



**Region 678**

**Valencia • Newhall • Stevenson Ranch**

**AYSO REGION 678  
QUICK REFERENCE GUIDE TO  
RULES AND POLICIES  
FOR  
COMPETITIVE DIVISIONS**

Updated August 8, 2019



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## Introduction

Region 678 follows and expects their Referees, Coaches, and Players to follow the updated and amended FIFA Laws of the Game as adopted by AYSO National policy and Region 678 policy and use the US Soccer Federation publication Advise to Referees on the Laws of the Game as guidance.

This document is a quick reference guide to Region 678 rules and policies for the Competitive Divisions 10U, 12U and 14U. This document serves as Region 678 policy in the absence of a separate Region 678 rule or policy on that particular subject. If a specific subject or covered Division is not addressed in this document, Referees, Coaches, Players, and Parents can safely assume the following hierarchy: Region 678 policy, National Policy, and FIFA Laws of the Game.

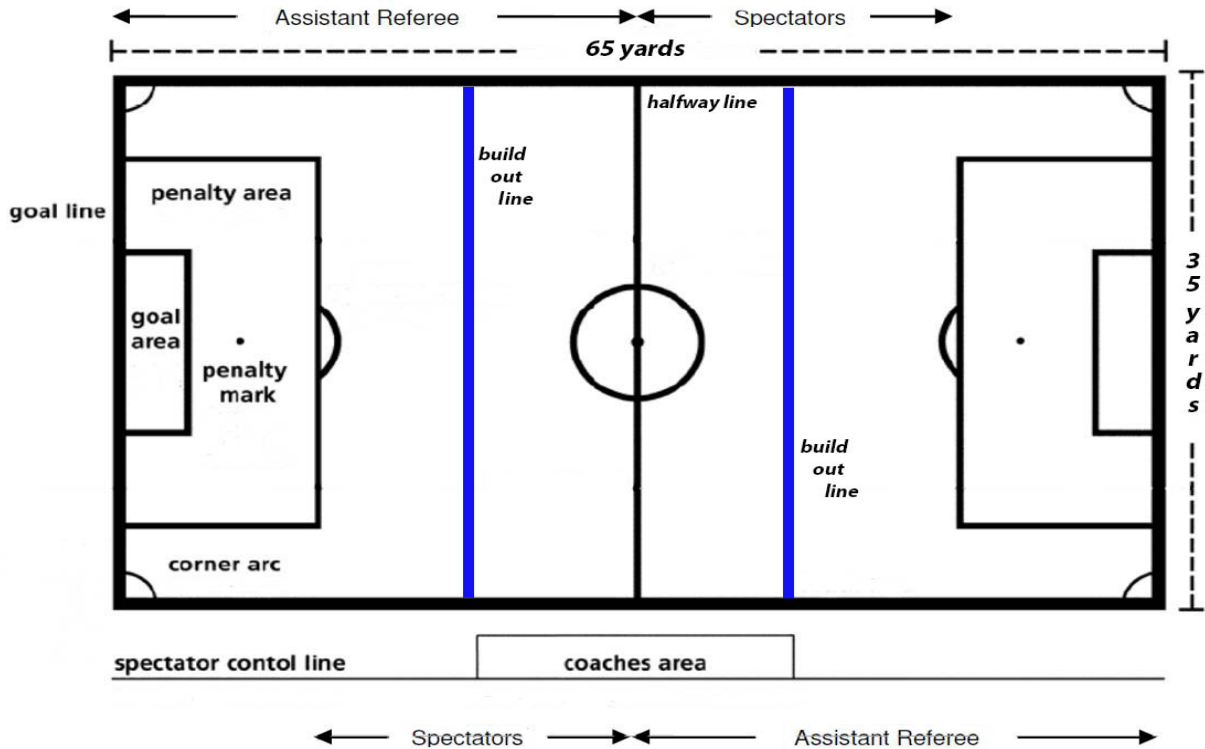
The goal is to provide our Referees, Coaches, Players, and Parents with a single reference document that provides answers to the most common questions and requirements for Competitive Division matches.

## 10U Guidelines

### Guidelines for Short-Sided Games

#### The Field:

Fields must be rectangular and should be of an appropriate size to accommodate the required number of players. The recommended field size for 10U games is 65 x 35 yards. See the diagram for descriptions of the lined areas.



#### The Goals:

The goals in 10U games should be a maximum of 6 1/2 feet high and 18 1/2 feet wide.

#### The Ball:

A size 4 ball is used for 10U games.

#### The Players:

Each 10U team should have a maximum of 9 on the roster. Games are played with 7 players per team on the field (7v7) – one of whom is the goalkeeper. Games may not start or continue should the number of players on the field drop below 5. The players will be separated by Girls and Boys teams.



## 10U Guidelines

### Guidelines for Short-Sided Games

#### **Duration of Game and Substitutions:**

10U games are 50 minutes and are played in two 25 minute running halves with each half divided into two periods (quarters) that are approximately 12 ½ minutes long. Substitutions occur during a short break (approximately 1 minute) between periods, at the start of the second half, and for injuries. No player should play four periods until everyone on the team has played three. The half-time break is 5-10 minutes.

#### **Player Equipment:**

The basic compulsory equipment of a player includes: a jersey or shirt, shorts, stockings, footwear and shin guards. Shoes and shin guards are mandatory at all practices and games. The shin guards need to provide a reasonable degree of protection and be covered entirely by the stockings.

#### **The Start of Play:**

The Referee conducts a coin toss with captains of both teams. The team that wins the coin toss chooses direction of play or whether they want to kick off or not. After half time, the teams switch directions and the team that didn't kick-off in the first half, kicks off to start the second half. Opponents must be eight yards from the center mark while kick-off is in progress.

#### **Fouls & Misconduct:**

Opponents must be eight yards from the ball on restart kicks. Referees will work cooperatively with the coaches to eliminate the need for cautions and send-offs.

#### **Referee:**

AYSO certified Regional Referees or higher are required for 10U and older games.

#### **Assistant Referees/Club Linesmen:**

If available, qualified, neutral Assistant Referees who have completed Assistant Referee Certification (or higher) may be used to assist the referee. This is an opportunity for new Assistant Referees to get experience. If qualified Assistant Referees are not available, Club Linesmen (someone who is affiliated with one of the teams) may be recruited from the spectators to assist the Referee with calling the ball in and out of play only. This is an opportunity for parents to get involved.

#### **General Play Requirements:**

Goalkeeper restrictions apply to the 10U division. Any player who plays the position of goalkeeper must play two quarters in a field position other than goalkeeper. This requirement is eliminated during regional playoffs.



## 10U Guidelines

### Guidelines for Short-Sided Games

#### **Injury Substitutions:**

If a player is injured during the course of a game and is forced to leave the field, there are two options:

- The coach may substitute for the injured player for the quarter. However the injured player may not return to the game for the remainder of the quarter in which they left the field or
- The coach can elect to play short a player for that quarter and when the injured player can continue he may substitute back into the game at a break in play with the Referee's permission.

Playing time credit in injury cases: The player who starts the quarter will get credit for the whole quarter regardless of how much time they play. This means time played by the substitute cannot be applied toward the three quarters they are required to play.

#### **Substituted Players:**

Substituted players should sit between the halfway line and the top of the penalty area (the 18) on the side of the Assistant Referee (usually the right side) of their respective touchlines. Substituted players should wear a scrimmage vest over their jersey while on the touchline to help prevent the Assistant Referee from mistaking a substitute player in an offside position from a player on the field.

#### **Spectators:**

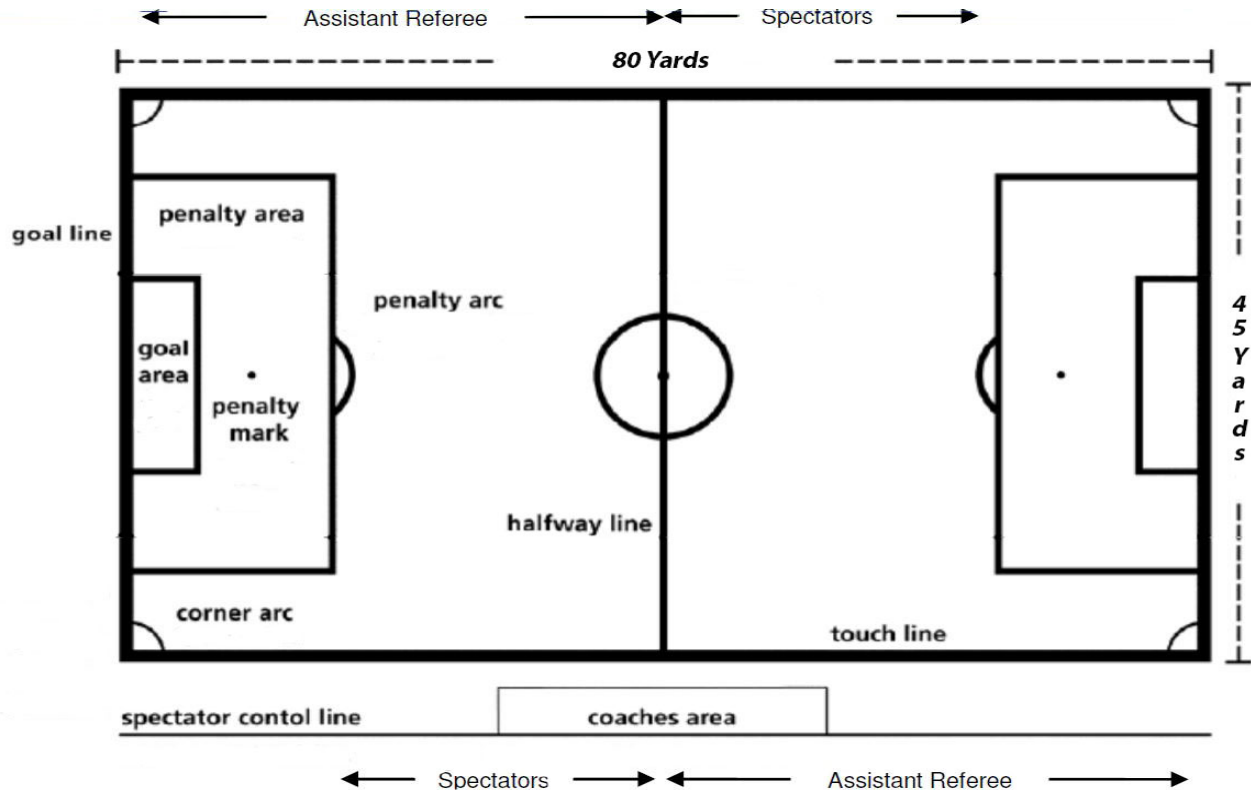
Spectators should sit approximately 3 yards off the touchline and between the halfway line and the top of the penalty area (the 18) on the side opposite the Assistant Referee (usually to the left side of the coach) of their respective touchlines.

## 12U Guidelines

### Guidelines for Short-Sided Games

#### The Field:

Fields must be rectangular and should be of an appropriate size to accommodate the required number of players. The recommended field size for 12U games is 80 x 45 yards. See the diagram for descriptions of the lined areas.



#### The Goals:

Official size goals (7 feet high and 21 feet wide) are used in 12U games.

#### The Ball:

A size 4 ball is used for 12U games.

#### The Players:

Each 12U team should have a maximum of 12 on the roster. Games are played with 9 players per team on the field (9v9) – one of whom is the Goalkeeper. Games may not start or continue should the number of players on the field drop below 6. The players will be separated by Girls and Boys teams.



## 12U Guidelines

### Guidelines for Short-Sided Games

#### **Duration of Game and Substitutions:**

12U games are 60 minutes and are played in two 30 minute running halves with each half divided into two periods (quarters) that are approximately 15 minutes long. Substitutions occur during a short break (approximately 1 minute) between periods, at the start of the second half, and for injuries. No player should play four periods until everyone on the team has played three. The half-time break is 5-10 minutes.

#### **Player Equipment:**

The basic compulsory equipment of a player includes: a jersey or shirt, shorts, stockings, footwear and shin guards. Shoes and shin guards are mandatory at all practices and games. The shin guards need to provide a reasonable degree of protection and be covered entirely by the stockings.

#### **The Start of Play:**

The Referee conducts a coin toss with captains of both teams. The team that wins the coin toss chooses direction of play or whether they want to kick off or not. After half time, the teams switch directions and the team that didn't kick-off in the first half, kicks off to start the second half. Opponents must be eight yards from the center mark while kick-off is in progress.

#### **Fouls & Misconduct:**

Opponents must be ten yards from the ball on restart kicks. Referees will work cooperatively with the coaches to eliminate the need for cautions and send-offs.

#### **Referee:**

AYS0 certified Regional Referees or higher are required for 12U and older games.

#### **Assistant Referees/Club Linesmen:**

If available, qualified, neutral Assistant Referees who have completed Assistant Referee Certification (or higher) may be used to assist the Referee. This is an opportunity for new Assistant Referees to get experience. If qualified Assistant Referees are not available, Club Linesmen (someone who is affiliated with one of the teams) may be recruited from the spectators to assist the Referee with calling the ball in and out of play only. This is an opportunity for parents to get involved.





## 12U Guidelines

### Guidelines for Short-Sided Games

#### General Play Requirements:

Goalkeeper restrictions apply to the 12U division. Any player who plays the position of goalkeeper must play two quarters in a field position other than goalkeeper. This requirement is eliminated during regional playoffs.

EXCEPTION: The only board-approved exemption to the Goalkeeper Playing Time rule is if a 12U team has 12 players on a team at the start of the match. In such cases each player is limited to a maximum of 75 % of the match. Therefore, it is permissible only in these cases for a player to play two quarters as goalkeeper and one quarter on the field. However, the coach is encouraged to rotate players who play two quarters as goalkeeper throughout the season to promote development of all players at multiple positions.

#### Injury Substitutions:

If a player is injured during the course of a game and is forced to leave the field, there are two options:

- The Coach may substitute for the injured player for the quarter. However the injured player may not return to the game for the remainder of the quarter in which they left the field or
- The Coach can elect to play short a player for that quarter and when the injured player can continue he may substitute back into the game at a break in play with the Referee's permission.

Playing time credit in injury cases: The player who starts the quarter will get credit for the whole quarter regardless of how much time they play. This means time played by the substitute cannot be applied toward the three quarters they are required to play.

#### Substituted Players:

Substituted players should sit between the halfway line and the top of the penalty area (the 18) on the side of the Assistant Referee (usually the right side) of their respective touchlines. Substituted players should wear a scrimmage vest over their jersey while on the touchline to help prevent the Assistant Referee from mistaking a substitute player in an offside position from a player on the field.

#### Spectators:

Spectators should sit approximately 3 yards off the touchline and between the halfway line and the top of the penalty area (the 18) on the side opposite the Assistant Referee (usually to the left side of the coach) of their respective touchlines.



## 14U Guidelines

### The Field:

Fields must be rectangular and should be of an appropriate size to accommodate the required number of players. 14U fields should approach the maximum size field as outlined in Law 1 and be marked accordingly. The minimum field size for 14U games is 100 x 50 yards.

### The Goals:

Official size goals (8 feet high and 24 feet wide) are used in 14U games.

### The Ball:

A size 5 ball is used for 14U.

### The Players:

Each 14U team should have a maximum of 15 on the roster. Games are played with 11 players per team on the field (11v11) – one of whom is the goalkeeper. Games may not start or continue should the number of players on the field drop below 7. The players will be separated by Girls and Boys teams.

### Duration of Game and Substitutions:

14U games are 70 minutes and are played in two 35 minute running halves with each half divided into two periods (quarters) that are approximately 17½ minutes long. Substitutions occur during a short break (approximately 1 minute) between periods, at the start of the second half, and for injuries. No player should play four periods until everyone on the team has played three. The half-time break is 5-10 minutes.

### Player Equipment:

The basic compulsory equipment of a player includes: a jersey or shirt, shorts, stockings, footwear and shin guards. Shoes and shin guards are mandatory at all practices and games. The shin guards need to provide a reasonable degree of protection and be covered entirely by the stockings.

### The Start of Play:

The Referee conducts a coin toss with captains of both teams. The team that wins the coin toss chooses direction of play or whether they want to kick off or not. After half time, the teams switch directions and the team that didn't kick-off in the first half, kicks off to start the second half. Opponents must be eight yards from the center mark while kick-off is in progress.



## 14U Guidelines

### Fouls & Misconduct:

Opponents must be ten yards from the ball on restart kicks. Coaches should work cooperatively with players to eliminate the need for cautions and send-offs. Referees will issue cautions and send-offs if such action, in the opinion of the Referee, is warranted. The Referee will complete a misconduct report should a yellow or red card be issued. Players receiving a send-off will not be allowed to participate in their next scheduled match. It is the Coaches responsibility to notify the Referee of the next match of this requirement.

### Referee:

AYSO certified Regional Referees or higher (recommended) are required for 14U games.

### Assistant Referees/Club Linesmen:

If available, qualified, neutral Assistant Referees who have completed Regional Referee Certification (or higher) may be used to assist the Referee. This is an opportunity for new Intermediate Referees or seasoned Regional Referees to gain experience. If qualified Assistant Referees are not available, Club Linesmen (someone who is affiliated with one of the teams) may be recruited from the spectators to assist the Referee with calling the ball in and out of play only. This is an opportunity for parents to get involved.

### General Play Requirements:

There are no field position play requirements for goalkeeper. A player may play the position of goalkeeper the entire match.

### Injury Substitutions:

If a player is injured during the course of a game and is forced to leave the field, there are two options:

- The Coach may substitute for the injured player for the quarter. However the injured player may not return to the game for the remainder of the quarter in which they left the field or
- The Coach can elect to play short a player for that quarter and when the injured player can continue he may substitute back into the game at a break in play with the referee's permission.

Playing time credit in injury cases: The player who starts the quarter will get credit for the whole quarter regardless of how much time they play. This means time



## 14U Guidelines

played by the substitute cannot be applied toward the three quarters they are required to play.

### **Substituted Players:**

Substituted players should sit between the halfway line and the top of the penalty area (the 18) on the side of the Assistant Referee (usually the right side) of their respective touchlines. Substituted players should wear a scrimmage vest over their jersey while on the touchline to help prevent the assistant referee from mistaking a substitute player in an offside position from a player on the field.

### **Spectators:**

Spectators should sit approximately 3 yards off the touchline and between the halfway line and the top of the penalty area (the 18) on the side opposite the Assistant Referee (usually to the left side of the coach) of their respective touchlines.



## Team Standing Point System and Tie-Breakers

AYSO Region 678 (Updated 8/8/2019)

**Standing Points** for all Competitive Divisions shall be determined based on a combination of Win/Loss/Tie Record Points, along with Sportsmanship Points and Referee Points, as explained below. Final Standings Points will be the sum of the points earned in each of these 3 categories. At the end of the season, the Standings Points will be used to determine if a team will play in the Regional Championship Tournament or the Regional Friendship Tournament. This document includes details for determining Standing Points and tie-breakers, as needed to determine a team's ultimate placement in their pool as well as a team's seeding in either the Regional Championship or the Friendly Tournament.

### 1. Win/Loss/Tie Record Points

Win - 6 points

Loss - 0 points

Tie - 3 points

***Note:** No points shall be accumulated for goals scored or shutouts.*

### 2. Sportsmanship Points

These points shall be included in the final Standing Points to determine a team's ultimate placement in their pool as well as a team's seeding in either the Regional Championship or the Friendly Tournament.

Teams are awarded 10 Sportsmanship Points at the start of each match.

The amount of Sportsmanship Points that will be used in the Standing Points system will be the total number of Sportsmanship Points awarded for the year divided by the total number of matches played (9 matches), for a maximum of 10 Standings Points.



## Team Standing Point System and Tie-Breakers

### 3. Referee Points

Referee points shall be included in the final Standing Points and used to determine a team's placement into either the Championship or Regional Friendship Tournaments. A team may not advance in the Playoffs unless they have accumulated 6 Referee Points throughout the season. Referee points will NOT be used when determining a team's seeding in either the Regional Championship or Regional Friendship Tournaments for the 10U and 12U divisions. That is, only the total of Win/Loss/Tie Record Points and Sportsmanship Points will be used to determine a team's seeding in the Regional Championship or Regional Friendship Tournaments. Referee Points WILL be included for seeding in the 14U divisions where all teams qualify for the Regional Championship.

The Referee points for each team shall accumulate as follows:

**MAXIMUM REFEREE POINTS PER TEAM FOR THE ENTIRE 9-GAME SEASON –16**  
with a maximum of 8 points earned in the first 5 games of the season and a maximum of 8 additional points in the remaining 4 games.

Assignment of Referee points: Upon completion of a match, each Referee will include their name on game cards, plus the division and the team they are assigning their points to.

Note: all Center Referees must be certified in their role by completing the needed Referee training (a minimum of successful completion of AYSO's basic [Regional] Referee training), as defined by the Regional Referee Administrator. Likewise, all Assistant Referees serving in neutral matches must be likewise certified in this role by completing the Basic Referee training. Assistant Referees for 14U matches must have a minimum of a (basic) Regional Referee badge, plus possess the experience and ability to do these matches, subject to the opinion of the Center Referee. Referee age and experience levels for 16U and 19U matches are defined by the Area Referee Administrator for Area S.



## Team Standing Point System and Tie-Breakers

### Tie-Breakers:

At the end of the regular season, ties in pool standings for placement into a tournament (Regional Championship or the Regional Friendship) shall be broken based on the following criteria, used in order and, as needed, in combination to break a tie:

- 1) Sportsmanship points
- 2) Head-to-Head competition in pool play
- 3) Most wins in pool play
- 4) Greatest goal differential in pool play (accumulated at a maximum of a 3 goal differential per game)
- 5) Coin Toss

After teams have been placed in either the Regional Championship or the Friendship Championship, seeding will be based on the total of Win/Loss/Tie Record Points and Sportsmanship Points. Ties for seeding within the applicable tournament will be broken based on the following criteria, used in order and, as needed, in combination to break a tie:

- 1) Sportsmanship points
- 2) Head-to-Head competition in pool play
- 3) Most wins in pool play
- 4) Greatest goal differential in pool play (accumulated at a maximum of a 3 goal differential per game)
- 5) Coin Toss



## Sportsmanship Scoring System

AYSO Region 678 - (Updated – 8/8/2019)

This document includes instructions for the Sportsmanship Scoring System adopted for use in Region 678. A maximum of 10 points will be awarded to each team, based on receiving 2 points in each of the five categories listed below. The criteria for deducting points in each category are described in the details that follow. Based on a starting position of 10 points at the beginning of each game, the final sportsmanship points are determined by the Referee, based on his or her interpretation of the guidelines set forth in this document, with the guidance of the two Assistant Referees. Members of the Region’s executive committee on behalf of the Region may also deduct sportsmanship and volunteer points as necessary.

**NOTE: Explanations for all deducted sportsmanship points must be included on each game card by the Referee/Assistant Referee(s), except if deducted by the Region. All 10 points will be awarded when the explanations are not provided. Points are not to be deducted for reasons other than those listed here.**

### Categories:

1. Cooperation of Players
2. Uniform Compliance
3. Cooperation of Coaches
4. Cooperation of Spectators
5. Courtesy to Officials
6. Region Deduction of Sportsmanship Points





## Sportsmanship Scoring System

### 1. COOPERATION OF PLAYERS (with players, coaches, and spectators of either team)

- **2 points are awarded, if, in the opinion of the Referee Team...**
  - No offensive, abusive, or insulting language or gesture(s) is used (in the opinion of any member the referee team) by a player towards a coach or spectator of either team. (Yellow and/or red cards will be used to address the use of offensive, abusive, or insulting language towards others players of either team.)
  - No yellow or red card violations occur
  - All players participate in the end of match handshake with players of the opposing team
- **1 point removed for each of the following...**
  - Each occurrence of offensive, abusive, or insulting language or gesture used (in the opinion of any member of the referee team) by a player towards a coach or spectator of either team. (Yellow and/or red cards will be used to address the use of offensive, abusive, or insulting language or gestures towards players of either team.)
  - For every player who does not participate in the end of match handshake with players of the opposing team
  - Each yellow or red card violation
  - Each offense that would otherwise result in a red or yellow card being shown (which are not shown due to Region 678 policy in U10 and U12 matches)

### 2. UNIFORM COMPLIANCE

- **2 points are awarded, if, in the opinion of the Referee Team...**
  - Players are dressed in AYSO approved uniforms and equipment
- **1 point removed for each of the following...**
  - Each player not dressed in AYSO approved team uniforms and equipment, with the exception of the use of “pennies”
  - Players persistently refuse to keep shirts tucked in or shorts pulled up



## Sportsmanship Scoring System

3. COOPERATION OF COACHES (with players, coaches, and spectators of either team)
  - **2 points are awarded, if, in the opinion of the Referee Team...**
    - No offensive, abusive, or insulting language or gesture(s) is used (in the opinion of any member the referee team) by a coach or assistant coach towards a player, coach, assistant coach, or spectator of either team
    - Coach and assistant coach participate in end of match handshake with opposing team and coaches
    - Coach or assistant coach do not enter field of play without invitation by referee and do not give instructions to players while on the field
    - Coach or assistant coach are not sent off by Referee
    - Coach and assistant coach remain within the technical area
    - No delay of game is used by coaches at restarts
    - Home team provides game ball
  - **1 point removed for each of the following...**
    - Each occurrence of offensive, abusive, or insulting language or gesture used (in the opinion of any member the referee team) by a coach or assistant coach towards a player, coach, or spectator of either team
    - Coach or assistant coach do not participate in the end of match handshake with opposing team and coach
    - Coach or assistant coach enters the field of play without invitation by Referee
    - Coach or assistant coach sent off by Referee
    - Coach or assistant coach is persistently outside the technical area
    - Persistent delay of game by coaches at restarts
    - From home team for not providing game ball



## Sportsmanship Scoring System

### 4. COOPERATION OF SPECTATORS (with players, coaches, and spectators of either team)

- **2 points are awarded, if, in the opinion of the Referee Team...**
  - No offensive, abusive, or insulting language or gesture(s) is used (in the opinion of any member of the referee team) by a spectator towards players, coaches, or spectators of either team
  
- **1 point removed for each of the following...**
  - Each occurrence of offensive, abusive, or insulting language or gesture used (in the opinion any member of the referee team) by a spectator towards players, coaches, and spectators of either team
  - Spectator(s) is sent off
  - Spectators “coach” team from opponent’s sideline or either goal line
  - Spectators use artificial noise makers (air horn, bull horn, etc.)
  - Spectators intentionally decline to move to their designated side of the field during the match

### 5. COURTESY TO THE OFFICIALS (by players, coaches, and spectators of either team)

- **2 points are awarded, if, in the opinion of the Referee Team...**
  - No offensive, abusive, or insulting language or gesture(s) is used (in the opinion of any member of the referee team) by a player, coach or assistant coach, or spectator towards any member of the referee team
  - All players participate in the end of match handshake with each member of the referee team
  - Coach and assistant coach participates in the end of match handshake with each member of the referee team
  - When coaches or spectators express little/no disagreement towards any member of the referee team about calls made during the match
  - When players, coaches, or spectators do not interfere with the lines of sight (touch line, goal line, and field of play) or movement of the Assistant Referee



## Sportsmanship Scoring System

- **1 point removed for each of the following...**
  - Each occurrence of offensive, abusive, or insulting language or gesture used (in the opinion of any member of the referee team) is used by coaches, players, or spectator towards any member of the referee team
  - For every player who does not participate in the end of match handshake with each member of the referee team
  - Coach does not participate in the end of match handshake with each member of the referee team
  - Coaches or spectators express repeated disagreement towards any member of the referee team about calls made during the match
  - Players, coaches, or spectators continue to interfere with Assistant Referee after being instructed to move

**6. Region Deduction of Sportsmanship Points.** Sportsmanship Points can be deducted by the Region Executive Committee for the following additional reasons:

- If Team/Coach does not reflect good sportsmanship by intentionally and blatantly or persistently running the score up (to be handled with discretion at the Regional level).
- For each game a team/coach is not adhering to the  $\frac{3}{4}$  game playing requirement.
- For each game a Team/Coach is not adhering to the goalkeeper requirements to play 2 quarters in the field.



## Volunteer Program

**Mission:** As an all-volunteer, non-profit organization, it is our goal of providing a soccer experience that enriches children's lives through a collective effort of all AYSO Region member families.

**Purpose of program:** To create opportunities for AYSO member families to assist the regional board in the operation of the soccer season, from pre-season through post-season. This program allows parents to contribute to the success of our program, while creating opportunities for interaction with the regional board and fellow member families and fostering a community spirit.

### Competitive Team Requirement:

- **Each team will be required to accumulate 11 volunteer points per season.** That is one point per week, one point for your first-round playoff game, and one additional point. These hours will be tracked on the Standings page at [ayso678.org](http://ayso678.org).
- Teams without 11 points at the conclusion of the first round of playoffs **will not** be allowed to advance to the second round of playoffs.
- Teams that do not reach the required minimum will participate in (1) post-season "friendly" playoff game with no opportunity to advance regardless of team record.

### Additional Volunteer opportunities:

- Pre-season field prep
- Opening day check-in
- Information tent
- Golden Boot volunteer
- Picture Day assistance
- Participation in team events



## Volunteer Program

### How to accumulate points:

1. Teams with the first match of the day will assist with the setup of the board and referee tents. Then they may proceed to their assigned field in order to paint lines and set goals. Each team, home and visitor will be responsible for painting and the setup of one goal per team on their assigned field. Field must be set prior to kick off in order for the point to be awarded. Each team, home and visitor, will have a field monitor for their touchline. That person will report to the board tent prior to kick off and collect a water tote which corresponds to their touch line (Example: Home team on field 5 will collect the tote marked "H5"). Field monitors are welcome to enjoy their own child's match as long as they offer water to the ref crew at breaks, monitor the activities taking place on that field, and alert the Board of possible issues. At the conclusion of the match, teams are required to clean up any trash on their touch line.

Teams who have set up or tear down will still be responsible for field monitoring. Field monitor must be in place prior to kick off in order for point to be awarded.

Teams with the last match of the day will assist with the tear down of board and ref tents, as well as the tear down of one goal per team on their assigned field. One point per week will automatically be awarded to all teams who fulfill these duties. Teams who fail to complete any of their game day tasks will not be awarded a point.



## Volunteer Program

### How to accumulate points:

2. Teams will be rewarded for participating in Regional programs that benefit their team.

One point will be given for each of the following items:

- Providing volunteers for pre-season field set-up
- Attendance at Coaches Meeting
- Attendance at Team Parent/Coordinator Meeting
- Participation in the Golden Boot fundraiser
- Supplying volunteers for Opening Day or Picture Day
- Completion of Player Ratings by deadline

**THERE WILL BE NO OPPORTUNITIES TO MAKE UP POINTS ONCE THEY ARE MISSED!!**

If you have any questions regarding the Volunteer Points Program please contact your Division Coordinator.

AYSO is a volunteer driven organization which cannot function without the help of each and every one of us. Our goal is to give our players the greatest experience possible so please ensure that your team does their part by following this simple program. Without your efforts the season is simply not possible.



## General Play Requirements

All players in the region are to play a minimum of three quarters (75%) of every match.

Players arriving late to a match, or leaving the match early, are to play a minimum of 75% (rounded) of the quarters they are eligible to play at the match. Players must be present at the start of a quarter in order to be eligible as there are no substitutions during quarters with the exception of serious injuries. Specifically, a player that is present for less than the full game, at the discretion of the coach, may be subject to reduced minimum quarter play time:

- if present for three quarters of the match will play a minimum of two quarters,
- if present for two quarters of the match will play a minimum of one quarter,
- if present for one quarter of the match will play a minimum of one quarter.

A player is deemed late and ineligible for a quarter if they are not present at the official game start time or start of a given quarter. The Center Referee and parent must approve reduced playing time for injury or illness or in the event of a player to arrive late for a game or depart early. Such deviations from the 75% rule must be documented on the game card.

Any other reduction in playing time, including among other things, for disciplinary reasons or poor practice attendance, requires the prior approval of the Regional Commissioner or his designate. Approval is given on case by case basis for extreme and unusual circumstances and a request may be denied.

*Not adhering to the three quarter (75%) minimum requirement in every match may result in a forfeit. A team can forfeit if a team/coach, after being warned by the region, fails to comply with the  $\frac{3}{4}$  playing time rule or the goal keeper rules of their division. This can be imposed after regional review of game cards.*





## General Play Requirements

***COACHES: It is Region 678's ultimate goal is that all players play three-quarters of each game. Discuss any deviation to this minimum with your Division Coordinator before applying the reduced playing time guidelines.***

If the roster size prohibits playing every player a minimum of three quarters, then coaches are requested to rotate the players (week to week) that play less than three quarters of the game.

Goalkeeper restrictions – Applies to the 10U & 12U division. If a player participates in three quarters of the match, the player must play two quarters in a field position (other than goalkeeper), meaning they can only play one quarter as goalkeeper. If a player participates in four quarters of the match, the player may play a maximum of two quarters per match as goalkeeper. This requirement is eliminated during regional playoffs.

EXCEPTION: The only board-approved exemption to the Goalkeeper Playing Time rule is if a 12U team has 12 players on a team at the start of the match. In such cases each player is limited to a maximum of 75 percent of the match. Therefore, it is permissible only in these cases for a player to play two quarters as goalkeeper and one quarter on the field. However, the Coach is encouraged to rotate players who play two quarters as goalkeeper throughout the season to promote development of all players at multiple positions.

Players in 14U and above are allowed to play goalkeeper for the entire match in regional play and in playoffs.

Injury Substitutions: If a player is injured during the course of a game and is forced to leave the field, there are two options:

- The Coach may substitute for the injured player for the quarter. However the injured player may not return to the game for the remainder of the quarter in which they left the field or
- The Coach can elect to play short a player for that quarter and when the injured player can continue he may substitute back into the game at a break in play with the referee's permission.



**Region 678**

Valencia • Newhall • Stevenson Ranch

## General Play Requirements

Playing time credit in injury cases: The player who starts the quarter will get credit for the whole quarter regardless of how much time they play. This means time played by the substitute cannot be applied toward the three quarters they are required to play.

**Coaching Requirements:** All persons who hold themselves out as Coaches in any age division must be fully certified for the age that they are coaching.

All teams are required to have a Certified Coach and Assistant Coach.



## Coach, Spectator, or Player Dismissals

The spirit of AYSO is to make “the game” a fun and positive experience for all of the players, including the opposing players, volunteers (Referees, Coaches, Assistant Coaches, Team Parents, etc.) and the spectators. Individuals that demonstrate the inability to make this a positive environment for our youth may be asked to leave the field and the boundaries of the location of the field of play for the remainder of the game and will be prohibited from attending the next scheduled game. Should circumstances warrant, individuals may be prohibited from attending all of the remaining games for the season.

### Coach Dismissals:

In the spirit of AYSO, Coaches (including Assistant Coaches) are requested to make “the game” a positive experience for all of the players – his/her own players, as well as the opposing players. Coaches that demonstrate the inability to make this a positive environment for our youth may be asked not to return as a Coach. Additionally, should circumstances warrant, a Coach may be removed from his position during the regular season.

In the unlikely event that a coach is “Expelled” from a match, the following policy shall apply:

- A) The match will cease until such a time as the coach removes himself or herself from the boundaries of the location of the field of play (i.e. – outside the fence of the school or park). If the Coach refuses to leave or causes excessive delays, the match will be terminated and submitted to the Disciplinary Committee for determination of the outcome.
- B) If a Coach is dismissed, the match cannot be restarted unless there is an AYSO registered volunteer present to coach the team. The volunteer must be certified by the region CVPA and have all the Medical Releases of the players.
- C) The Coach shall be prohibited from coaching the next game in which the team participates (i.e. – the Coach must remain outside the fence of the school or park.)



## Coach, Spectator, or Player Dismissals

- D) The matter shall be referred to the Discipline Committee of Region 678 solely to evaluate the need for additional sanctions. The Disciplinary Committee reserves the right to impose further sanctions against the Coach, up to and including removing him/her from the coaching position.
- E) Carry over provision - If the Coach is dismissed from the last match of the season for this team, then the Coach will be prohibited from coaching their next AYSO competitive match, whether all-stars, tournament, or the following regional season.

### Spectator Dismissals:

Spectators are requested to make “the game” a positive experience for all of the players – his/her own players, as well as the opposing players and to respect the volunteers – referees and coaches who are donating their time. Spectators that demonstrate the inability to make this a positive environment for our youth may be asked to leave. Additionally, should circumstances warrant, a spectators may be prohibited from attending future games.

In the unlikely event that a spectator is “Expelled” from a match, the following policy shall apply:

- A) The match will cease until such a time as the coach removes the spectator from his touchline and the spectator leaves the boundaries of the location of the field of play (i.e. – outside the fence of the school or park). If the spectator refuses to leave or causes excessive delays, the match will be terminated and submitted to the Disciplinary Committee for determination of the outcome.
- B) The spectator shall be prohibited from attending the next game in which the team participates (i.e. – the spectator must remain outside the fence of the school or park.)
- C) The matter shall be referred to the Discipline Committee of Region 678 solely to evaluate the need for additional sanctions. The Disciplinary Committee reserves the right to impose further sanctions against the spectator, up to and including prohibiting him/her from the attending any or all future games.



## Coach, Spectator, or Player Dismissals

### Player Dismissals:

For the purpose of this document a player is considered to be any person listed on the team roster that is subject to misconduct under the Laws of the Game.

- A) Players issued red cards will be sent off immediately and will sit out for the next game (while their team does not play short)
- B) Players who accumulate 3 yellow cards (from game-to-game over the season) will be required to sit out their next game (while their team does not play short). This accumulation policy applies when only one yellow card is earned in a game, and three are earned over the course of the season. Upon earning the third (single) yellow card, the player (and coach) will be notified that that he/she cannot play in the next match.
- C) This yellow card accumulation policy applies only to single issues of yellow cards over multiple games.
- D) The match will cease until such a time as the player is removed from the field and from the boundaries of the location of the field of play (i.e. – outside the fence of the school or park or an acceptable location as determined by an AYSO official responsible for that venue). Players must be accompanied by a parent, guardian or AYSO registered volunteer. If the player refuses to leave or causes excessive delays, the match will be terminated and submitted to the Disciplinary Committee for determination of the outcome.
- E) The matter shall be referred to the Discipline Committee of Region 678 solely to evaluate the need for additional sanctions. The Disciplinary Committee reserves the right to impose further sanctions against the player, up to and including removing him/her from the team.



## Coach, Spectator, or Player Dismissals

### Disciplinary Reviews

Any incident which seriously violates the AYSO philosophies and, more important, compromises the safety of the players, parents and volunteers, is subject to a Disciplinary Review in which the person or persons responsible may face sanctions from a reprimand to suspension and up to being permanently barred from any involvement with AYSO, either as a volunteer, spectator or player. Region 678 will address the disciplinary process as indicated in the National Guidelines.

### Disciplinary Review Committees

On occasion, Disciplinary Review Committees are formed for any serious offense before, during or after an AYSO Region 678 function (game, practice or other), and extends to any interaction that involves AYSO Region 678 directly. Typical examples are, though not limited to, coach/player/spectator send offs/ejections from a game, escalated disputes between coaches, parents, players and referees and Youth Referee Zero Tolerance Policy violations.

### The process for a Disciplinary Review Committee is as follows:

1. Based on alleged violation, a designated board member will act as Committee Lead and conduct a fact-finding investigation.
  - a. **Coaches:** The Regional Coach Administrator will head up all issues involving any coach at any level within the program.
  - b. **Player/Spectators:** The Assistant Regional Commissioner will head up all issues involving any player or spectator in their age jurisdiction. The ARC may choose to designate the appropriate Division or Program Coordinator to head up the investigation.
  - c. **Referees:** The Regional Referee Administrator will head up all issues involving any referee at any level within the program.



## **Coach, Spectator, or Player Dismissals**

2. The remainder of the Disciplinary Committee can be comprised of the following: Regional Referee Administrator, Assistant Regional Commissioner Comp or Non-Comp (Age appropriate), Region Manager, Coach Administrator and age-appropriate Division or Program Coordinator, including Extra Coordinator or any person requested to be part of the committee per the Regional Commissioner. In the event of a real or perceived conflict of interest, a committee member may be substituted with the Regional Commissioner's approval. The Regional Commissioner will be involved in this process once the investigation has been concluded and the committee presents a majority recommendation. See #5-7
3. The Committee Lead shall gather all facts and circulate findings to all committee members for review in person, via email or other. Based on findings the Committee Lead may recommend action. The principle parties in the offense must be given the opportunity to present their sides of the incident, and a reasonable number of witnesses should also provide input. All findings should be kept confidential.
4. The Disciplinary Review Committee will provide feedback on what action should be taken or, if a recommendation is submitted, will vote to approve or disapprove.
5. After all views have been heard and a committee consensus has been reached, the Committee Lead will present the recommendation to the Regional Commissioner.
6. The Regional Commissioner, at his/her discretion, may choose to accept the recommendation or present and implement an alternate ruling.
7. The Regional Commissioner or his designee informs the person/persons whom are the subject of the Disciplinary Review of the Region's decision and sanctions.
8. The Disciplinary Committee's decision is final and there is no appeal process, except as stated in the National Guidelines.





# How to Fill Out a Line-Up Card

First and foremost, NEATNESS counts. Our Region does not want to decipher 160 game cards each weekend! The following information is to be included:

On the front, to be completed (or delegated) by the **COACH**

- REGION** – 678
- DIVISION** – U12G (Under 12 Girls), U10B (Under 10 Boys), etc.
- TEAM NUMBER** – each team has a unique number within a division
- FULL TEAM NAME**
- TEAM COLORS** – color of jerseys and shorts
- COACH’S NAME** - First & Last
- ASSISTANT COACH’S NAME** - First & Last
- PLAYERS LISTED BY JERSEY NUMBER** – in Numerical Order
- PRINT PLAYERS NAME** - First and Last
- DATE, TIME, and FIELD #**

Acceptable Game Card

Staple Here

Official Game Card

REGION 678 DIV U12G TEAM # 7

TEAM NAME PSYCLONES

COACH'S NAME SALLY WILCOX

ASST COACH'S NAME JOE GOODMAN

No.	PRINT PLAYERS NAME* "IN NUMERICAL ORDER"	Goals Scored	Qtrs Played			
			1	2	3	4
2	SHANNON HOUSE					
3	AMANDA BARR					
4	MEGAN SANCHEZ					
5	ASHLEY THOMPSON					
6	MADISON WRIGHT					
7	ASHLEIGH GOZD					
8	JENNY AMADIAN					
9	DANIELLE CARTER					
10	SARAH LOPEZ					
11	SABRINA GARRETT					
12	RACHEL GOALMAN					

\*Indicates: GK = Goalkeeper; C = Captain; A = Alternate Captain.  
All Players on roster must be listed; indicate reason for absence.

Date \_\_\_\_\_ Time \_\_\_\_\_ Field \_\_\_\_\_

Halftime Score \_\_\_\_\_ In Favor Of \_\_\_\_\_

Final Score \_\_\_\_\_ Winning Team (#) \_\_\_\_\_

Referee must sign reverse side. Losing Team (#) \_\_\_\_\_

Not acceptable

Staple Here

Official Game Card

REGION \_\_\_\_\_ DIV U12 TEAM # \_\_\_\_\_

TEAM NAME All ATTITUDE

COACH'S NAME DAVE

ASST COACH'S NAME \_\_\_\_\_

No.	PRINT PLAYERS NAME* "IN NUMERICAL ORDER"	Goals Scored	Qtrs Played			
			1	2	3	4
6	SALLY W.					
3	ASHLEY B.					
4	ASHLEIGH K.					
9	RILEY					
12	COURTNEY					
11	AUNDA K.					
5	KAYLA M.					
7	JAMMIN C.					
8	CYNDY K.					
10	SYDNEY B.					
2	JENNY					

\*Indicates: GK = Goalkeeper; C = Captain; A = Alternate Captain.  
All Players on roster must be listed; indicate reason for absence.

Date \_\_\_\_\_ Time \_\_\_\_\_ Field \_\_\_\_\_

Halftime Score \_\_\_\_\_ In Favor Of \_\_\_\_\_

Final Score \_\_\_\_\_ Winning Team (#) \_\_\_\_\_

Referee must sign reverse side. Losing Team (#) \_\_\_\_\_





## How to Fill Out a Line-Up Card

On the back, to be completed by the **REFEREES**

1. **SPORTSMANSHIP POINTS** (2, 1, or 0 for each Category, see guidelines)
2. **TOTAL POINTS** - add Sportsmanship Points (10 maximum)
3. **COMMENTS** – If full Sportsmanship Points (2) were not awarded – why?
4. **Disciplinary Action Taken** – Explain what/why for any misconduct issued, any team official expelled for irresponsible behavior, or any removal of a parent. The referee must submit a misconduct report with the completed line-up card.
5. **Additional Comments** – Provide any additional comments necessary to help a person reviewing the line-up card after the match better understand the circumstances surrounding the match.
6. **Print Center Referee Name, Ref #, Division/Team#** - example John Smith/8/U12B03 (Under 12 Boys Team #3)
7. **Print Assistant Referee Name, Ref #, Division/Team#** – each AR completes
8. **Center & ARs** must also indicate A or U (Affiliated or Unaffiliated)

SPORTSMANSHIP POINTS		
CATEGORY		SCORING
Cooperation of Players	2	Remove points according to the Region 678 Sportsmanship Scoring System ALL POINTS REMOVED MUST BE DOCUMENTED IN THE COMMENTS SECTION BELOW
Uniform Compliance	2	
Cooperation of Coaches	2	
Cooperation of Spectators	1	
Courtesy to Officials	2	
<b>TOTAL POINTS:</b>	<b>9</b>	
REFEREE POINTS:	Team Credit for AR: Yes <input type="checkbox"/> No <input type="checkbox"/>	
<i>Report Yellow and Red Cards on a MISCONDUCT REPORT</i>		
Comments: PARENT - "CALL IT BOTH WAYS"		
Disciplinary Action Taken: NONE		
Additional Comments: COACH SPOKE TO PROBLEM PARENT		
Game Times: U10 – 25 min U12 – 30 min U14 & U16 – 35 min		
Print Ref Name	Ref #	Div/Team#
BOB McVee	33	U 1
Print AR Name – Team AR Yes/No	Ref #	Div/Team#
JOHN SEAGUL	102	U 101 B14
Print AR Name – Team AR Yes/No	Ref #	Div/Team#
AMANISA YOUTH	1068	U 121 B2



## How to Fill Out a Line-Up Card

On the FRONT, to be completed by the **REFEREES**

1. **HALF-TIME SCORE:** - List in the following order: "First-half goals scored by team on this card" – "First-half goals scored by opposing team"
2. **FINAL SCORE:** - List in the following order: "Final goals scored by team on this card" – "Final goals scored by opposing team"
3. **WINNING Team:** Winning Team number
4. **LOSING Team:** Losing Team number

Staple Here

Official Game Card

REGION 678 DIV 412G TEAM # 7

TEAM NAME PSYCLONES

COACH'S NAME SALLY WILCOX

ASST COACH'S NAME JOE GOODMAN

No.	PRINT PLAYERS NAME* "IN NUMERICAL ORDER"	Goals Scored	Qtrs Played			
			1	2	3	4
2	SHANNON HOUSE					
3	AMANDA BARR		X			
4	MEGAN SANCHEZ					GK
5	ASHLEY THOMPSON			X		
6	MADISON WRIGHT				X	
7	ASHLEIGH GOZD			GK	GK	
8	SONNY AMADIAN			X		
9	DANIELLE CARTER			GK		
10	SARAH LOPEZ		X			
11	SABRINA GARRETT					X
12	RACHEL GOZD					I I

\*Indicates: GK = Goalkeeper; C = Captain; A = Alternate Captain.  
All Players on roster must be listed; indicate reason for absence.

Date 10/15/2011 Time 0915 Field P2

Halftime Score 1-2 In Favor Of #2

Final Score 4-3 Winning Team (#) #7

Referee must sign reverse side. Losing Team (#) #2

**Game Card Accuracy:** The game card that is submitted at the end of the game to the Region is presumed to be accurate and it is the responsibility of the coach at the end of the game to verify that the game card accurately reflects the substitutions, playing time, and goal keeper positions.



## Frequently Ask Questions

	U10	U12	U14
Game Duration	50 minutes played in two 25 minute halves with each half divided into two periods (quarters) that are approximately 12 ½ minutes long.	60 minutes played in two 30 minute halves with each half divided into two periods (quarters) that are approximately 15 minutes long.	70 minutes played in two 35 minute halves with each half divided into two periods (quarters) that are approximately 17 ½ minutes long.
Ball Size	4		5
Maximum Number of Field Players	7	9	11
Minimum Number of Field Players	5	6	7
Home and Visitor Sides of the Field	Home side – North or West side of the field Visitor side – South or East side of the field		
Spectators – Where should I sit	Spectators should sit between the halfway line and the top of the penalty area (the 18) on the side opposite the assistant referee (usually the left side) of their respective touchlines.		
Home Team Responsibilities	Provide game balls and first club linesman if required		
Visitor Team Responsibilities	Provide second club linesman if required		
Coin Toss	Winner of the coin toss chooses direction of play		
Jewelry	All jewelry is prohibited. Using tape to cover jewelry is not acceptable. Exceptions are made for medical identification jewelry provided that in that opinion of the Referee the item is covered or secured in such a way as to prevent injury to the player or other players.		
Hard Casts or Splints	All hard casts or splints are prohibited. Padding hard casts or splints is not acceptable.		
General Play Requirements	All eligible players are to play a minimum of three quarters (75%) of every match. Players arriving late to a match, or leaving the match early, are to play a minimum of 75% (rounded) of the quarters they are eligible to play.		
Goalkeeper Play Requirements	Any player who plays the position of goalkeeper must play two quarters in a field position other than goalkeeper.  This requirement is eliminated during regional playoffs.	Any player who plays the position of goalkeeper must play two quarters in a field position other than goalkeeper. EXCEPTION: If a U12 team has 12 players on a team at the start of the match, it is permissible for a player to play two quarters as goalkeeper and one quarter on the field. This requirement is eliminated during regional playoffs.	A player may play the position of goalkeeper the entire match. There are no field position play requirements.
Injury Substitutions	If a player is injured forced to leave the field: 1) The coach may substitute for the injured player for the quarter. However the injured player may not return to the game for the remainder of the quarter or 2) The coach can elect to play short a player for that quarter and when the injured player can continue he may substitute back into the game at a break in play with the referee's permission.		