AYSO Area 10E

**2015/2016 All-Stars Invitational Tournament**

**U10, U12, U14**

**GENERAL INFORMATION DOCUMENT**

**To All Coaches:**

Welcome and congratulations on being invited to participate in this year’s All-Stars Program. It is planned to be a three weekend event. All teams participate in “Pool Play” January 9th/10th and 16th/17th. All teams will also participate in the single-elimination tournament on January 23rd/24th , plus a possible rainout weekend January 30th, 31st. Teams from Agoura/Westlake Village/Oak Park, Thousand Oaks, Malibu, Simi Valley, Moorpark and Newbury Park will be competing. The winners of this tournament (at the discretion of the Area Director) may be invited to participate in the Section 10 Playoffs in Bakersfield in February 2015.

*The Rules and Regulations, described below, that we will be using this year have been agreed upon by all of the Regional Commissioners, and they will be enforced****.*** *Please read and understand this document. It could make a difference between a fun, positive experience and a disappointing one.*

**Mission Statement**

Our goal is to provide a recreational environment that is fun, healthy and competitive for all who wish to play. We believe this is the right of every player enrolled in our program. In addition, we wish to protect these players from those who choose to violate their rights, via mean-spirited play, unsporting behavior and/or undue or malicious outside interference.

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* **Medical Releases**

The coach’s copy of each player’s AYSO registration form must be completely filled out and signed by the parent or guardian; these must be originals or have original “wet” signatures (red or blue ink). These forms will be checked prior to the match and any player who does not have a properly completed form will not play. A team arriving without forms must provide them by match time or “forfeit the match”.

**ROSTERS**

* All team rosters for the Area 10E League and All Star Playoff games must be submitted only by the Regional Commissioner or other designated officer. All rosters must be generated by eAYSO and be in jersey order.

No other roster format will be allowed.

* Each completed Team Roster form must be emailed to and received by the Area Registrar (itslisav@aol.com)

by December 19th 2015. Changes subsequently approved by the Region must have the complete updated eAYSO Team Roster re-submitted prior to the first day of your tournament.

* Each roster must contain the correct AYSO registration number for each player, and be approved by the Regional Commissioner. Please verify with your Regional Commissioner or his/her designee that the most recently submitted roster is correct. .
* Note: players and/or coaches without valid AYSO registration numbers will not be able to participate in this tournament.
* Each roster must show each Coach’s AYSO Volunteer ID number, proper coach certification level for the team they are coaching and their Safe Haven completion date(within the last 2 years) and the CDC Concussion Awareness Training date.
* Be sure to ask your Regional Commissioner or his/her designee for a copy of your submitted roster for your records.
* **GAME CARDS**

Only Game Cards with the All-Stars logo may be used, and must be filled out completely and legibly. This means complete and accurate information including Division (e.g. U12B), Team Identifier (e.g. 121-C) as per the schedules, full names of Head Coach and Assistant Coach and Team Name. Before each match the card must be completed to include Date, Kick-off Time and Field number . Player names must be in order of shirt number and show the last name first and full first name (e.g. Smith, Jane not Smith, J.).

Match cards will be issued to Coaches who have been approved and who are represented at the Mandatory Coach Meeting.

* It is the Coaches responsibility to record the reason for any player absences on game card.
* It is also the responsibility of the coach to verify substitution and score and sign the game card at the end of the match.

**COACH RESPONSIBILITIES** [(back to top)](#top)

* **Field set-up.**

Fields for the first match of the day must be set up one hour (60 minutes) before the scheduled match time by the teams assigned to that field and match. Set-up consists of preparing one half of the field; this includes two corner flags, one goal, one net and marking lines on half of the field, if they are not already marked.

* **Field take-down.**

Teams in the last match of the day will take down the nets and put them in the net box or bag, collect the corner flags and return these items to the storage bin or other location as directed by the Field Director. Do not leave these items on the field, as they may be stolen or vandalized and your team may be responsible for their replacement.

* **Trash, Debris, Condition of Fields and Facilities**

We have been granted the privilege to use the various soccer fields by the various hosting Parks and Recreation Departments and/or School Districts. It is our responsibility to maintain these fields, bathroom facilities, parking lots and surrounding areas in good condition. If bathrooms are not kept clean, they will be locked and unavailable for our use. Likewise parking lots may be closed, and fields may be unavailable to us in the future. It is imperative to keep all facilities in good condition and free of debris.

**Dress Code** [(back to top)](#top)

* Allteam members must be uniformed in the same color and style of jersey, shorts and socks with the sole exception that the goalkeeper may have a different jersey when in goal. The goalkeeper’s jersey does not need the AYSO logo, as long as the player also has the team jersey with the logo.
* Shin guards are mandatory and must be worn under the stocking and completely covered by the stocking. Players and their parent(s) or guardian(s) are responsible for ensuring each player wears reasonably protective shin-guards as described in Law 4.
* Bicycle pants or similar, if worn, shall be the predominant color of the shorts or black or white. EVERYONE ON THE SAME TEAM wearing them must match in color, i.e. ALL black, ALL white or ALL the predominant color of the shorts.
* Boxer or similar shorts shall not be visible and shall not hang below the uniform shorts.
* Knee braces are acceptable, upon inspection and approval by referees; all metal or hard parts of the braces must be padded.
* Face paint, glitter, or other such ornaments are considered dangerous (i.e. can get in a player’s eyes, nose or

 mouth) and unsporting towards opponents and will not be allowed.

* Players are expected to wear the uniforms provided by their AYSO Region. Uniforms must have the AYSO logo, as specified in the prevailing AYSO National Rules Dress Code. This information is available from your Regional Commissioner.
* Players not in proper uniform must correct the problem with their uniform, PRIOR TO THE START OF THE MATCH, or the player will not be allowed to play until the problem is corrected
* Any player whose uniform is non-compliant will be asked to leave the field until the problem is corrected. Referees are obliged to enforce all Laws, including Law 4.
* In the event of conflicting uniforms, the home team (i.e. the team listed first on the official game schedule) will be responsible for changing jerseys. Bibs may be provided by the hosting site, but please check your opponents’ shirt colors on the Area 10E website..
* No jewelry of any kind is allowed on players during any match - this includes, but is not limited to, earrings, necklaces, bracelets, rings, friendship bracelets, string or other ornaments used in decoration or piercing. Medical bracelets may be worn if they are properly secured, covered by tape or band and deemed not to cause a safety hazard upon inspection of the referee. If in the opinion of the referee there is a safety hazard, then the coach will hold the bracelet until the end of the match.
* In case of inclement weather, knit gloves, mittens, sweat pants and sweatshirts (including turtlenecks) may be worn at the discretion of the referee.  Such additional garments shall be of the same color and general style for all teammates who choose to wear them.  Pants shall be worn over the shorts and shirts shall be worn under the jersey.

**Substitution and Injuries**

Substitutions will only be allowed at approximately half way through the first half, at the beginning of the second half and approximately half way through the second half (commonly known as quarter substitutions in accordance with AYSO National Guidelines). Coaches must have their players ready to enter the field and know which players are coming off. Due to very tight game schedules and the fact that time will not be stopped for substitutions, unorganized sideline habits will be subject to caution. Substitution breaks midway through either half are not considered water breaks. Players must remain on the field and away from the players being substituted. Play will continue as soon as substitutions are made whether players are ready or not. Players may come to the sideline at any time during the match to receive water. It is not necessary to gather all players together at the break. The Coach may be cautioned if this interferes with, or delays, an orderly and timely substitution.

* IMPORTANT: In the spirit of “*Everyone Plays*”, except as noted below, no player may play four (4) quarters of a game unless all players play at least three (3) quarters of that game. Roster sizes may require that some players be out two (2) quarters in a game, however no player may be out two (2) quarters in more than one game during the tournament until all other players have been out two (2) quarters in a game during the tournament.
	+ Example: A U10 team that has 10 players will have 2 different players play "only 2 quarters" each game, it is not until the 6th game that the first two players are allowed to play "only 2 quarters again".
	+ A player is considered to have played a quarter if he or she begins the quarter, notwithstanding the fact that he or she may have left the field due to injury or illness before the completion of the quarter. (Such a player should not be marked “out” for any quarter he or she begins.) A player who is substituted for a player who has left the field due to injury or illness before the end of the quarter is not considered to have

played that quarter. (Such a player should be Marked “out” for any quarter he or she does not beginIt is the Coaches responsibility to record the reason for any player absences on game card. A coach whose team does not, in the opinion of and at the discretion of the Area Director or his designee, comply with the spirit of the above may be formally cautioned for each violation, or suspended.

* In the case of an injury requiring on-field attention (e.g. a coach entering the field of play) the injured player will be required to leave the field of play.

The player may either be substituted (stay out until the next substitution break) or re-enter the field of play ONLY when invited to do so by the Referee once play has re-started. The only exception is the goal-keeper being injured, he or she may receive on-field attention and, if deemed fit to continue playing, is not required to leave the field of play. [(back to top)](#top)

**PLAYER PARTICIPATION**

It is our desire to cater to the player who is committed to the AYSO experience.  Every effort should be made to give such a player the opportunity to play in the Area 10E All-Stars program as opposed to a player who participates in multiple sports or will have schedule conflicts because of commitments to other organizations or activities.

For this reason, all players in the Area 10E All-Star program must play in at least five (5) matches and ten (10) quarters' of the preliminary rounds of play ("Pool Play") in order to be eligible for the associated All-Star Playoff tournament.  This requirement is reduced to four (4) matches and eight (8) 'quarters' for teams playing only six (6) preliminary matches. Players who do not meet these minimum requirements for reasons other than injury, illness, family obligations or for reasons otherwise brought to the attention of the Area Director and noted on the "Game Card" will be considered ineligible for further participation in the elimination rounds of the All-Star Tournament.

It is the responsibility of the player's Coach to ensure that the reason for a player's absence is accurately and adequately documented on the relevant "Game Card" prior to the end of the game.

**TEAMS ARE EXPECTED TO BE FULLY COMMITTED TO PLAYING ALL MATCHES IN ORDER TO COMPLETE THE AREA 10E ALL-STAR PROGRAM. TEAMS WHO DEFAULT ON POSTPONED MATCHES MAY BE SANCTIONED AND REFUSED PERMISSION TO PARTICIPATE IN OTHER POST-SEASON PLAY.**

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**Coaching**

1. A maximum of two coaches is allowed per team.
2. Nominated coaches must be validly registered with AYSO for the current Membership Year and they must be appropriately certified for the division in which he or she is coaching. All Coaches must also be certified for AYSO Safe Haven, and should have the completed the CDC Concussion Awareness training.
3. Coaches not properly trained and certified will not be allowed to participate in the Area 10E tournament.
4. Coaches are required to wear ID Badges which will be provided by Area 10E at Check In on the first day of Pool Play day. ID's must be worn so as to be clearly visible to Area 10E staff at practices and matches and to match officials while at the match venue. The only people allowed being in a team’s “technical area”, to give instruction to their players and to confer with the referee team are coaches of the team wearing their Area 10E ID Badge.
5. Coaches are responsible for the conduct of their players, parents and spectators. All are expected to demonstrate positive coaching and good sportsmanship during the entire season. Coaches must ensure that all spectators remain on their team’s side of the field, at least 18 yards from either goal line, at least 3’ (1 yard) from the touchline, and away from the goal area at all times.
6. *NO spectator coaching from the sidelines will be allowed.*
7. Coaches are responsible for ensuring that their players and substitutes follow the dress code.

h) Coaches and spectators shall not enter the field of play unless requested to do so by the referee, even for a player who is “down”.

i) The permitted coaching area extends ten (10) yards on either side of the center line – the limits of center circle may be used as an approximation.

j) Artificial noisemakers are to be considered disruptive, taunting and not in the spirit of fair competition. Items such as (but not limited to) cow bells, horns or air horns, megaphones and other artificial noisemakers are not allowed.

k) **NO PETS of any kind are allowed on or near the soccer fields.**

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**Check-In**

**Number of Players**

The minimum number of players allowed for a match to be played, the maximum number of players “on the field”, and the required roster size, are as follows:

|  |  |  |  |
| --- | --- | --- | --- |
| **DIVISION** | **MINIMUM NUMBER OF PLAYERS TO PLAY** | **MAXIMUM NUMBER OF PLAYERS “ON THE FIELD”** | **MAXIMUM NUMBER OF PLAYERS ON ROSTER** |
| **UNDER 10** | **5** | **7** | **10** |
| **UNDER 12** | **6** | **9** | **12** |
| **UNDER 14** | **7** | **11** | **15** |

A team that cannot field the minimum number of players within a period of 5 minutes after scheduled game time (in uniform, on the field and ready to play) will be deemed to have forfeited the match.

Teams are required to check in prior to the beginning of their first match of the tournament. Check-in time is one hour before your first match. Teams are only required to check in *once*. A review of equipment and game cards will also be performed by the referees prior to the start of each game.

Coaches must have in their possession the following items**:**

(1) Correctly and completely signed AYSO Player Registration form for each player
(2) Area 10E game cards completed according to the instructions above *Note***:** *The number of game cards should equal the number of matches the team could play
 through to the Final*

 (3) An approved team roster

Each team must be lined up in order of shirt number at the designated check-in area, on time, completely dressed for play, and ready to play. Each player should be holding his or her own registration form for check-in.

Rosters and game cards will be collected by Administrative Staff and will be returned to Coaches after being verified. Late arrivals and players absent from check-in will be noted on game cards. These players must check in as soon as they arrive in order to be eligible to play. [(back to top)](#top)

Only Coaches and Players on the submitted roster will be allowed to participate. Any team found to have played a match with a player who has not been approved, or who is otherwise not on the team’s submitted roster approved by the Area Director, will forfeit that match.

**Schedule**

The Home Team is the team listed first on the Schedule. Schedules will be available on the Area 10E website, [www.aysoarea10e.org](http://www.area10e.org) The “Home Team” players, coaches and spectators will occupy south or east side.

**Rain Rule**

If you are in doubt as to whether matches will be played due to rain, please call your Regional Commissioner or the Area Hot-Line at (805) 410-4333 after 6:30am on the day of the tournament.

The Area 10E website will also show information if possible.

Rescheduling of matches that are rained out is at the discretion of the Area Director. The weekend of January 30th,31st is reserved for this contingency. Depending on the weather we may play 1 day or 6 days. We will try our best to play.

If we cannot play we may decide winners by any means we can such as a simple coin toss if the weather is bad.

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**Format of Play**

Format of play will be as follows:

1. Pool play will precede the elimination tournament according to the published schedule. This Pool Play format will consist of at least five (5) games total for each team, and is used solely for determining seeding for the single-elimination tournament.

U14B, U14G, U12B and U12G divisions play as a single league. U10B and U10G are each split into two pools, but will be merged into a single league for seeding purposes.

The following shows the currently planned number of teams per division and the number of Pool Play matches:

|  |  |  |
| --- | --- | --- |
| **UNDER 10 BOYS** | **UNDER 12 BOYS** | **UNDER 14 BOYS** |
| **14 (8 matches)** | **10 (8 matches)** | **6 (8 matches)** |
| **UNDER 10 GIRLS** | **UNDER 12 GIRLS** | **UNDER 14 GIRLS** |
| **13 (7 or 8 matches)** | **9 (7 or 8 matches)** | **7 (6 or 7 matches)** |

*If a division consists of an odd number of teams, it is possible that certain teams will play one “Pool Play” game less than others. In these divisions, the teams that played the greater number of games will have their total points adjusted by a factor e.g. 7/8 if some play 8 matches. This adjusted total will be used for seedings for the single elimination tournament.*

Durations of matches during “Pool Play” seeding rounds will be as follows:

|  |  |  |
| --- | --- | --- |
| **UNDER 10** | **UNDER 12** | **UNDER 14** |
| **48 minutes** | **50 minutes** | **60 minutes** |

1. Points for Pool Play matches will be as follows ***(subject to revision before the first day of Pool Play)***:
2. Six (6) points for each win
3. Three (3) points for each tie
4. One (1) point for each goal, win, lose or draw, to a maximum of three points
5. One (1) point for a shutout (including ties – i.e. a 0 to 0 tie will be worth 4 points to each team)

 5. Zero (0) points for a loss

 6. A forfeited match shall count as seven (7) points for the team not forfeiting, with a score of 1-0.

The maximum number of points a team may achieve per game is ten (10). (Example: a 3 to 0 victory yields 6 points for the win, 3 points for goal differential, and 1 point for the shutout for a total of 10 points)

**Tie Breakers**

1. Fewest red cards (including sending-off or ejection of players, substitutes, coaches and spectators)
2. Head to Head competition, if all tied teams played each other
3. Most wins
4. Fewest goals scored against the team
5. Fewest yellow cards
6. To be determined by Area Director and/or his designee.
7. Single-elimination tournament matches will be as follows:

Durations of elimination matches will be:

|  |  |  |
| --- | --- | --- |
| **UNDER 10** | **UNDER 12** | **UNDER 14** |
| **48 minutes** | **50 minutes** | **60 minutes** |

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**Preliminary and Semifinal Rounds** – If matches are tied after full time, the winner will be determined by the taking of kicks from the penalty mark in accordance with the Laws of the Game.

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**Final Round** - If matches are tied after full time, there will be two (2) complete 5 minute overtime periods with teams switching sides after the first 5 minute period. If the match is still tied at this point the winner will be determined by the taking of kicks from the penalty mark in accordance with the Laws Of The Game.

* All games must be played within the allotted time. The next game on the schedule must start on time and any delays will be subtracted from the match at hand. The referee’s time-keeping is final and may not be protested.
* Half time interval shall be a minimum of five (5) minutes.
* It is expected that each team will play all of its scheduled matches. Failure to do so without a valid and verifiable reason that is communicated in a timely manner to the Area Director or his designee may result in disciplinary action against the coach or team within the discretion of the Area Director.

**Yellow Card Rule**

1. Any player or coach who receives 2 cautions (yellow cards) in one match will be considered to have received a red card and will be subject to a minimum of a one (1) match suspension.
2. Any player or coach who accumulates three (3) cautions during the tournament will be subject to a one (1) match suspension.

**Red Card Rule**

1. Any player who is sent off (shown the red card) will have to leave the field of play. If a parent or guardian is available the player must leave to the parking lot or to a similar location designated by Area Staff where he or she cannot influence the match. The player may also sit at the Administration Tent away from the field of play, where there will be adult supervision. The player is not eligible to participate in the traditional handshake at the conclusion of the match.
2. Any coach or adult who is sent off or ejected must leave the field of play to the parking lot or to a similar location designated by Area Staff where he or she cannot influence the match. Games may be suspended until the adult is clear of the playing area. “Area Staff“ or local law enforcement may escort the person out of the area.

C. The player or coach who was sent off (in the case of a player, shown the red card; a coach will be asked to leave the area) will not be allowed to attend at least the next match in which he or she would have participated.

D. Any player or coach who is sent off (in the case of a player, shown the red card, or in the case of a coach, asked to leave) ***two times*** during the tournament may be disqualified from future Area and Section Play. A player or coach sent off for violent misconduct or foul or abusive language could be suspended from further Area or Section play. A player or coach who is sent off during their last match of the tournament and their team goes to Section playoffs, the player or coach will sit out the first match of Section playoffs. A player or coach who is sent off during their last match of the tournament may be subject to disciplinary action as well as disciplinary action the next season.

NOTE: A PLAYER OR COACH WHO RECEIVES TWO SEND OFFS (RED CARDS) COULD ALSO BE SUBJECT TO DISCIPLINARY ACTION FOR THE NEXT SEASON.

**Protests**

While constructive input is always welcomed, there will be no formal protests whatsoever!!!

**The “Catch-22” Rule**

Any situation or subject not covered in these rules will be decided upon by the Area 10E Director and the Area 10E Referee Administrator, who reserve the right to stop any match at any time, for any reason. [(back to top)](#top)

***THANK YOU FOR YOUR COMPLIANCE WITH THE LETTER AND SPIRIT OF THIS DOCUMENT!***

**CONTACTS**

If you have any questions regarding play, your match, or anything covered or not covered herein, please first contact your Division Director or Regional Commissioner.

### Region 4 - Agoura/WestlakeRC4@aysoarea10e.org

 Rich McGuire Regional Commissioner (818) 707-8557

### Region 9 - Thousand Oaks RC9@aysoarea10e.org

 Steve Ferry Regional Commissioner (805) 907-6593 cell

### Region 42 - Newbury Park

 Steve Hawkins Regional Commissioner **RC42@aysoarea10e.org**

### Region 121 - Simi Valley

 Contact AD Regional Commissioner **ad@aysoarea10e.org**

### Region 363 – Moorpark

 Bill Gratke Regional Commissioner **RC363@aysoarea10e.org**

**Region 759 – Malibu**

#####  Tom Silvestre Regional Commissioner RC759@aysoarea10e.org

***Area 10E - Eastern Ventura County and Western Los Angeles County***  (Website: [http://www.aysoarea10e.org](http://www.area10e.org) )

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