsible for supplying two (2) game balls and the Away team shall supply one (1) game ball. Unless otherwise approved by the referee, the Home Team shall occupy the North or West side of the field and the Away Team shall occupy the South or East side of the field. All players, spectators, coaches and others associated with a team must remain on that team’s designated side of the field between the penalty areas and at least one meter back from the touch line. On fields with grandstands on one side of the field only, all spectators shall occupy those grandstands. In no event shall any person remain behind the goal line.
13. **Uniforms/Color Conflicts** – Uniforms, including goalkeeper’s jerseys, must meet AYSO uniform guidelines. All players on each team must wear the same uniform as issued by the Region in which they are registered. Each goalkeeper must wear colors which distinguish him/her from the other players (both teams) and referees. It is the Home team’s responsibility to change uniform shirts or wear vests if, in the sole opinion of the referee, there is a conflict with uniforms. All coaches are responsible for having in their possession an alternate uniform top or vests in case of a uniform color conflict. In addition, each coach is responsible for having an alternate goalkeeper jersey or vest available in case of a color conflict.
14. **Field Responsibility** – Both teams shall be responsible for helping set up nets, goals and flags on a field when they have the first game of the day on that field. Both teams shall be responsible for taking down the nets, goals and flags and clean up the field area when they have the last game of the day on that field. Each team is responsible for cleaning up its touchline area after each game. Failure to help with field setup or takedown, or failure to clean up the touchlines and field area, may result in sanctions for the offending team, at the discretion of the Area Director and Area Coordinator.
15. **Games and Competition**
 - a) **Rules** – All games shall be conducted in accordance with the current International Football Association Board (IFAB) Laws of the Game and decisions, as modified by any exception detailed in the AYSO National Rules and Regulations, Section 1 Rules and Regulations, and these Area 1C Rules.
 - b) **Scheduled Games** – All scheduled games must be played, unless canceled by the Area Coordinator. Failure of a team to play a scheduled game, including a “friendly” game, will result in a forfeit. Failure to play a scheduled game may result in disciplinary action against the coach or team. Games **cannot** be rescheduled by coaches; only the Area Coordinator has the authority to schedule or reschedule games.
 - c) **Presentation of Lineup Cards** – Prior to the start of each game, each team’s coach or assistant coach shall submit to the referee a fully completed lineup card printed on cardstock with the full name of all players on the team listed in jersey number order. **All** players on a team roster must be listed on each lineup card, even if a player will not be present at that particular game, with an indication of a reason for their absence (sick, injury, suspension, etc.).
 - d) **Picture ID Cards and Game Envelope** – Picture ID Cards and a game envelope are required per the following Table 4.

	Upper Division	Fall Interlock	Play Through	All Stars	Spring Cup (all ages)
Player IDs	Required	Not required	Not required	Required	Required
Coach and Assistant IDs	Required	Not required	Not required	Required	Required
Retained for Send Offs	Yes	Not applicable	Not applicable	Yes	No
Game Envelope	Required	Not required	Not required	Not required	Not required

- (1) **Presentation to the Referees** – If required per Table 4, the team’s coach or assistant coach shall submit to the referee the picture ID Cards of all players in attendance as well as the picture ID Cards of the coach and assistant coach in attendance. In addition, for Upper Division games, the Home team shall supply the referee with a stamped envelope pre-addressed to the Division Coordinator. All picture ID Cards must comply with these Rules. The referee will check the players, coaches and assistant coaches against the ID Cards, and the referee shall retain possession of all picture ID Cards until the conclusion of the game. Unless specifically authorized and communicated to the referee by the Area Coordinator or Area Director, any player, coach or assistant coach who does not submit to the referee a picture ID Card that complies with these Rules shall not participate in that game. NO EXCEPTIONS.
 - (2) **Coach and Assistant Coach ID Cards**– Only the coach and one assistant coach with valid ID Cards (If required per Table 4) will be allowed to coach the game and be in the technical area. If and only if, there is no assistant coach on the roster, the team may have one person in the technical area who has an ID Card that is clearly marked as “Not a Coach” in large print and contrasting colors. In the event both the coach and assistant coach of a team are suspended or absent, then only the Regional Commissioner, or their designee authorized in writing by the Regional Commissioner and approved by the Area Coordinator or Area Director using the Temporary Coach Authorization form provided on the Area website (ayso1c.org) shall be authorized to act as the team coach. A picture ID Card is not required for the acting coach in this situation. Any person acting as the team coach of a team pursuant to a Temporary Coach Authorization must present the Temporary Coach Authorization in lieu of a picture ID Card to the referee prior to the start of the game. Except as set forth in this section, if there is no authorized coach, there is NO GAME, NO EXCEPTIONS.
- e) **Number of Players** – A scheduled game shall not begin or be continued if one or both teams cannot field the minimum number of eligible players per the following Table 5.

Division	Minimum	Maximum
10 and Under	5	7
12 and Under	6	9
14 and Under	7	11
16 and Under	7	11
19 and Under	7	11

- f) **Ten (10) Minute Grace Period** – The referee shall allow a grace period of 10 minutes after the scheduled game time for players to arrive if and only if a team does not have the minimum number of players. When a team has the minimum number of players the referee should begin the match. If a team is not ready to play within 10 minutes after the scheduled game time, the referee shall not allow

the game to begin. A forfeit may be declared and the offending team may be assessed a one (1) point deduction in the standings at the discretion of the Area Director and Area Coordinator.

- g) **Games Starting Late** – Referees shall note the late start time of any game on the lineup card. Games that begin late may be shortened by the referee, at their discretion, to keep the remaining schedule of games for that field on time. The referee shall notify the coaches, prior to the start of the game, if it will be shortened and by how long it shall be shortened.
- h) **Cancellation of Games** – The Area Director, Area Coordinator, or Regional Commissioner of the Host Region, shall have the authority to cancel or terminate games if the circumstances so warrant. They shall also have the authority to terminate a game early due to weather, lighting conditions, field conditions or other similar reasons not otherwise provided in these Rules. **Nothing in these Rules is intended to limit the authority of a referee to take action in accordance with the Laws of the Game applicable to AYSO games or as otherwise provided herein.** In the event a game is cancelled pursuant to this paragraph, it may be rescheduled, if feasible and practical, by the Area Director and Area Coordinator at their discretion.
- i) **Status of Shortened Games** – Any game that is ended after the end of the first half of play (referee’s whistle) due to weather, lighting conditions, field conditions, or other similar reasons not otherwise provided in these Rules, shall be considered a completed game and the score at the time of ending shall be the official game result. Any game that is ended before the end of the first half of play due to the above reasons shall be considered an abandoned match and the Area Coordinator will attempt to reschedule the game to be played in its entirety from the beginning. If the game cannot be rescheduled due to field availability, referee scheduling, or other reasons not related to team or player issues, the game will be deemed unplayed and the abandoned game will not be counted in the standings.
- j) **Running Up the Score** –Coaches are expected to adhere to the AYSO core philosophies, especially that of good sportsmanship. Coaches whose teams win by a margin of more than six goals in any one match should expect to be asked by the Area Coordinator or the Area Director to explain the circumstances surrounding the match. Any subsequent instances will incur assessment of 2 Penalty Points per game where the six-goal differential is exceeded. The Area Director may waive these Penalty Points in the event of special circumstances.
- k) **Disposition of Lineup Cards and Retained ID Cards** – At the conclusion of each game, it is the coach’s responsibility to retrieve the team’s picture ID Cards from the referee. If required per Table 4, the referee shall retain the ID Card of any coach, assistant coach, and/or players who were sent off and return the other picture ID Cards to the coach. [Section 18\(d\)](#) gives procedures for referees to complete lineup cards and for additional reporting. Completed lineup cards and retained ID Cards (if applicable) shall be handled per the following:
 - (1) **Upper Division Pool Play**– Pool play lineup cards and any retained picture ID Cards, shall be mailed to the Area Coordinator using the stamped, preaddressed envelope obtained from the Home Team coach prior to the match. See [below](#) for the ID Card retrieval process.
 - (2) **Fall Interlock**
 - (i) The Referee shall take a clear photo of both sides of both lineup cards and send all photos in one email to interlock@ayso1c.org. Failure to follow this procedure may be cause for a Missed Assignment per [Section 18\(c\)\(5\)](#).
 - (ii) After the cards are completed and photographed, the referee shall retain them in case there are questions that cannot be answered by the photographs. All lineup cards shall be retained by the Referee for the duration of the Fall Interlock season.

- (3) **All Stars Pool Play**
- (i) The Referee shall take a clear photo of both sides of both lineup cards and send all photos in one email to lineupcards@ayso1c.org. Failure to follow this procedure may be cause for a Missed Assignment per [Section 18\(c\)\(5\)](#) or for not receiving a Referee Point per [Section 18\(c\)\(6\)](#).
 - (ii) After the cards are completed and photographed, the referee shall retain them in case there are questions that cannot be answered by the photographs. All lineup cards shall be retained by the Referee for the duration of the Fall Interlock season.
 - (iii) If an ID Card was retained from the game, the referee shall mail the retained ID Card to the Area Referee Administrator at the address provided for the season. See [below](#) for the ID Card retrieval process.
- (4) **Spring Cup, All Ages**
- (i) The Referee shall take a clear photo of both sides of both lineup cards. 16U and 19U photos should be sent in one email to UDlineupcards@ayso1c.org. 10U, 12U, and 14U photos should be sent in one email to lineupcards@ayso1c.org. Failure to follow this procedure may be cause for a Missed Assignment per [Section 18\(c\)\(5\)](#) or not receiving a Referee Point per [Section \(c\)\(6\)](#).
 - (ii) After the cards are completed and photographed, the referee shall retain them in case there are questions that cannot be answered by the photographs. All lineup cards shall be retained by the Referee for the duration of the Spring Cup Tournament.
 - (iii) Since ID Cards are not retained for Spring Cup Play, coaches are responsible for enforcing game sanctions on disqualified players and/or coaches. Area will confirm that sanctions were observed from a review of lineup cards.
- (5) **Return of Retained Picture ID Cards** – The Regional Commissioner, Region Coordinator, or Coach for the team that had ID Card(s) retained may personally retrieve the ID Card(s) from the Area Coordinator or Area Referee Administrator after the associated suspension has been completed. Upon request by the team representative, the picture ID Cards may be returned by mail. Cards shall not be returned directly to non-coaches or to players except with the approval of the Area Director, Area Coordinator, or Area Referee Administrator.
- l) **Playoff Tournaments** – Lineup cards, retained picture ID Cards and Misconduct Reports should be delivered immediately to the Field Monitor for that field.
- m) **Game Results Reporting** – Each coach shall be responsible for reporting their team’s game scores (including Playoff Games) to their Region Coordinator and shall make sure they are submitted online as directed by the Area Coordinator at the beginning of the season. Each Region Coordinator is responsible for sending scores for any games played by teams from that Region to the Division Coordinator. **Pool play results MUST be sent by email to the Division Coordinator within 48 hours of the scheduled game time. More stringent reporting time frames may apply for Playoff Tournament results.** Each Region Coordinator is responsible for making sure the scores for all games played by the teams from their Region have been uploaded to the online scoring system. Each coach shall be responsible for notifying their Region Coordinator if there is an error in the game score or standings as posted on the Area website. Any such error must be reported to the Area Coordinator within one (1) week after the score for a game has been posted on the Area website. If the error is not reported within such one (1)-week period of time, the game score shall stand, and no adjustments will be made to the standings.

16. **Substitutions** – There is no free substitution in any Area program. Coaches shall cooperate fully with the referees to quickly provide the names of substituted players at each substitution opportunity. Coaches are not to engage in significant coaching instruction during these substitution breaks. The following substitution procedures will apply, except that an injured player may be substituted at any time with the referee’s permission.
- a) **10 and Under, 12 and Under, and 14 and Under Games** – Substitutions will be by quarters. The referee will stop the game approximately midway through each half to allow for player substitutions.
 - b) **16 and Under and 19 and Under Games** – Substitutions will be by eighths. Approximately every 10-minutes in 16U games or every 11-minutes in 19U games, the referee will stop the game at a stoppage of play to allow for player substitutions. Substitutes must be waiting at the halfway line before the referee stops the game for the substitution opportunity. Players must not enter the field of play until referee permission is granted. All substitutions will be monitored by the referee and will be entered on the lineup cards that were submitted to the referee prior to the start of the game.
17. **Minimum Playing Time** – Division Coordinators will monitor lineup cards submitted by the referee to verify that the following minimum playing times are adhered to. Injuries and absences must be clearly indicated on the lineup cards submitted by the referee. If any player on a team does not play the required minimum playing time in a game, then that team will forfeit the game. Late arrival or planned early departure does not reduce the minimum amount of time a player must play in a game unless insufficient time is available to satisfy the requirement.
- a) **Upper Division, Section All Stars, Area All-Stars, Spring Cup** – Every player shall play at least one-half (1/2) of every game at which he/she is present.
 - b) **Fall Interlock, League Playoffs, and Regional Stars** – Every player shall play at least three-quarters (3/4) of every game at which he/she is present. In the event that, due to the roster size of the team, it is necessary that a player only plays half of the game, no player will sit out more than one quarter of a game more than once in a season.
 - c) **Goal Keepers** – For Area programs covered by these Rules, Goalkeepers are not limited as to playing time in the goal. Regions may have their own limits, but these are not enforced by Area.
18. **Referees**
- a) **General** – The diagonal system of control (3-referee system) shall be used in all games without exception. Decisions of the referees are FINAL and shall not be grounds for any appeal or protest of any game. Each Regional Commissioner of any Region participating in an Area program shall be responsible for ensuring that all participating referees and assistant referees from that Region have submitted current volunteer applications to the AYSO National office, have completed AYSO Safe Haven® certification, and have completed Concussion Awareness Training.
 - b) **Referee/Team Requirements** – The Area has established requirements for the quantity and certification level of referees submitted by regions to qualify their teams for Area programs involving pool play. This requirement includes Qualifying Referees and Team Referees as shown in Table 6. For a team to qualify, both Qualifying Referee and Team Referee component requirements must be met. Teams involved in the Fall Interlock and League Playoffs programs are not subject to these requirements.
 - (1) **At-large Referees** – Consisting of Qualifying Referees and Other Referees
 - (i) **Qualifying Referees**
 - (a) In order for a team to qualify for an Area program, the Region shall submit the name(s) of active, certified volunteers per Table 6 who they feel should be approved to act as referee

and/or assistant referee in that team’s division. These are Qualifying Referees. A volunteer may only be a Qualifying Referee for one team at a time and may not be used to satisfy a Team Referee requirement. The submission of Qualifying Referee information shall be approved by the Regional Commissioner.

- (b) If a Region does not have sufficient approved referee volunteers to qualify its teams, it can “borrow” a referee from another Region so long as the Regional Commissioner of the other Region approves it in writing. For the duration of the season, the borrowed referee shall be deemed to be from the Region whose team he/she qualified.
 - (ii) **Other Referees** – Each Region may submit a further list of other referee volunteers who will be covering games along with the Region’s assessment of what Division and role (Referee and/or AR) that referee should be approved to cover. This list can be supplemented at any time during the season by resubmission to the Area Referee Administrator.
 - (iii) **At-Large Referee Linkage** – Once teams are qualified, there is no linkage between the At-large Referees and any specific team.
- (2) **Team Referees** – 14U, 12U, and 10U teams participating in an Area program shall have Team Referees per the following Table 6. Team Referees are assigned to the team and shall fulfill the team’s referee responsibilities. Team Referees shall be determined to be qualified to act as referee and/or assistant referee in games in their team’s age Division for either gender. It is discouraged for a coach to also act as a Team Referee. No Qualifying Referee from [Section 18\(b\)\(1\)\(i\)](#) may be submitted as a Team Referee and no referee shall be submitted to meet the Team Referee requirements of more than two (2) teams.
- (3) **Referee/Team Approval** – The Area Referee Administrator or Area Director shall determine if the submitted volunteers a) meet the program requirements and b) have volunteered sufficiently in Area programs to qualify as active referees. Only with approval of the submitted At-large Referees and Team Referees are the teams qualified to play.

Table 6 –Team Qualification Referee Requirements			
Program	Division	Referee Requirement	AR Requirement
Upper Division	19U, 16U	1 At-large Qualifying Referee approved to referee in the Team’s Division	None
Fall Interlock	14U	1 At-large Qualifying Advanced Referee or Advanced Candidate	1 At-large Qualifying Intermediate Referee or Intermediate Candidate
Section All Stars	14U	1 At-large Qualifying Advanced Referee or Advanced Candidate	1 At-large Qualifying Intermediate Referee or Intermediate Candidate
	12U	1 At-large Qualifying Intermediate Referee or Intermediate Candidate	1 Team Referee, Regional since September
	10U	1 At-large Qualifying Intermediate Referee or Regional Referee with 1 year minimum in grade	1 Team Referee, Regional since September

Table 6 (cont.) –Team Qualification Referee Requirements			
Program	Division	Referee Requirement	AR Requirement
Area All Stars	14U	1 At-large Qualifying Advanced Referee or Advanced Candidate	1 Team Referee, Intermediate or Intermediate Candidate
	12U	1 At-large Qualifying Intermediate Referee or Intermediate Candidate	1 Team Referee, Regional since September
	10U	1 At-large Qualifying Intermediate Referee or Regional Referee with 1 year minimum in grade	1 Team Referee, Regional since September
Regional Stars	12U	1 Team Referee, Intermediate Candidate or Regional with 1 year minimum in grade	1 Team Referee, Regional
	10U	1 Team Referee, Regional since September	1 Team Referee, Regional
Spring Cup	19U, 16U	1 At-large Qualifying Advanced Referee or Advanced Candidate	1 At-large Qualifying Advanced Referee or Advanced Candidate
	14U	1 Team Referee, Advanced or Advanced Candidate	1 Team Referee, Intermediate or Intermediate Candidate
	12U	1 Team Referee, Intermediate or Intermediate Candidate	1 Team Referee, Regional
	10U	1 Team Referee, Regional since September	1 Team Referee, Regional

- c) **Referee Scheduling** – the Area Referee Administrator shall develop protocols for assigning qualified referees to Area program games, subject to approval by the Area Director.
- (1) **Upper Division** – For pool games, a full three-person referee team shall be scheduled by the Area Referee Administrator utilizing appointed Assigners as agents. The Area Referee Administrator and Assigners will schedule the referees from a group of referees determined to be approved to referee the 16U and 19U games they are assigned to, giving precedence to the referees submitted by the regions per this Section.
 - (2) **Fall Interlock**
 - (i) **14 and Under** – For 14U Interlock games, the Regional Referee Administrator from the Referee Host Region shall assign a referee and both the Home Team and the Away Team shall furnish one Team Referee to act as Assistant Referees for the game following their respective team’s game, or for the first game of the day on that field if their game is the last of the day and there are only two (2) Interlock games on the field on that day. If there are three (3) or more Interlock games on the field, then the Referee Host Region shall schedule a full three person referee crew for the first game of the day.

- (ii) **12 and Under and 10 and Under** – For 12U and 10U Interlock games, the Home Team shall furnish two Team Referees and the Away Team shall furnish one Team Referee for the game following their respective team’s game, or for the first game of the day on that field if their game is the last of the day and there are only two (2) Interlock games on the field on that day. These individuals will determine who will act as Referee and who will act as Assistant Referee. If the referees do not agree, then the game will not be played. If the referees agree to officiate the game, the score of the game shall be final. If there are three (3) or more Interlock games on the field, then the Referee Host Region shall schedule a full three person referee crew for the first game of the day.
 - (iii) **Fall Interlock Missed Assignments** – For purposes of determining referee absences, an assigned referee or assistant referee in the Fall Interlock Program shall be considered a Team Referee for the team from the Referee Host Region.
- (3) **All-Stars** – The Area Referee Administrator shall formulate a plan to ensure that all All-Stars pool games are officiated by qualified referees, determined to be qualified to referee the 10U, 12U, and 14U games they are assigned to at the All-Star level of play.
 - (i) **Section and Area All-Stars** – For 10U and 12U games, and for 14U Area All Stars games, the Regional Referee Administrator from the Referee Host Region shall assign a referee and both the Home Team and the Away Team shall furnish one Team Referee to act as Assistant Referees for the game following their respective team’s game, or for the first game of the day on that field if there are three (3) or fewer games on that field on that day. For 14U Section All Stars pool games, and for the first game of the day in all Divisions when there are four (4) or more games on any given field, on that day, a full three-person referee team shall be scheduled by the Regional Referee Administrator from the Referee Host Region (see [Section 11](#)) giving precedence to the At-large referees submitted by the regions per [Section 18\(b\)\(1\)](#).
 - (ii) **Regional Stars** – For all Regional Stars games, the Home Team shall furnish two Team Referees and the Away Team shall furnish one Team Referee for the game following the game their team is playing, or for the first game of the day on that field if there are three (3) or fewer games on that field on that day. These individuals will determine who will act as Referee and who will act as Assistant Referee. If the referees do not agree, then the game will not be played. If the referees agree to officiate the game, the score of the game shall be final. For the first Regional Stars game of the day on any given field, when there are four (4) or more games on that field, on that day, then a full three person referee team shall be scheduled by the Regional Referee Administrator from the Referee Host Region (see [Section 11](#)) giving precedence to the At-large referees submitted by the regions per [Section 18\(b\)\(1\)](#).
- (4) **Spring Cup**
 - (i) **16U and 19U** –Referees for 16U and 19U matches will be assigned by the Area as delegated to the participating regions. Referee Assignments will be filled by the At-large Referees pre-approved by the Area Referee Administrator
 - (ii) **14U, 12U, and 10U** – Referees for 14U, 12U and 10U matches will be on the field where the team is playing and will typically be the match before or after the team is scheduled to play. The teams will be asked to provide one or two Team Referees for the match.
- (5) **Missed Referee Assignments**– Any team whose Team Referees miss a referee assignment shall be given one Penalty Point. The effect of Penalty Points is detailed in [Section 20b](#) below. A Missed Referee Assignment is defined as

- (i) Any game where the required number of Team Referees do not arrive on time to officiate the game. Note, if a team is responsible for two referee slots, both referees must arrive on time to avoid a Missed Assignment. "On time" is considered to be at least 10 minutes prior to the official start time of the game. In addition to the assignment of a Penalty Point, the second Missed Referee Assignment shall result in the suspension of the head coach for the next game that counts in the standings after the Missed Assignment is identified by Area staff. This includes a playoff game, if that is the next game for the team.
- (ii) Subject to the discretion of the Area Coordinator, any game where the lineup cards are not submitted timely after the game.

(6) **At-large Referee Points**

- (i) For programs with At-large referees, the Area Referee Administrator will establish a per-team Referee Point requirement prior to each season based on the number of games that each team is playing. Each Region will then have a Referee Point Goal associated with the number of teams fielded, to be earned during each half of the season.
- (ii) Attendance by an At-large Referee at a Mandatory Referee Meeting shall earn one Referee Point for that Region. If offered, completion of the Confirmation of Understanding shall earn one-half Referee Point for that Region.
- (iii) So long as an At-large Referee has been approved for that slot's Division and role, the Region will get one Referee Point per game. Referee Points earned by "borrowed" referees will accrue to the borrowing Region until the borrowing Region has met its Goal after which those referee points will accrue to the lending Region for the remainder of that half season.
- (iv) At the halfway point of the season (based on games played), and again at the conclusion of all pool games, an accounting of Referee Points earned versus the Referee Point Goal will be made. For each Referee Point less than the Goal, that Region will accrue one Penalty Point to every one of its teams up to a maximum 4 Penalty Points per team per half season.

- (7) **Playoff Tournaments for All Area Programs** – The Area Referee Administrator shall formulate a plan to ensure that all Playoff Tournament games (Upper Division, League Playoffs, and All-Stars) are officiated by qualified referees. Game referee assignments will be delegated to the Regional Referee Administrators based on the number of teams entered from that Region and with the goal of assigning neutral referees for all games. Regional Referee Administrators will schedule the referees from a pool of referees determined to be qualified to referee the games they are assigned to, giving precedence to the referees submitted by the regions per [Section 18\(b\)\(1\)](#). Team participation may be restricted if a Region does not furnish sufficient qualified referees to the Playoff Tournament.

d) **Referee Reports**

- (1) **Scores and Routine Reports** – Referees shall properly and completely fill out lineup cards with pertinent game information including, at a minimum, the final score, any player or coach misconduct, injuries, spectator misbehavior, ID Card issues, and referee absences. Lineup cards shall be handled per [Section 15\(k\)](#) of these Rules. For Upper Division games this information shall also be submitted electronically using the Area's reporting system. Based on this reporting, the Area Referee Administrator may request a detailed Misconduct Report.
- (2) **Misconduct Reports** – Referees shall submit a written [Misconduct Report](#), as provided on the Area website, in the event of (a) sendoff of any player; (b) conduct on the part of any coach or assistant coach interfering with the control of the game (including any cautions or sendoffs of coaches); (c) conduct on the part of spectators interfering with the control of the game (including any dismissals

of spectators); (d) abuse of substitution rules (teams not playing all players the required time under the rules for the applicable program); and/or (e) when specifically requested by the Area Referee Administrator. Any other noteworthy issues (e.g. game abandonment/termination, field unsuitability, etc.) should be reported by email to the Area Referee Administrator.

- e) **Referee Absences** – If at least the scheduled referee is present at the beginning of the game but one or two scheduled assistant referees are not present, then the referee may use one or two “club linesperson(s)” to officiate the game. If the scheduled referee is NOT present at the game, but at least one or two scheduled assistant referee(s) is/are present at the game, then one of the assistant referees may act as the referee for that game using one or two “club linesperson(s)”. If the assistant referee(s) do not agree, then the game will not be played, and the Area will attempt to reschedule the game, if possible. For any game played without the scheduled referee, the score of the game and decisions of the referees are **FINAL** and shall not be grounds for any appeal or protest of any game. If no referee scheduled by the Area is present, then the game will not be played, and the Area will attempt to reschedule the game, if possible.
- f) **Forfeits** – Referees are not authorized to officiate any game that will likely be declared a forfeit due to ineligible players, insufficient number of players, lack of ID Cards, lack of Authorized Coach, or any other reasons given in these Rules. This includes forfeits to scheduled “friendly” games.

19. **Conduct and Disciplinary Action**

- a) **Responsibility for Conduct** – Area 1C maintains a Zero Tolerance policy for player, coach and spectator conduct toward the referee volunteers in our programs before during and after the match. "Zero Tolerance" generally means that any show of disrespect to a referee - including **but not limited to** shouting disapproval of a referee's decision, continually questioning referee decisions, attempting to influence referee decisions, and/or making derisive comments to the referee - will cause the coach/spectator/player to be disciplined, including being expelled or sent off. Repeated behavior is not a requirement for sanction and a single incident may be sufficient. Each Regional Commissioner shall be held responsible for the conduct of all coaches of all teams from their Region that participate in Area Programs. The primary responsibility for maintaining discipline and control of the players, coaches and spectators from a team lies with the coach. Players, coaches and spectators shall display positive aspects of good sportsmanship and conduct at all times, in keeping with AYSO philosophies. Coaches will be held accountable for the behavior of the players and spectators from their team. The Area Director shall have the right to remove coaches and assistant coaches of teams for violations of these Rules.
- b) **Cautions (Yellow Cards, or Official Warnings to Spectators)**. The Area will record and keep records of the number of yellow cards received by each team and each player. If any player accumulates four (4) yellow cards during the Upper Division season inclusive of the Playoff Tournament, or three (3) yellow cards during any other season inclusive of the Playoff Tournament, then that player will be suspended from playing in the next game, and may be subject to further disciplinary action. Two (2) yellow cards received in the same match (resulting in a Send Off in that match) do not count towards the above accumulation.
- c) **Player Sendoffs (Red Cards)**. A player who is sent off (shown the red card) is disqualified from playing in the remainder of the game, and is ineligible to play in **at least** the next scheduled game. A player who is sent off two (2) times in a single season for violent conduct, serious foul play, and/or use of offensive, insulting or abusive language or action, shall be automatically suspended from further participation in the season, and may be subject to additional disciplinary action. A player who is sent off two times in a single season for other reasons will be subject to disciplinary review by the Area and the imposition of sanctions deemed appropriate under the circumstances. Players who have been sent off shall not be required to leave the vicinity of the field of play if there are safety concerns or other considerations,

provided that the coach shall ensure that a player who has been sent off does not participate further in the game, by either word or action. This includes after game handshakes and departing the field. Players who are in any way disruptive in such a case may be subject to additional sanctions.

- d) **Coach Expulsions.** If the authorized head coach or assistant coach, or anyone else acting as an authorized coach is sent off during a game, then the referee shall immediately terminate the game, and the other team shall win by forfeit with a score of 1-0. Any coach or assistant coach who is sent off may not coach and may not be present at or near the field for **at least** the next scheduled game, and may be subject to additional disciplinary action as deemed appropriate by the Area Director. A coach who is sent off for a second time during a single season is subject to additional disciplinary action, including suspension from further participation in the season.
 - e) **Fighting, Spitting and Profanity.** Players, coaches and teams who engage in fighting or spitting before, during or after a game shall be (1) sent off or dismissed as appropriate, (2) disqualified from playing in any Area playoffs, (3) immediately suspended from further participation in the season (the length of such suspension subject to Area discretion), and (4) may be subject to additional disciplinary action including suspension from further participation in AYSO. Players who use profanity are subject to discipline under the Laws of the Game as determined by the referee.
 - f) **Responsibility for Enforcement of Sanctions.** The Area shall maintain official records of sanctions and penalties imposed on coaches and players. Regional Commissioners shall be responsible for ensuring that (1) all infractions regarding participants from their respective regions are accurately tracked; (2) the coaches from their respective regions are administering the appropriate sanctions; and (3) the appropriate sanctions are reported to the Area Director and Area Coordinator.
 - g) **Other Behavior.** Any player, coach or spectator who seeks another player, coach, spectator, referee or official for the purpose of taunting or fighting, or threatens the well-being of a player, coach, spectator, referee or official either before, during or after a game either on or in the vicinity of the playing fields or parking areas, including adjacent streets, will be suspended from participation in the remainder of the season, including playoffs, and may be subject to additional disciplinary action including suspension from further participation in AYSO.
 - h) **Ineligible Player Participation in a Game.** If an ineligible player (as defined in [Section 6\(b\)](#) of these Rules) or coach participates or attempts to participate in a game for which he/she was suspended or otherwise ineligible, then that player's or coach's team shall forfeit the match and be subject to such additional discipline as deemed appropriate by the Area. Coaches shall uphold their responsibility to honor and impose all sanctions and enforce them.
 - i) **Other Disciplinary Situations.** The Area Director may impose appropriate disciplinary actions for any situations that they deem warrants them, even if such situations are not specifically addressed in these Rules.
20. **Standings** – Team Standings are kept in the Upper Division, Section and Area All-Stars, Regional Stars and Spring Cup 16U and 19U programs. The Area shall periodically update standings on the Area website. Coaches are responsible for reporting errors to the Area Coordinator.
- a) **Standings Points** – Team standings in each division and/or pool shall be based on points earned by each team divided by the number of games played including forfeits. A team shall be awarded three (3) points for a win, one (1) point for a tie and zero (0) points for a loss. No points shall be awarded for goal differential or shutouts.
 - b) **Penalty Points** – A team shall accrue one Penalty Point for each of the following events:
 - (1) One Penalty Point for failure to send a coach, assistant coach or other authorized representative to the Mandatory Coach's Meeting held at the beginning of the program season.

- (2) One Penalty Point for each Missed Referee assignment, as defined in [Section 18\(c\)\(5\)](#) of these rules.
 - (3) One Penalty Point for any forfeit, including any forfeit of a scheduled “friendly” game and any mutual forfeit by both teams. A forfeit shall be considered a 1-0 win for the opposing team. Mutual forfeits shall be considered a 0-0 tie. The Area Director and the Area Coordinator shall have authority to waive this Penalty Point in the event of unusual circumstances.
 - (4) One Penalty Point for any player Send-off (red card) for Serious Foul Play, Violent Conduct, Spitting, or use of offensive, insulting or abusive language or action, whether before, during, or after any game.
 - (5) One Penalty Point for any coach or assistant coach sent off, or for any spectator dismissed from a game. If an authorized coach is sent off, this Penalty Point shall be in addition to the Penalty Point for the resultant forfeit.
 - (6) One Penalty Point for each referee point that a Region is below the Referee Point Goal for that season or half season, up to a maximum of 4 Penalty Points per team per half season. This Penalty Point Assessment applies to all teams from that Region.
- c) **Sanctions for Penalty Points** – Area will keep a record of Penalty Points accumulated during the season. Any team in any program that accumulates four (4) Penalty Points during the season may be excluded from participation in the Area’s Playoff Tournament for that program. Exceptions to this exclusion may only be made by the Area Director. In addition, the following program specific sanctions apply.
- (1) **Fall Upper Division, All Stars, and Spring Cup 16U and 19U** –One Standings Point will be deducted for each Penalty Point assigned to a team. Standings Point deductions will be applied at the conclusion of Pool Play, prior to Playoff Tournament seeding.
 - (2) **Fall Interlock** – Area will not keep standings of Fall Interlock games. Individual regions may keep standings in order to determine their participant in the League Champions Playoff Tournament. Area will however, keep a record of Penalty Points accumulated during the season, and any team that accumulates four (4) Penalty Points during the season may be excluded from participation in the Area’s League Champions Playoff Tournament.
 - (3) **Spring Cup 10U, 12U, and 14U** – Any team that accumulates four (4) Penalty Points during the season may be excluded from participation in the Final Spring Cup Playoff Tournament in any tier.
- d) **Standings Tiebreakers** – In the case of a tie in the standings, the following tiebreakers shall be applied:
- (1) Head to Head competition results
 - (2) Fewest number of goals allowed, prorated or averaged if the number of games played by each team is not equal
 - (3) Fewest number of accumulated red cards and/or coach expulsions
 - (4) Coin toss.

21. **Playoff Tournaments**

- a) **Tournament Format** – The Area will conduct Playoff Tournaments at the conclusion of each of its programs in accordance with [Section 1](#). In general, the Area shall determine the format for each Playoff Tournament prior to the start of each season, based on the number of teams in each division of that particular program. The format will be based on seeding, depending on the standings of the teams determined in accordance with [Section 20](#). Byes may be granted in early rounds for the highest seeded teams, as necessary given the total number of teams participating. All Playoff Tournaments shall be a single elimination format.

- b) **Tournament 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 either 5-minutes each for 10U, 12U, and 14U Divisions or 10-minutes each for 16U and 19U Divisions. Both Overtime Periods shall be played to their conclusion and there shall be no "golden goal" or "sudden victory". If a team is playing short because of sendoffs, they will continue to play short during the overtime periods.
- c) **Tournament Kicks From The Penalty Mark** – 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 and the following procedure:
- 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 "kicks" goal may be designated. If no other consideration exists, the referee tosses a coin to determine the goal to be used.
 - Only players who are on the field of play or temporarily off the field of play (injury, adjusting equipment, etc.) at the end of the second overtime period are eligible to take kicks from the penalty mark.
 - 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.
 - The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
 - Subject to the conditions explained below, both teams alternate in taking five kicks each. The referee is not told the five kickers or their sequence order in advance of the kicks from the penalty mark.
 - 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.
 - 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.
 - 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.
 - 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.
 - 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.
 - All players, except the player taking the kick and the two goalkeepers, must remain within the center circle.

- The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
 - If the referee determines the kicks cannot be completed due to safety factors (darkness, weather, etc.), he/she will utilize a coin toss to determine the winner of the game.
- d) **Upper Division** – Medals or other awards shall be given to players and coaches for 1st and 2nd place. The Area 1C Upper Division Champion in each of the four divisions (Boys and Girls, 16U and 19U) shall be eligible to participate in the Section 1 Upper Division tournament, typically held in early November of each year. In the event that Section 1 has awarded additional entries to the Area in a particular division, then the runner-up from that division shall be eligible to participate in the Section 1 Upper Division Tournament as well.
- e) **League Playoffs** – Medals or other awards shall be given to players and coaches for 1st through 4th place. The Area 1C League Champion in each of the six divisions (Boys and Girls, 10U, 12U and 14U) shall be eligible to participate in the Section 1 League Championship Tournament, typically held in early March of each year. In the event that Section 1 has awarded additional entries to the Area in a particular division or divisions, then the runner-up from that division(s) shall be eligible to participate in the Section 1 League Championship Tournament as well.
- f) **All-Stars**
- (1) **Section All-Stars** – For Section All-Stars teams, only the four teams highest in the Standings in each division at the conclusion of pool play will participate in the Playoff Tournament. Medals or other awards shall be given to players and coaches for 1st through 4th place. The Area 1C Section All-Star Champion in each of the six divisions (Boys and Girls, 10U, 12U and 14U) shall be eligible to participate in the Section 1 All-Stars Championship Tournament, typically held in early March of each year. In the event that Section 1 has awarded additional entries to the Area in a particular division or divisions, then the runner-up from that division(s) shall be eligible to participate in the Section 1 All-Stars Championship Tournament as well.
 - (2) **Area All-Stars** – For 10U and 12U Area All-Stars teams, only the four teams highest in the Standings in each division at the conclusion of pool play will participate in the Playoff Tournament. For 14U Area All Stars teams, no more than the eight teams highest in the Standings at the conclusion of pool play will participate in the Playoff Tournament. Medals or other awards shall be given to players and coaches for 1st through 4th place. The Area 1C Area All-Stars Champions do not advance to play at any other level.
 - (3) **Regional Stars** – Area may or may not conduct an Area 1C Regional Stars Playoff Tournament after the conclusion of round-robin pool play. If a Playoff Tournament is held, the Area 1C Regional Stars Champions do not advance to play at any other level.
- g) **Spring Cup**
- (1) Finals - The tournament will conclude with a round of finals. For the finals weekend, U10, U12, and U14 Pools will be formed for up to 4 tiers named as follows and consisting of up to 4 teams each. Each tier will award a champion.
 - (i) Cup – the 4 top qualifying teams in that division
 - (ii) Bowl – the second Tier of qualifying teams
 - (iii) Plate – the third Tier of qualifying teams
 - (iv) Shield – the fourth Tier of qualifying teams

- (2) The Area Coordinator will determine the number of finals tiers and number of teams in each tier. The finals will be single elimination, full length matches that must produce a winner. There will not be any consolation matches. Medals will be awarded to 1st and 2nd place teams in the Cup tier, and to the winner of the Bowl, Plate and Shield tiers.
 - (3) 16U and 19U Spring Cup Teams will participate in an end of season tournament based on the number of teams. Medals will be awarded to 1st and 2nd place teams
22. **Weather and Field Conditions** – If there is any question about whether a field is playable due to weather, or other environmental conditions, coaches and team members should check the Area website at ayso1c.org.
23. **Protests**
- a) **No Protests of Any Referee Decisions** – REFEREE DECISIONS ARE FINAL AND ARE NOT GROUNDS FOR PROTEST.
 - b) **Allowable Protests** – Protests must be in writing and delivered to the Area Director within 48-hours after the conclusion of the protested game. The **only** protests that will be considered are for the suspected participation in a game by an ineligible player or coach, and/or for violation of AYSO rules and regulations. The Area Director shall have the authority to deny the request because it is not a permitted cause for protest and shall have the authority to determine what action, if any, is warranted under the circumstances. The Area Director may assign a Disciplinary Review Board, if deemed necessary.
24. **Disciplinary Review Board** – If deemed necessary by the Area Director, a Disciplinary Review Board (“Review Board”) may be appointed to hear a protest or take action with respect to any situation that arises with respect to any Area program covered by these rules. The Review Board shall be composed of three (3) individuals selected by the Area Director, or selected by the Assistant Area Director, if the discipline was imposed at the discretion of the Area Director. The Review Board shall hear all appropriate protests and appeals, and shall make a recommendation to the Area Director, or the Assistant Area Director (if the appeal relates to discipline imposed by the Area Director), regarding the subject matter of the Review Board, including, for example, recommending confirmation of the action being protested, or the reduction or increase of any penalties or decisions being protested or appealed.
25. **Fair Interpretation of Rules** – These Rules have been developed to ensure that all Area program games are safe, fair and fun and that the AYSO philosophies carry through the Area program. The Area message in these Rules is that misconduct, especially violent conduct, serious foul play, spitting, and offensive or insulting or abusive language and/or gestures WILL NOT BE TOLERATED. The Area Director, Area Coordinators and any Disciplinary Review Board shall interpret these Rules in a manner that is fair and consistent with AYSO rules and regulations.