



Area 1D U10-U14 League Championship & All-Star Playoffs Summary for Referees & Coaches Guidelines (2022) Safe, Fun, and Fair



➤ SPORTSMANSHIP GUIDELINES

Each team starts out with a total of 23 Sportsmanship Points: 5 each for conduct of players, conduct of coaches, conduct of spectators, courtesy towards referees and 3 for uniform appearance.

Criteria for reduction of Sportsmanship Points:

- ◆ Five (5) points from respective Conduct categories:
 - when a player, coach or spectator is Sent Off (red card) or expelled, respectively
 - when offensive, insulting or abusive language and/or gestures is used towards another player or anyone else
- ◆ One (1) point from respective Conduct categories:
 - when a player or coach is Cautioned (yellow card) or warned, respectively
 - when trash is left behind on the pitch by a team after the match
- ◆ One (1) point from the Coach category:
 - when a coach persistently is outside of the technical (coaching) area
 - when the match line-up/game card is improperly filled out [one (1) point to be deducted for each error, up to a maximum of three (3) points]
 - when the coach lists an assistant coach on the match line-up/game card who was not included on the official roster for the team
 - when a team runs up the score in a manner which is embarrassing to the opposing team
- ◆ One (1) point from the Uniform category *for each observation*:
 - when any player is not in a regulation uniform
- ◆ One (1) point from the Spectator category *for each observation*:
 - when spectators express repeated disagreement toward members of the referee team over calls
 - when spectators continue to interfere with or obstruct the view of an Assistant Referee(s) after being requested to move
 - when spectators intentionally decline to move to their designated side of the field or move to the opponents' side of the field during the match
 - when spectators use artificial noisemakers (air horn, bull horn, bells, etc.)
- ◆ One (1) point from the Courtesy Toward Referees category *for each observation*:
 - for repeated disagreement by players, coaches, or spectators towards the Referee or Assistant Referees
 - continual interference with or obstruction of the Assistant Referee(s) view by players, substitutes or coaches after being requested to move
 - intentional delay in beginning the match or second half after Referee's whistle to take the field and begin or restart the match
- ◆ 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 attempt to note such action on the match line-up/game card.
- ◆ Other deductions for errors on match line-up/game cards, etc. will be deducted by Area 1D staff.

➤ NUMBER OF PLAYERS

- ◆ League U10 games will be played 7 v 7 format; minimum 5 players on the field for each team
- ◆ All-Star U10 games will be played 7 v 7 format; minimum 5 players on the field for each team
- ◆ All U12 League and All-Star games will be played 9 v 9 format; minimum 6 players on the field for each team
- ◆ All U14 League and All-Star games will be played 11 v 11 format; minimum 7 players on the field for each team

➤ SUBSTITUTIONS

- ◆ All players must play $\frac{3}{4}$ of every game, excluding arrival time and Extra Time (over-time) play. If a player arrives during the first quarter, the player must play a minimum of two of the remaining three quarters. If a player arrives during the second or third quarter, the player must play a minimum of one quarter. The only exception to this rule is during League play for U10 teams with a roster size greater than 10; or U12 teams with a roster size greater than 12. In these cases, all players must play $\frac{3}{4}$ of the game to the extent possible, but one or more players will only be able to play half of the game. In these cases, *no player may play the full game*.
- ◆ Standard AYSO substitution procedures apply (approximately halfway through first half, halftime, & approximately halfway through second half).
- ◆ If a player is injured, the coach may provide a substitute for the player, in which case the injured player may not return until the next normal substitution opportunity. The injured player is considered to have played one quarter, regardless of the actual time played. However, the coach *may* choose to "play short", thereby allowing the injured player to return during the quarter in which the player was injured.

➤ **PLAYER DEVELOPMENT INITIATIVES (PDIs) and NO-HEADER RULE**

- ◆ PDIs are AYSO “rules”, not Laws of the Game (LOTG). As a result, there are no Cautions or Send-Offs issues for violations of these rules, only applicable restarts. If, however, a player is repeatedly and willfully attempting to circumvent the rules and/or delay the restart of play by failing to comply with the rules, the player should be warned and, perhaps, removed, after direct conversation with the player's coach.
- ◆ For 10U games, PDIs will be used. These include the Build-Out Line (BOL); and all of the rules associated with goal kicks, goalkeeper ball retrieval, no goalkeeper punting, modifications to the off-side area, etc.
- ◆ As in regular League play, no player in the 12U or younger divisions is to *deliberately* use their head to play the ball. Apply an indirect free kick restart at the appropriate location should this occurs.

➤ **HOME & VISITOR FIELD PLACEMENT**

- ◆ The team listed first on the schedule is designated the Home Team and shall be responsible for supplying three (3) regulation game balls (appropriate for their particular age division) to the Referee, and will adjust their jersey color in the event of a conflict with the jersey color of the opposing team.
- ◆ Unless directed otherwise by the Referee, the Home Team, including officials, supporters and spectators, shall occupy the side of the field listed below; with the opposing (Visiting Team), including officials, supporters and spectators, occupying the opposite side of the field.

Playa Vista (Westchester) – West	Washington (North Redondo) – East *
Adams (North Redondo) – South	Marine Avenue Park (Manhattan Beach) – East
Village (Manhattan Beach) – West	Anza (Hawthorne) – East
Parras (South Redondo) – West *	Alta Vista (South Redondo) – West
Campus El Segundo (El Segundo) – Middle of the Complex	

[* For Parras, AYSO uses the smaller inner lined field markings for 12U. For Washington, AYSO uses the bigger outer lined field markings for 12U, and the smaller inner lined field markings for 10U.]

➤ **GAME DURATIONS**

U10 = two twenty-five (25) minute halves
U12 = two thirty (30) minute halves
U14 = two thirty-five (35) minute halves

- ◆ Half-time period shall be a minimum of five (5) and maximum of ten (10) minutes as designated by the referee.
- ◆ There is a “running clock” during each substitution period (with the exception of the half-time period, as outlined above). Keep the substitution periods to 1 minute. It is a time for coaches to substitute, not coach.

➤ **OVERTIME (EXTRA TIME)**

- ◆ During *League and All-Star Pool Play*, matches can end in a tie. There will be no attempt to settle tie games.
- ◆ During *League and All-Star Elimination Play*, in case of a tie at end of regulation time, two (2) complete Extra Time (overtime) periods shall be played as follows:
 - U10: two 5-minute halves, with a 1-minute substitution break in between halves
 - U12: two 7-minute halves, with a 1-minute substitution break in between halves
 - U14: two 9-minute halves, with a 1-minute substitution break in between halves
- These are not “golden goal” overtime periods. Should a team score, the match will continue until both Extra Time (overtime) periods are completed.
- Substitution shall be permitted at the start of each Extra Time (over-time) period. **All players must play in at least one Extra Time (over-time) period.**
- If Extra Time (over-time) periods result in a tie game, kicks-from-the-penalty-mark (KFTM) shall be taken to determine a winner. Only the players on the field at the end of the second Extra Time (overtime) period shall take the KFTM.
- If a team is playing short because of ejections, they will continue to play short during the Extra Time (over-time) periods.

➤ **MATCH LINE-UP/GAME CARDS & COACH'S CARDS**

- ◆ Coaches will present their fully completed match line-up/game cards to the Referee before the match.
- ◆ Coaches and Assistant Coaches will be issued by Area 1D a Coach Authorization Card which must be openly displayed on a lanyard worn around the coach's neck throughout each scheduled match. Failure to openly display their Coach Authorization Card throughout the match shall result in loss of Sportsmanship Points.
- ◆ A period of fifteen (15) minutes after scheduled match time will be allowed prior to declaring a forfeit due to an inadequate number of players on a team, or failure of a Coach to present a complete and valid match line-up/game card to the Referee.

➤ **PROPER DRESS**

- ◆ As in all Area 1D play, Players may not wear casts or splints which have anything “hard” in *or* on them (metal *or* plastic). In addition, Players may not wear jewelry of any kind, including piercings, bracelets (even friendship string bracelets), or hair clips. No taped piercings. The only exception are medical bracelets, which must be taped to the arm.
- ◆ Players are required to wear their AYSO uniform. Each player’s socks shall be of the same color and, except for goalkeeper, must match the other members of their team. Sportsmanship Points are to be deducted for *each violation*.
- ◆ The referee shall be responsible for determining if color conflicts would hinder a fair call. If, in the opinion of the Referee, the colors conflict, the Home team will change jerseys or wear pinnies.
- ◆ During inclement weather:
 - Players may wear sweatshirts under their jerseys, with hoods tucked in the jersey, not outside or on the head. Sweat pants and/or similar garments must be worn under the team shorts. It is not required that all team members wear sweat shirts and/or jerseys.
 - Brimless caps / beanies / ski caps may be worn.

➤ **SAFETY**

- ◆ Player safety is the *number one priority* for a referee. If a referee believes that a Player *may* have suffered an injury, e.g., possible concussion, broken bone, etc., the referee will ask the Player to leave the game.
- ◆ There are three participants in determining whether a Player can return to play: The Coach, the Parent and the Referee. *If any one of them believes that the Player may be injured, the Player does not return to play.*