

AYSO AREA 1-D
2020 Spring League
Rules and Regulations

FINAL 2/26/2020

Coaches, Referees and other AYSO volunteers affiliated with the Area 1-D Spring League Program should carry a copy of these Rules & Regulations during the Area's Spring League Season for quick reference to avoid potential issues.

TABLE OF CONTENTS

1. OBJECTIVES.....	page 3
2. IMPORTANT DATES.....	page 3
3. SPRING LEAGUE PROGRAM ADMINISTRATION.....	page 3
4. COACH ELIGIBILITY.....	page 3
5. PLAYER ELIGIBILITY.....	page 4
6. TEAM APPLICATION.....	page 4
7. TEAM ROSTER.....	page 4
8. FEES.....	page 4
9. PAYMENT OF FEES.....	page 4
10. REGISTRATION FORMS, ID CARDS AND BADGES.....	page 5
11. PROPER DRESS.....	page 5
12. FIELDS.....	page 6
13. SCHEDULES.....	page 7
14. MATCH FORMAT AND COMPLETION.....	page 7
15. LINE-UP CARDS.....	page 8
16. COACHES.....	page 8
17. REFEREE ELIGIBILITY.....	page 9
18. REFEREES.....	page 10
19. SUBSTITUTION.....	page 11
20. DISCIPLINE.....	page 11
21. FORFEITS.....	page 12
22. MATCH RESULTS.....	page 12
23. SPORTSMANSHIP GUIDELINES: U10-19.....	page 13
24. STANDING POINTS AND TIEBREAKERS: U10-19.....	page 14
25. AWARDS.....	page 14
26. PROTESTS, RULES INTERPRETATION AND DELEGATION OF AUTHORITY.....	page 14
27. INCIDENT OR INJURY.....	page 14

SECTION	
1. OBJECTIVES	The Area 1-D Spring League is designed to give AYSO players additional opportunities to play soccer throughout the spring. The primary objective is for players to have fun while they continue to develop good soccer skills and sportsmanship. Area 1-D Spring League is open to teams from regions within Area 1-D.
2. IMPORTANT DATES	<p>Please review all the Rules and Regulations for additional information on restrictions or requirements involving all dates listed below:</p> <p>February 10, 2020</p> <ul style="list-style-type: none"> • Draft Team Count by Division due from Regions within Area 1D <p>February 19, 2020: Final Team Count due from Regions</p> <p>February 26, 2020: Deadline for Team Rosters</p> <p>February 27, 2020: Mandatory Spring Coaches Meeting, Burnett School 7pm.</p> <p>March 6, 2020: 10-12-14-16/19U "REGULAR" ROSTER REVISION DEADLINE: This deadline permits teams to revise the total number of rostered players up to the division maximum for the first game.</p> <p>March 7, 2020: Start of the Season</p> <p>April 1, 2020:</p> <ul style="list-style-type: none"> • PLAYER ADD DEADLINE: Last day to submit a revised roster with additional players. • COACH ADD DEADLINE: Last day for any spring team to submit revised roster with additional (qualified and approved) coaches.
3. SPRING LEAGUE PROGRAM ADMINISTRATION	<p>Area 1-D website: www.aysold.org</p> <p>Area 1D Area Director and Spring Director: Phil Ockelmann • pockelmann@msn.com</p> <p>Area 1D Area Referee Administrator: Scott Jarus • ayso1dara@gmail.com •</p> <p>Area 1-D Spring League Schedulers: 8U Phil Ockelmann, 10U Valerie Torpey, 12U Eve Tan, 14U Heidi Graziano and 16/19U Sally Siegloch</p> <p>Area 1-D Spring Statistician: Valerie Torpey 1619stats@gmail.com</p>
4. COACH ELIGIBILITY	<p>1. All coaches (Head and Assistant) must be approved by their Regional Commissioner, the Spring League Director and the Area 1-D Director and must meet the following eligibility requirements to participate in the Area 1-D Spring League Program:</p> <ol style="list-style-type: none"> a) Be a current and approved volunteer for MY2020 b) Be AYSO Safe Haven Certified c) Have CDC Concussion Training d) Be Age Appropriate Coach Trained as required by AYSO: <ul style="list-style-type: none"> 8U: 8U Coach 10U: 10U Coach or combination of BOTH 10U Online/Field 12U: 12U Coach 14U: Intermediate Coach 16/19U: Advanced or National Coach <p>Temporary exceptions may be made at the discretion of the Area Director for Coaches at the 14U and above level who are obtaining the necessary training during the Spring at the next available opportunity</p>

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5. PLAYER ELIGIBILITY and Exceptions	<ol style="list-style-type: none"> 1. Regional Commissioners are responsible for verifying the eligibility of all of their players. 2. All players must be a current (MY2020), registered AYSO player. Players who did not play in the AYSO fall season must be registered/paid prior to practicing or playing with their team. 3. All players in the Region shall be invited to participate in Spring League. If there is insufficient capacity in a Region for all interested players, the Regional Commissioner will determine player acceptance. This is not a "Select" program, and skill level shall NOT be a factor in such player acceptance. 4. Division of Play: A player may move-up a single division with the approval of the Regional Commissioner. In this instance, the Regional Commissioner must specifically review the player's ability to participate safely and competitively at the higher level. 5. U6 age-appropriate players may participate in 8U only if they were rostered on a 7U or 8U team in the Fall. <p>Any exceptions must be requested (with supporting documentation) and approved by the Regional Commissioner, the Spring League Director and the 1-D Area Director PRIOR to being placed on a Spring roster.</p>
6. TEAM APPLICATION	<ol style="list-style-type: none"> 1. None Required
7. TEAM ROSTER	<ol style="list-style-type: none"> 1. Balancing: Teams are formed by each Region via a draft, computer rating, or other balancing mechanism as best determined by the Regional Commissioner. Teams from Regions with more than one team in a 10U-12-14 division must be competitively balanced and 8U and 16/19U teams must be BOTH AGE AND COMPETITIVELY balanced. Regional Commissioners must review and certify that their teams are balanced. 2. Roster Source: All teams must have a Blue Sombrero Tournament Team Roster. Only Blue Sombrero Tournament Team Rosters, signed/submitted by the team's Regional Commissioner or his/her designee (per notification to the Spring League Director) are accepted. 3. Size: To avoid forfeits and playing short, teams should carry enough players, up to the maximum number of players allowed: 8U: 9 players • 10U: 12 players • 12U: 15 players • 14U: 18 players • 16/19U: 22 players The Area 1-D Director has the authority to investigate circumstances and add a player to a team roster if the maximum roster size permits and it is within the program's deadlines. 4. Regional Transfer of Players: A player may sign up in a different Region from where he/she played in the Fall. 5. Revisions – Players: The addition or drop of a player may be submitted via a revised, signed Blue Sombrero Tournament Team Roster to the Area 1-D Spring League Director per deadlines listed in Section 2. Until the revised Blue Sombrero Tournament roster is delivered to the Spring League Director, the player may not participate. Once the season has started, adding players to fill open spots due to drops is at the discretion of the Regional Commissioner. 6. Extenuating Circumstances - Players: After the player-add deadlines, players will only be added to a team under extenuating circumstances, as approved by the Area Director. 7. Revisions – Coaches: Coaches may be added up to April 1, per Section 2. A revised Tournament Team Roster must be also submitted to the Area Spring League Director. 8. Unrostered Players or Coaches: Only players/coaches listed on the team's Application or Blue Sombrero Tournament Team Roster(s) are permitted to participate in a team's match (unless covered by Section 16.2). Participation by unrostered players or coaches will result in a match forfeit, deduction of 3 standings points per unrostered player or coach per match and loss of all sportsmanship points for the relevant match(es). Unrostered coaches may be permitted in line with Section 16.2.
8/9. AREA FEES PER TEAM/PAYMENT	None

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10. REGISTRATION FORMS, ID CARDS AND BADGES	<ol style="list-style-type: none"> 1. PLAYER REGISTRATION FORMS (Player Medical Release Form): All players are required to have their official AYSO Player Registration Form prepared in accordance with the AYSO National Rules & Regulations. Each form must have the signature of the player's parent or guardian (or must have the "page 2" e-signature verification) and must be in the coach's physical possession at every practice, match and AYSO event. 2. 16/19U AYSO ID CARDS: Production of AYSO ID Cards is the responsibility of each team's home Region. Cards are required of all 16/19U players and coaches (head and assistant) 3. COACH AUTHORIZATION BADGES: Area 1-D will produce Coach Authorization Badges for each approved coach listed on the team application/roster or subsequent addition. Each participating coach must openly display his/her Coach Authorization Badge on a lanyard to be worn around his/her neck throughout each scheduled match. Coaches must NOT transfer badges, and may be asked by the Referee or League to verify their identity at games by producing a driver's license or other picture identification.

11. PROPER DRESS	<ol style="list-style-type: none"> 1. UNIFORMS: All players on the same team shall wear a matching team uniform consisting of the same jersey, shorts and socks. Each player's socks shall be of the same color and match the socks of the other players on the same team with permitted exception of the goal keeper. The team uniform must be in compliance with the current AYSO National Rules and Regulations, Proper Dress requirements. Anything other than the uniform described above (or a pinnie when necessary) is considered an illegal uniform. 2. UNIFORM COMPLIANCE: If the team has an illegal uniform (i.e.; a player's name, team name, logo, etc. has been added to the team's jerseys), they will be given the opportunity to avoid the consequence of an illegal uniform by bringing their uniforms into compliance before the following weekend. If no effort is made and/or the team uniforms continue to be noncompliant, the next and subsequent matches played with illegal uniforms will be declared a 1-0 forfeit in favor of the non-offending team (if the offending team won the matches in question) and additional action will be taken with the coach in question. Other uniform discrepancies (i.e. wrong socks, non-matching shorts, etc.) will be handled by the referee with a sportsmanship point deduction, as long as the referee feels he/she can properly distinguish the teams. 3. UNIFORM – No sponsor logo is required this Spring. It is acceptable for uniforms bearing a Region sponsor logo to be used. 4. SHIN GUARDS: All players must wear shin guards on both legs, covered by their socks or they may not participate in a match or training. 5. ACCESSORIES: Items such as caps, bandanas and jewelry of any kind (earrings, studs, bracelets, rings, etc.) are not permitted. AYSO approved headgear (including head sweatbands) are permitted. Medical ID bracelets which are safely taped onto the player's arm are permitted. In all cases, the referee retains the ultimate authority to decide what is and is not safe and the appropriate uniform. 6. SPLINTS OR CASTS: Players shall not be allowed to practice or participate in a match with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify the player from the match (or practice). 7. UNIFORM COLOR CONFLICT: The Referee is solely responsible for determining if uniform color conflicts hinder fair play or the referee's ability to effectively officiate the match. In the event that the Referee determines the two teams' uniform colors are not distinctive (and neither team has an alternate colored jersey), the HOME team (the team listed first on the game schedule) is responsible for supplying and wearing overlays (pinnies). If pinnies are not available, and the Referee determines he/she cannot proceed, the match may proceed as an unofficial scrimmage but will be recorded as a 1-0 forfeit in favor of the Visiting team (the team listed second on the game schedule). 8. INCLEMENT WEATHER: During inclement weather, the following additional guidelines shall be observed: <ol style="list-style-type: none"> a) Players may wear sweatshirts, sweat pants, and/or similar garments. Other than the team uniform described above, it is not required that all team players wear similar weather-related undergarments. Stocking caps and gloves are also allowed. b) Sweatshirts, when worn, shall be worn under the team jersey. Hoods on hooded style shirts must be tucked in the jersey, not outside or on the head.
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12. FIELDS

1. **PROVIDING FIELDS:** Each Region should do its best to provide a home field, available for scheduling equal to at least half of their team's scheduled matches. Additional field time is desirable and appreciated. If a Region does not have access to certain fields during this season, the Area will do everything possible to schedule matches on another Region's field if permitted. This does NOT negate the Region's responsibility to supply Referees as determined by the Area 1-D Referee Administrator.
2. **FIELD OF PLAY:** is determined by field availability, the divisions each field can accommodate and the number of teams in each division. The number of matches (if any) a team might have on their own field(s) cannot be predetermined nor guaranteed.
3. **FIELD LOCATIONS:** Field directions and maps are available on the Area 1-D website.
4. **FIELD CLOSURE INFORMATION** will be passed along to Regional Commissioners and Spring League Coordinators as soon as possible, and posted on the Area website.
5. **EQUIPMENT:** Each Region is responsible for ensuring their fields are properly equipped and marked.
6. **SET-UP AND TAKE-DOWN:** Both teams participating in the first match of the day are equally responsible for set up of the field. The host Region shall supply equipment. Field take down is the equal responsibility of both teams participating in the last match of the day on the field. Failure to take down and store equipment as required by the Region may result in a forfeiture and loss of Sportsmanship Points as determined by the Area Director.
7. **ASSIGNED SIDE OF THE FIELD:** Teams and their spectators must remain on their own side of the field. Local rules will determine which side of the field the home team will occupy over the entire course of the season. Designation is as follows:
 - a) Campus El Segundo (CES): Home team sits on the side of the field with the cement concourse located in the middle of the complex, with visitors on the outer (street) side of each field. For 10U, the home team sits on the North
 - b) Richmond School - North
 - c) Marine Avenue Park (MAP): East
 - d) Village: West
 - e) Washington: East (South for 8U)
 - f) Playa Vista: West
 - g) Orville Wright School - West
 - h) Cabrillo: South
 - i) Adams: South
 - j) Anza: West
8. **PETS** (except service animals) are not allowed on any school property per the California Education Code and may result in civil penalties (e.g. the ticket in Redondo Beach is \$250 per pet.) and are not allowed to be present at any AYSO event regardless of city postings. A pet owner will be asked to remove the pet from the field area on school property or the match may be suspended until the owner leaves the field.
9. **FOOD/DRINK:** Absolutely NO food or drink EXCEPT WATER is permitted on an artificial turf field.
10. **CHAIRS:** Most artificial turf fields do NOT allow any 4-legged chairs ON THE TURF. Only beach chairs. 4 -legged chairs ARE ONLY ALLOWED ON THE PAVEMENT.
11. **CLEAN-UP: Use of school and city fields is a privilege.** Teams will do their best to leave the field cleaner than they found it. Leaving trash on a field will result in a later reduction of sportsmanship points, which might affect a team's standings.
12. **PARKING:** Many of our fields are in residential neighborhoods. Please park in designated lots whenever possible, and avoid noise, blocking driveways, or other disruption when entering or leaving the neighborhood. Neighborhood complaints can result in restrictions on field use, limiting the number of games which can be played.
13. **SPECTATOR EJECTION:** Regional Board members are empowered to eject spectators from the field area for disobeying field rules. Refusal to leave can result in suspension from attending future games.

<p>13. SCHEDULES</p>	<ol style="list-style-type: none"> 1. PRACTICE SCHEDULES are the responsibility of each team's home Region. 2. GAME SCHEDULES: <ol style="list-style-type: none"> a) REQUESTS: Area 1-D Spring League Scheduler will solicit field information and regional scheduling requests directly from each Region for consideration in creating the spring program's game schedules. Personal/team scheduling requests will NOT be considered. b) COACH CONFLICTS: The Area 1-D Spring League Scheduler will do his/her best to avoid a conflict of game time(s) for a coach who is Head Coach of more than one team in the Area 1-D Spring League Program. This is not possible for Assistant Coaches of multiple teams participating in the Area 1-D Spring League Program. c) HOME TEAM is listed first on the game schedule. 3. RESCHEDULING MATCHES: <ol style="list-style-type: none"> a) COACHES MAY NOT RESCHEDULE MATCHES. All matches shall be played as scheduled by the Spring League Scheduler without exception. If for any reason a match is played at a time or place not scheduled by the Area 1-D Spring League Scheduler, it shall be recorded as a forfeit by both teams with a full deduction of sportsmanship points, and will not be rescheduled. b) RAIN - matches canceled or terminated due to rain will not be rescheduled, except at the discretion of the Spring League Director. c) Rescheduling considerations: Only the following matches will be considered for rescheduling: <ul style="list-style-type: none"> • those affected by AYSO Western States Games schedule • those scheduled to play on a field where the Region has lost use of said field by mandate of the local school district or the City Recreation and Parks Departments • those matches covered under Section 14.8. d) TOURNAMENTS: Other than participation in the Western States Games, matches will NOT be scheduled nor rescheduled to accommodate team play in a tournament or any other program outside of the Area 1-D Spring League Program.
<p>14. MATCH FORMAT AND COMPLETION</p>	<ol style="list-style-type: none"> 1. MATCH FORMAT: <ol style="list-style-type: none"> a) 8U: 6 v 6 (including goalkeeper), friendly with coach/parent referees (certified referees are preferred). No standings. Play includes the use of the Build Out line (BOL) including no punting. Throw-ins will be used. GKs are to be rotated each quarter, and may never play more than 2 in Goal. Everyone must play at least one quarter in the field. No heading. b) 10U: 7 v 7 competitive with certified referee and standings. BOL will be used, including no punting. No limit on how many quarters a player may play in goal. No heading. c) 12U: 9v9 competitive with certified referee. No heading. Punting is allowed d) 14U-16/19: 11 v 11 competitive with certified referee. 2. MINIMUM NUMBER OF PLAYERS: Each team must have the required minimum number of players present and able to participate for a match to commence and continue. <ol style="list-style-type: none"> a) 8U: minimum 4 players b) 10U: minimum 5 players c) 12U: minimum 6 players d) 14U-16-19: minimum 7 players <p>If the minimum number of team players are not on the field by 10 minutes after the scheduled start time, the match will be recorded as a 1-0 forfeit in favor of the team who presented the required number of players and was ready to play. An unofficial scrimmage may take place.</p> 3. MATCH LENGTH: The duration of each match shall be as follows (unless terminated early by the referee): <ol style="list-style-type: none"> a) 8U: Two 20 minute halves with a half time and quarter break for substitution b) 10U: Two 25 minute halves with a half time and quarter break for substitution c) 12U: Two 30 minute halves with a half time and quarter break for substitution d) 14U: Two 35 minute halves with a half time and quarter break for substitution e) 16/19U: Two 40 minute halves with free substitution 4. SUBSTITUTION: shall be allowed as defined in current AYSO National Rules and Regulations as modified by these Rules in Section 19. 5. MATCH START: Fields are to be ready for play and teams ready for check-in with completed line-up cards and ID cards (if applicable), 15 minutes prior to the scheduled start time. Referees are

	<p>instructed to start matches on time. If teams are not ready or field set-up is not complete at the scheduled start time, the Referee will shorten both halves of the match to ensure completion of the match within the scheduled time. In all cases, the match shall end no later than five (5) minutes prior to the start of the next scheduled game, including if it is not an AYSO match. This also applies to 8U at all times. Coaches of any later match should ask the prior match to leave the field immediately if they are running over.</p> <p>6. PLAYER ID CARDS:</p> <p>16/19U Players may not participate in a match if they cannot present their player ID Card to the Referee during check-in or upon late arrival at the field.</p> <p>7. TIES: Matches with a tied score at the end of the match are recorded as a tie.</p> <p>8. INCOMPLETE MATCH: If a scheduled match is not completed, for any reason other than a team forfeit or those previously identified in Section 13b, 13c, 13d, the Area Director and Spring League Director will decide the standing of the match depending upon the reason for the match abandonment or termination. The Area Director or Spring League Scheduler may reschedule the match, order the match to stand as played, or order other action depending upon the circumstances.</p> <p>9. GAME BALLS Three (3) are to be supplied by the Home team (listed first on the game schedule).</p>
<p>15. LINE-UP CARDS</p>	<p>1. SPRING LEAGUE LINE-UP CARDS are yellow in color and will be provided to each team prior to the start of the season. These are the ONLY line-up cards to be used in Spring League matches. Regional or other Area 1-D program line-up cards are not to be used and will result in deduction of sportsmanship points.</p> <p>2. INFORMATION PROVIDED: Each coach must complete their line-up card PRIOR to check-in. This includes:</p> <ul style="list-style-type: none"> a. The first AND last name of ALL players rostered on the team (even if they are not participating in the match). b. Listing above players in jersey number order. c. Indicating any player who is ineligible due to suspension d. Only one Head Coach and one Assistant Coach may be listed on the line-up card. <p>An example of an accurately completed line-up card is available on the Area 1-D website.</p> <p>3. INCOMPLETE CARDS: Sportsmanship points will be deducted for an incomplete or improperly filled in line-up card. (See Section 23).</p> <p>4. MISCONDUCT: If for the purpose of completing an AYSO misconduct report, the Referee removes the line-up cards from the field, the completed line-up cards and Misconduct Report are to be delivered to the Area Spring League Director within 48 hours. Misconduct Reports should be reviewed by the Area Referee Administrator before being submitted to the Area Spring League Director</p> <p>5. FORFEIT – “NO SHOW”: In the case of a forfeit by one team, the line-up card for the team who showed up will be completed by the Referee with a notation made in the comments section regarding the facts of the situation.</p>
<p>16. COACHES</p>	<p>1. Only coaches listed on the team’s Blue Sombrero Tournament Roster and the Team Application in the possession of the Spring League Director, wearing a current Area 1-D issued Spring Coach Authorization Badge (and for 16/19U teams, also in possession of an AYSO ID Card) are permitted to participate in a Spring match (with the exception of items in Sections 16.2 and 16.4).</p> <p>2. SUBSTITUTE COACH: If all coaches on a single team are unable to attend their scheduled match due to extenuating circumstances, the team’s Regional Commissioner (or designee) and Spring League Director may agree (with proper notice) to designate a properly certified and trained substitute Coach for that match. This must be a coach with a current Area 1-D Spring Coach Authorization Badge (and ID card for 16/19U) as well as the proper coach training to coach the team in question. The substitute (other than an RC) should have an approval email. If the substitute coach is ejected from this game, he/she will serve his/her suspension at his/her next scheduled game regardless of which team is involved.</p> <p>3. NUMBER OF COACHES: Coaching during a match is restricted to one Coach and one Assistant Coach regardless of how many coaches are listed on the team roster. This must be the same Head and Assistant Coach during the entire match, as listed on the lineup card. Additional rostered coaches may not provide instruction to the field during the game, but may otherwise assist the team.</p>

	<ol style="list-style-type: none"> 4. COACH AUTHORIZATION BADGES AND ID CARDS. All 8U-10-12-14-16/19 Head and Assistant Coaches (or approved substitute coaches) must exhibit their Coach Authorization Badge throughout the match. If no coach with a Coach Authorization Badge is present for a team, (only) one coach who forgot/lost his/her badge may coach the game upon producing for the Referee a Roster and Player Registration Forms and identifying himself with a Picture ID identifying himself as one of the coaches on the Roster. The Referee will note the circumstances on the back of the card, and the team will lose 3 Coach Sportsmanship points. If no authorized coach or substitute coach is present at the game to coach the team, it shall not be played and a forfeit will be recorded. 5. GOALS: Coaches (and Referees) must ensure that all goals are properly secured before the start of the match. 6. COACH AREA: Both Coaches must coach from their own side of the field, and remain within the marked (or unmarked) Technical (Coaches) Area, located along their touchline, up to 10 yards in either direction from the half way line. 7. BEHAVIOR: It is the Coach's responsibility to monitor the behavior of his/her team's players and spectators and to be proactive in promptly correcting behavior problems as they arise. This includes supporting any referee decision regarding play on the field or poor behavior exhibited by any player, Coach or spectator. Coaches SHALL NOT dissent calls by the Referee or Assistant Referees and shall actively encourage parents and spectators to exhibit similar respect/restraint. Teams will lose sportsmanship points for poor conduct. 8. YOUTH VOLUNTEER ABUSE: Coaches should take note and advise their spectators, that any type of abuse or dissent of referees is not acceptable. In the instance of our youth referees, "zero tolerance" is exercised with regard to dissent, abuse or other inappropriate behavior directed towards or in the presence of a youth referee. Anything other than "thank you" or a compliment may be deemed to be abuse of a youth referee. Infractions may result in suspension or removal from Area 1-D programs. 9. SEND OFFS OR DISMISSALS: Coaches will communicate the names of all individuals (players, Coaches and/or spectators) involved in match misconduct to the Referee. In 16/19U, the Referee will retain the Coach ID Card and/or Player ID Card of the offending party. 10. COACH RESPONSIBILITY: Coaches are responsible for knowing the Spring Rules and Regulations and enforcing them even if the Referee might not take note of an infraction. This includes but is not limited to wearing legal uniforms, monitoring a player's suspension even if an ID card was not retained by the Referee, etc.
<p>17. REFEREE ELIGIBILITY</p>	<ol style="list-style-type: none"> 1. THE "CENTER" REFEREE is identified as the "Referee". 2. ALL REFEREES (Center Referees and Assistant Referees in all divisions except 8U) must be AYSO Certified Referees: <ol style="list-style-type: none"> a) All Referees assigned to a match in advance are to be neutral officials (no affiliation with either team participating in the match) and must appear in proper uniform. b) All Referees in 10U and above must be at least 12 years old, and at least 2 years older than any player in the match. 3. CENTER REFEREE: <ol style="list-style-type: none"> a) To officiate ANY 10U and above match, the Center Referee may NOT be the Coach, Assistant Coach, Parent or relative of a player on either team. If the assigned Referee is not present at the scheduled game start time and there is no other NEUTRAL AYSO CERTIFIED Referee available, both coaches may agree to a non-neutral AYSO CERTIFIED Referee. Both coaches must agree in advance to abide by the outcome of the match with no dispute. A notation should be made on the line-up card and the non-neutral referee may not coach or cheer during the match. If both coaches do not agree or the match proceeds without a certified Referee, it will be recorded as an unofficial scrimmage with the outcome of the match determined per section 14:8. b) 8U is permitted to have coach or parent referees as agreed by both coaches. 4. ASSISTANT REFEREE (All Age Divisions) <ol style="list-style-type: none"> a) May NOT be the Head Coach of either team participating in the match. b) If there are not 2 assigned neutral Assistant Referees, the AR(s) may be a parent or relative of a player on one of the participating teams or even an Assistant Coach (not coaching the match). As a courtesy, the opposing Coach should be notified before the match, but he/she does not have the right of approval of the Assistant Referee.

	<p>c) If insufficient certified Assistant Referees are available, an uncertified Club Linesperson may be appointed by the Referee to fulfill certain assigned duties (i.e. calling ball in/out of play).</p>
<p>18. REFEREES</p>	<p>SUPPLYING REFEREES: The Area 1-D Referee Administrator will coordinate the referee assignments of each Region for U10-12-14-16/19U matches. Each region will develop its own plan for team support of their referee program. Regions should consider the “parent referee” support associated with players when forming teams. In order to maintain sufficient referee coverage of 10U games, following is the 10U Team Requirement for Supplying Designated Referees for 10U games:</p> <ol style="list-style-type: none"> 1. Each 10U team will provide the names of their designated referees to their Regional Referee Administrator (RRA) and the Area Referee Administrator. 2. Over the course of the season, those referees will sign up to referee (either CR or AR) 10U games assigned to their Region, not including games involving their own team. 3. For each 10U game (any 10U division, <u>but not their own team’s game</u>) refereed by a “designated” person provided by their team, the team will receive one Point in the Spring League standings up to the number of games played by the team. This is expected to be 10 games. Therefore, providing a referee will have the standings effect of adding three to four wins to a team’s record. 4. Only 10U games refereed count for Referee Points with a maximum of three points on a single day. 5. The points will be tallied and reported by the RRA, and validated by the Spring League Statistician and Spring League Referee Coordinator from the game cards. 6. Final standings and awards will be based on total points including Referee Points. <p>FOR ALL AGE DIVISIONS, teams should be prepared to provide an Assistant Referee (or Club Linesperson if no trained AR is available) for their side, if a neutral is not assigned by the Home Region.</p> <p>Other referee related requirements:</p> <ol style="list-style-type: none"> 1. Certified Referees must be present a minimum of 15 minutes prior to the scheduled start time. 2. The diagonal system of control is the only permitted method of control for all Spring League matches, i.e. no two-man system is allowed. 3. All matches: Referees (and Coaches) must ensure that goals are properly secured before the start of the match. 4. 8U matches: A Certified Referee is highly recommended but not mandatory. The Spring League does not assign referees to this division. Coach referees are acceptable, but should not simultaneously coach while refereeing. 5. 10U-12-14-16/19 matches – Certified Referee: Matches will not be played without a Certified Referee. See Section 17:3. 6. 10U-12-14 matches – Assistant Referees: With the Referee’s consent, 10U-12-14 matches may be played without Certified Assistant Referees to assist the Referee. Club Linesperson(s) may be used at the discretion of the Referee. A Club Linesperson must behave as a neutral party and may not cheer or give tactical advice during the match. 7. 16/19U matches If the Referee is the only AYSO Certified Referee present for the match (at least 1 Certified Assistant Referee is not present), the match will only be played if both Coaches and the Referee expressly agree the match is safe to play with one official, understanding that one official can only handle that level game with excellent cooperation from all participants. If the teams play without agreement, it will be recorded as an unofficial scrimmage with the outcome will be determined per section 14.8. 8. MISCONDUCT: The Referee shall complete an AYSO Misconduct Report for ALL player Send Offs and Coach or spectator dismissals (the form is available through the Area 1-D website) within 48 hours of the end of the match. The Referee should submit a draft Misconduct Report to the Area Referee Administrator for review <i>before</i> submitting the final report. The Referee will deliver the line-up cards and ID Card(s) as directed by the Area Referee Administrator within 48 hours. The Area Referee Administrator will submit copies of the misconduct report to the Area Director and Area Spring League Director for disciplinary action and Regional notification.

<p>19. PLAYER SUBSTITUTION</p>	<ol style="list-style-type: none"> 1. 8U-10-12-14: Commonly referred to as “the quarter system”, substitution is allowed midway through the first half, at halftime and midway through the second half of the match. The Referee may permit substitution at any time for injury. 2. 16/19U: “Free substitution” will be allowed during any stoppage of play, with the approval of the Referee in accordance with the Area 1-D U16/10U Rules and Regulations (on the Area 1-D website). Coaches MUST ensure that every player plays a minimum of one-half (½) of the match (from the time the player arrives at a match). To validate such and assist them in their substitution process, they are required to have a responsible parent or other non-Coach adult on their sideline record all substitutions on a Time Monitoring Sheet 3. All players must play a minimum of one-half of each match unless they are injured, ill, arrive after the start of the match, leave before the end of the match or are sent off by the referee. In 8U, 10U, U12, and 14U, no player may play the entire game unless each player on the team has played 3/4 of the game. 4. Coaches failing to comply with Section 19.3 above, without an authorized exception, are subject to a minimum one match suspension. The match of such non-compliance will be declared a 1-0 forfeit in favor of the opposing team if the offending team won the match in question. 5. The 10U-12-14 line-up card, maintained by the referee, shall be considered evidence of a player's playing time in a match. Coaches are responsible for having their players present themselves to the Referee as they come in and out of the match at each substitution opportunity. Coaches are encouraged to inspect the line-up card during and/or after the match to satisfy themselves of the accurate record of player's time on the field. The referee team shall have the primary responsibility for tracking substitutions on the line-up cards for all divisions, and should note the reason specified (injury/illness, left game early, etc.) for any anomalies. 6. CAUTIONED PLAYERS: <ol style="list-style-type: none"> a) 16/19U: Though not required, it is strongly recommended that the coach substitute any player receiving a caution. The Referee shall allow such substitution. b) 10U-12-14: With the Referee's permission, the coach may temporarily remove a cautioned player from the field to “cool off”, playing short (similar to a minor injury). The player may reenter the match at any time, with the permission of the Referee.
<p>20. DISCIPLINE</p>	<ol style="list-style-type: none"> 1. Coaches are responsible for the sideline behavior of themselves, their players and their spectators and are encouraged to seek Regional support if having difficulty. 2. The Referee may issue Cautions (yellow card) or Send Offs (red card) before, during, or after the match to coaches, players or substitutes. A Sent Off player should leave the field immediately if accompanied by a parent or guardian (except for those players who are 18 years or older, who should leave regardless); otherwise, the coach is responsible to keep the player from any further participation in the game by word or action. The Referee may also dismiss coaches, parents, and/or spectators from the field (moving at least 100 yards from the field) for inappropriate behavior. Coaches, parents and/or spectators dismissed from the field must leave immediately and may not return, even after the match is over. Failure to immediately comply with a Send-Off or dismissal is possible grounds for termination and a forfeit of the match. 3. SEND-OFFS OR REQUESTS TO LEAVE THE FIELD: <ol style="list-style-type: none"> a) PLAYERS AND COACHES Sent Off/dismissed from the area of the match may not attend or participate in the team's next scheduled Spring League match. If the team's next scheduled match results in a forfeit by either team, the suspension will carry over to the next Spring League match that is actually played. b) SPECTATORS dismissed or asked to leave the area of the match may not attend or participate in the team's next scheduled Spring League match. If the team's next scheduled match results in a forfeit by either team, the suspension will carry over to the next Spring League match that is actually played. Coaches are to submit the name of the spectator to the Referee and to their Spring Coordinator.

	<p>c) 16/19U ID CARDS: For Send-Offs and dismissals, the Player and/or Coach ID card(s) is to be retained by the Referee and delivered to the Area Spring League Director.</p> <p>d) Any participant (player, coach or spectator) who has been reported as involved in violent conduct, serious foul play, foul or abusive language, fighting, or spitting will typically be suspended for a minimum of 2 Spring League matches. Any incident of violent conduct or fighting or spitting may carry additional disciplinary measures from the Spring League and/or the Region (see 16/19U Rules & Regulations on the Area website). Each case will be reviewed and handled on an individual basis.</p> <p>e) A team allowing an ineligible player, coach or spectator to participate will forfeit all matches in which that player, coach or spectator was involved. If it is determined that a Coach knowingly played an illegal player, he/she may be suspended immediately and subject to further discipline by the Spring League Program Director and/or their region. Any matches in which an illegal player, coach or spectator participated will be recorded as a forfeit to the opposing team, and 3 points will be deducted in the standings for each illegal player, coach or spectator who participated in each match.</p> <p>f) A Region may also follow-up with additional disciplinary action regarding the behavior of a player, coach or spectator from their Region.</p>
<p>21. FORFEIT</p>	<ol style="list-style-type: none"> 1. FORFEIT – STANDINGS: All forfeits will be scored as a 1:0 win in favor of the non-forfeiting team. 2. FORFEIT – SPORTSMANSHIP POINTS <ol style="list-style-type: none"> a) If a match is forfeited without sufficient notice to prevent the other team from showing up, the forfeiting team will receive a deduction of all 23 sportsmanship points for the forfeited match. The non-forfeiting team will retain their full 23 sportsmanship points for the match. This forfeiture does not apply if the forfeit is due to being only 1 player below the minimum requirement at game time or at some point later during the match. b) Sufficient Notice: To avoid a team showing up for a game with no opponent, notice should be given to the Spring League Scheduler and Spring League Director as soon as possible, preferably 72 hours in advance with no sportsmanship deduction. If notice is received at least the day before the game, and the opponent and referees can be notified, the sportsmanship deduction will be 5 points, retaining 18 points for the un-played match. c) NOTE: The Coach must receive a verbal or e-mail confirmation of receipt from the Spring League Scheduler or Spring League Director to qualify as a "sufficient notice forfeit". 3. FORFEIT – TOURNAMENT: The Area expects all teams to fulfill their commitment to the Spring League Program and show up for all scheduled matches. If a match is forfeited due to a team's participation in a tournament, the Coach will be suspended for the remainder of the season and risk possible exclusion from the Area 1-D Spring League Program the following year. 4. FORFEIT – OTHER: Coaches are responsible for reading the Spring Rules and Regulations document to be aware of all other instances that may result in a match forfeit or loss of sportsmanship or standings points. There are additional forfeit consequences listed throughout this document including, but not limited to forfeits as a result of coach, player or parent/spectator noncompliance with a Send-Off, lack of required minimum play of any player(s), use of an ineligible/unrostered player or coach, wearing illegal uniforms, coach rescheduling matches, etc.
<p>22. MATCH RESULTS</p>	<ol style="list-style-type: none"> 1. The Referee will record the outcome of all matches (<i>including forfeits</i>) on the line-up card(s). 2. Matches ending in a tie are recorded as a tie with no overtime nor kicks from the mark. 3. Coaches are not to take possession of line-up cards after handing them over to the Referee at pre-match check-in. 4. Following the completion of a match, the Referee is responsible for depositing the completed, signed line-up cards in the designated location for Regional pick-up and delivery to the Area Spring League Statistician. 5. The Referee is permitted to take the line-up cards off the field if he/she needs to submit a Misconduct Report. He/she is responsible for filing a Misconduct Report and delivery of the line-up cards, ID Cards and badges (if applicable) as directed by the Area Referee Administrator. 6. The Region in which the field is located is responsible for reporting the results of the matches played on their field to the Spring League Statistician.

<p>23. SPORTSMANSHIP GUIDELINES • 10U-19</p>	<p>7. Coaches have one week from the update of standings/postings to advise the Spring League Statistician of any error.</p> <p>The Referee team at a match monitors the conduct of team players, coaches, and spectators before, during, and after the match. At the conclusion of the match, the Referee shall assess each team for the purpose of awarding Sportsmanship Points and list the points on the back of each Line-up Card.</p> <p>The Area Director, or his/her designee(s), may reduce the points awarded when they have direct knowledge of conduct that violates AYSO National Rules and Regulations, Section One Rules and Regulations, and/or Area 1-D Beach Cities Rules and Regulations. The Area Spring League Director or his/her designee(s) records Sportsmanship Points over the duration of the season.</p> <p>In order to establish consistency in awarding 10U-19 Sportsmanship Points, Referees shall utilize the following set of guidelines. Each team displays Sportsmanship in five categories: Conduct of Players, Conduct of Coaches, Conduct of Spectators, Uniform Appearance and Courtesy Toward Referees. More than a 1-point deduction in a particular category must be explained by the referee on the card.</p> <p>All teams begin with the maximum of five (5) points in each category, except in the Uniform category where the maximum is three (3) points.</p> <p>CRITERIA FOR REDUCTION OF SPORTSMANSHIP POINTS</p> <p>Five (5) points will be lost from the respective Conduct categories:</p> <ul style="list-style-type: none"> • when a player, coach, or spectator is Sent Off (red card) or expelled; • when offensive, or insulting or abusive language and/or gestures is used towards another player or anyone else. <p>One (1) point will be lost from the respective Conduct categories for each observation:</p> <ul style="list-style-type: none"> • when a player, or coach is Cautioned (e.g. yellow card); or spectator is warned • when trash is left behind by a team after the match. <p>One (1) point will be lost from the Coach category for each observation:</p> <ul style="list-style-type: none"> • when the game card is improperly filled out, one point for each error up to a maximum of three (3) points. • when a coach persistently is outside of the Technical/Coaches Area (marked or unmarked). • when a coach fails to openly display their Authorization Badge throughout the match (3 points). • when a team, in the opinion of the referee runs up the score in a manner which is embarrassing to the other team (1 or more points) <p>One (1) point will be lost from the Uniform category for each observation:</p> <ul style="list-style-type: none"> • when any player is not properly attired in the regulation (team) uniform. <p>One (1) point will be lost from the Conduct of Spectators category for each observation:</p> <ul style="list-style-type: none"> • when spectators express repeated disagreement toward members of the Referee team over calls; • when spectators continue to interfere with Assistant Referee after being requested to move; • when spectators intentionally decline moving to their designated side of the field or move to the opponent's side of the field during the match; • when spectators use artificial noisemakers (air horn, bull horn, etc.). <p>One (1) point will be lost from the Courtesy Toward Referees category for each observation IN EXCESS OF THOSE ALREADY DEDUCTED IN THE ABOVE CATEGORIES of:</p> <ul style="list-style-type: none"> • repeated disagreement by Players, Coaches or Spectators; • continual interference with Assistant Referee(s) after being requested to move; • unwarranted delay in beginning the match or second half after the Referee's whistle. <p>ADDITIONAL SPORTSMANSHIP POINT REGAINED: One (1) point may be regained for any one-point deduction when the Referee team notices before, during, or after a match, a particular action by Players, Coaches, or Spectators which is exemplary of AYSO standards of good sportsmanship. Referees will note such action on the line-up card.</p> <p>FAILURE (of Referee) TO COMPLETE THE LINE-UP CARD</p> <p>The maximum amount of points possible for one match is 23 points. In each category, each team must be awarded the maximum for the category UNLESS a team's conduct warrants reductions. The Referee shall list the sportsmanship points retained by each team on the back of the official Area 1-D line-up cards at the end of each match. If the sportsmanship point portion of the line-up card is left blank, it will be assumed that the Referee did NOT intend to deduct sportsmanship points and the team(s) will retain their full 23 sportsmanship points for that match.</p>
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	<p>OTHER ACTIONS LEADING TO SPORTSMANSHIP POINT DEDUCTIONS are listed elsewhere in this document. Coaches are responsible for reading the spring rules and regulations to be aware of ALL instances that may result in a match forfeit or loss of sportsmanship or standings points.</p> <p>IMPORTANT: A team's sportsmanship point average at the end of the season may affect a team's final standings as it is the first tie breaker criteria.</p>
<p>24. STANDING POINTS AND TIEBREAKERS 10U-19</p>	<ol style="list-style-type: none"> 1. STANDING POINTS earned are determined by the outcome of a match as follows: <ul style="list-style-type: none"> WIN = 3 points • TIE = 1 point • LOSS = 0 points FORFEIT will be recorded as a 1-0 win for the opposing team 2. BONUS STANDING POINTS: Attendance by a rostered Head or Assistant Coach at the Area 1-D Spring League Coaches Meeting, verified by his/her signature on the sign-in sheet will earn his/her team one bonus standing point. If the Coach attended but did not sign-in, a bonus standing point will NOT be awarded. Attendance by other team members (i.e. team parent or spouse) or other Regional personnel (Spring Commissioner, etc.) is welcome but will NOT qualify the team for a bonus standing point. 3. 10U REFEREE STANDING POINTS: In all 10U divisions, standings points will also be added for certain games refereed by the team's designated referees in accordance with Section 18:1." 4. DEDUCTION OF STANDING POINTS: <p>USE OF AN INELIGIBLE PLAYER OR COACH: (one not listed on the team's Blue Sombrero Tournament Roster or Team Application in possession of the Area Spring League Director) will result in a forfeit of the match and sportsmanship points as well as a deduction of 3 standing points per ineligible person per match.</p> 5. FINAL STANDING – TIE BREAKERS: <ol style="list-style-type: none"> a) SPORTSMANSHIP POINTS: The team with the highest sportsmanship point average for all matches played shall be ahead in the standing. If there is a .5 or less aggregate sportsmanship point average between the tied teams, the next tie breaker criteria is... b) HEAD TO HEAD: the team that won the (most) match(es) played against each other during the season is ahead. If still tied, the next tie breaker criteria is... c) GOALS AGAINST: The team allowing the lowest number of goals scored against them shall be ahead. If still tied, the next tie breaker criteria is... d) COIN TOSS 6. UNEQUAL NUMBER OF MATCHES: If for any reason, teams have not played the same number of matches at the end of the season, the per match standings points average (not total points) will be used to determine placement.
<p>25. AWARDS</p>	<ol style="list-style-type: none"> 1. CHAMPIONS: Awards will be presented to the 1st, 2nd, and 3rd place teams in each division. 2. SPORTSMANSHIP AWARDS: Teams with the highest sportsmanship point average will receive a sportsmanship award. All teams are expected to exhibit good sportsmanship. In the event of a tie, the tied team highest in the standings OTHER than 1st, 2nd, or 3rd place will receive the award.
<p>26. PROTESTS, RULES INTERPRETATION AND DELEGATION</p>	<p>Per Area 1-D Rules & Regulations, there will be no protests of referee judgments.</p> <p>The Area 1-D Director, Spring League Director and staff reserve the right to a) interpret these Rules & Regulations as necessary and b) apply, at their discretion, the spirit of the Rules & Regulations to situations that may not be addressed herein. AYSO National Rules & Regulations will apply throughout the Spring League season. In all cases, the decision of the Area 1-D Director and/or the Spring League Director is final. The Spring League Director may delegate any and all of their authority under these Rules & Regulations to another person(s).</p>
<p>27. INCIDENT OR INJURY</p>	<p>An <u>AYSO Incident Report Form</u> is used whenever there is a personal injury, damaged property, or threats of or actual physical violence surrounding an AYSO match, practice, event or property. The form should be prepared by the coach, AYSO Official, or AYSO Volunteer or by tournament or event staff members. Instructions are included within the linked document. Answers to frequently asked questions regarding soccer accidents may be found on the AYSO insurance website.</p> <p>The Coach or other AYSO volunteer should notify the Area 1-D Spring League Director of the incident and submit an incident report to the team's Regional Safety Director within 48 hours.</p>

