

AMERICAN YOUTH SOCCER ORGANIZATION Area 2B & Area 2N

2009 Rules and Regulations for U16/U19

These Rules and Regulations are applicable to Inter-Area U16 and U19 League play and are based on AYSO adapted FIFA Laws, as well as Area 2B and Area 2N joint-regulatory decisions.

1. ORGANIZATION

- A. The Area League Directors shall manage the League.
- B. The Area League Directors will be responsible for:
 - 1. Scheduling
 - 2. Ensuring compliance with these Rules & Regulations
 - 3. Managing the League as described in these Rules & Regulations
 - 4. Disseminating information regarding game results
- C. The Area League Directors will have the authority to suspend Players and Coaches for violating the rules.
- D. Regional Commissioners are responsible for:
 - 1. Ensuring the eligibility of players and coaches in their Regions and /or Regional Teams
 - 2. Coordinating Regional teams, Coaches, Referees and equipment
 - 3. Securing Fields
 - 4. Validating that playing fields are safe
 - 5. Securing team registration fees
 - 6. Complying with the Inter-Area Team Registration Deadline
- E. The Referee Administrator is responsible for:
 - 1. Coordinating, gathering and disseminating information regarding
 - Player Conduct
 - Disciplinary actions
 - Sportsmanship
 - 2. The correct application of these Rules and Regulations
- F. The League Referee Administrator is authorized to assign officials to specific games and locations.
- G. The Inter-Area League Board is comprised of the Area Directors, the League Directors, the League Referee Administer, the Area Coach Administrator and one representative from each Area. The Inter-Area League Board will be assembled to decide on unresolved disciplinary situations. A quorum is a simple majority of Inter-Area League Board Members.

2. COACHES

- A. Coaches will comply with these Inter-Area Rules and Regulations. Coaches are subject to the approval and acceptance of the League Board.
- B. Only Positive, Instructive, and Encouraging coaching, in accordance with AYSO National Rules, is allowed and must be accomplished **within ten (10) yards of** the halfway line. Any attempt by **anyone** to “coach” outside of this boundary may result in disciplinary action by the League.

- C. Both team's players and coaches will be on the same side of the field. A maximum of Two (2) coaches/adults will be permitted with the players, all others, including parents, spectators, and observers will be on the opposite side of the field during all league matches. All coaches will wear the assigned League ID badge while on the sideline. Players not able to play in the match, but attending the match, **must be in their team assigned jersey**. No others are allowed with the team during matches.
- D. Coaches must insure that players, substitutes, and spectators be at least one yard back from the touchline at all times during play. **No one is permitted behind the goal line without first having received permission from the Referee.**
- E. Regardless of the aforementioned rule, (2D) no one is ever allowed to stand behind the goal structure, or in the opinion of the referee, close enough to the Goal Line to cause any distraction to any player.
- F. Coaches must give the Referee the following materials **at least ten (10) minutes before** the scheduled kickoff in order to facilitate team "Check-In".
 - 1. A properly completed Game Card i.e. listing of all registered Players, regardless of attendance, **formatted in numerical order (Player Number listed on back of Shirt)**.
 - 2. **Medical Release Forms with an original "wet" signature of parent or guardian. Photocopies, only with an original "wet" signature, will be allowed.**
 - 3. Properly validated Player Identification Passes, and validated Coach Identification Passes
 - 4. The designated Home Field Coach is responsible for providing the Referee with an envelope to send in the line up card to the League Director at the conclusion of the game. (Coaches will be provided with SASEs by the League)
- G. Each **TEAM COACH** shall call and confirm the game time, field location, and check for similarities in uniform colors with the opposing **Team Coach** at least 48 hours prior to the scheduled game. If uniforms are of close similar color, the **HOME** team must take necessary action to eliminate the conflict.
- H. Coaches, players, officials, and spectators are responsible for the field and surrounding areas to be left in a clean state.
- I. **Both teams playing the first and last game of the day, are responsible for, and are expected to help set up/take down the goals, nets, and gather corner flags.**
- J. A Coach must report any injury that forces a player not to play and/or results in emergency medical attention. The report must be in writing to his/her Regional Commissioner/Safety Director.
- K. Coaches must have an Advanced coaching certification and Safe Haven certification to participate in the League.
- L. All head coaches are expected to attend the annual League organization meeting.

3. REFEREES

- A. **A center Referee and two Assistant Referees will be assigned to officiate each Inter-Area League match.** Referees are expected to support and implement the Diagonal Systems of control. If only two referees show for a scheduled game, a suitable

Club Linesman will be selected who will only be allowed to indicate Ball across Touchline and direction of throw in.

- B. Each Region's Referee Administrator will assign referee teams. The League Referee Administrator will forward the game schedule to the Regional Administrators for referee assignment
- C. Referees are subject to the approval and acceptance by the League Board and should have as **a minimum** an **Intermediate** Referee Certification and Safe Haven Certification. Youth Officials (Under 18) shall not be assigned to U19/U16 games.
- D. Referees are expected to arrive at their assigned matches a minimum of twenty (20) minutes *before* the scheduled kickoff to facilitate team check in.
- E. The Referee shall prohibit any Player from entering the field of play unless that player is properly attired (See Section 7.A.).
- F. The Referee shall inspect the Team's Medical Release Forms and Player Identification Passes for Validity.
- G. The Referee shall postpone the game, if in the Referee's opinion the field conditions and/or equipment are unacceptable for safe play. If repairs to field conditions and equipment have not been completed satisfactorily within fifteen (15) minutes of the scheduled kickoff time, the game will be postponed and the League Directors will resolve the issue. The Referee shall report the incident (See Section 3.H & 3.I).
- H. At the end of each League game, the **Referee** shall insure the game cards are complete, the cards reflect the game results accurately, Sportsmanship ratings are filled out, and any disciplinary action is included on the cards. The Referee will mail the completed game cards in the envelopes provided by the coach immediately after the game.
- I. The Referee, when necessary, must send the "24 hour Game Report" to the League Referee Administrator and the League Director (See Section 17) this can be done by accessing the Area web site at www.ayso2n.org and filling out the on line form which will automatically be forwarded to the appropriate League officials. **It is imperative that the report be filed within 24 hours of the match.** A 24 hour report is intended to **Fully Account** for the Referee's management and outcome of the following:
 - 1. Send Offs
 - 2. Injuries
 - 3. Games Suspended, Terminated, or not started
 - 4. Changes in game location and/or starting time greater than a 15-minute variance.
 - 5. Any Serious incident (defined as fighting between any combination of the following: players, coaches, parents, spectators; any member of the referee team verbally or physically threatened; or law enforcement called to preserve or restore order) needs an AYSO Incident Report to be filed with the NSTC by the Regional Commissioner of the city involved.

Note: Coaches can call on these reports for information only.
- J. The Referee shall retain in his/her possession the Player Identification Pass of any Player who is sent off (shown a Red Card). Player passes must be mailed into the League Director immediately after the game in the SASE envelope provided. (See Section 17).
- K. Referees and Asst. Referees are expected to wear their highest grade **AYSO Badge** and **only an AYSO Badge** at all matches.
- L. All referees are expected to attend the annual League organizational meeting.

4. FIELDS

- A. Each Region is responsible for preparing the field of play, so that:
 - 1. It is properly marked and lined in accordance with Law 1 of the Laws of the Game
 - 2. It is Safe to play on
 - 3. It is of appropriate size for the level of play
 - 4. Corner flags and game balls are provided (usually by the Home Team)
- B. Post Game clean up is the responsibility of **each** Team.

5. SCHEDULING

- A. The Area 2N Director will announce the Inter-Area League “Regular Season” play dates, post-season League Tournament play will always be concluded by the 1st (first) Sunday in November.
- B. All games shall be played at designated times and locations and should start on time, and must end on time (based on scheduled play). **When a game needs to be rescheduled, the coaches must first gain the approval of the Inter-Area League Directors. Any changes must be in writing, including the names of the assigned Referees, 96 hours (4 days) prior to the original game. Rescheduling games for other than weather or field availability is discouraged. Requests for games to be rescheduled for convenience will not qualify for gamesmanship points for either team participating. Rescheduled games played without the express consent of the Inter-Area League Directors shall be deemed a forfeit by both Teams, and awarded a non-participating 0 – 0 score.**
- C. Rescheduled games shall not conflict with regularly scheduled games and must be played prior to the end of the Regular Season (in order to be considered for Season Team Points).
- D. When a Team cannot field seven (7) players, or does not have the Medical Release Forms, or does not have the Player Identification Passes, the Referee shall delay the kickoff for fifteen (15) minutes after the scheduled time. If, **at the end of the fifteen (15) minutes**, the Team is unable to resolve the situation, the game shall be forfeited by that team, with a participating 0 – 1 score. If all medical forms are available, in the spirit of AYSO the teams are encouraged to break the two teams up and play a scrimmage game-see 6. Teams, section. B.
- E. Only the Home Regional Commissioner, Home Safety Director or the Referee has the authority to postpone games due to weather or fields conditions.
- F. To find out if a field is closed, use these numbers:

Belmont	591-5425	Millbrae	697-0750
Burlingame	344-2976	Pacifica	738-8727
Daly City	991-2870	Redwood City	780-7389
Foster City	349-5425	San Bruno	873-2976
Half Moon Bay	728-0867	San Carlos	594-2626
Hillsborough	634-9595	San Mateo	522-7439
- G. The Inter-Area League Directors may direct that the location of a game be changed in the interest of Safe Game Management.

6. TEAMS

- A. A minimum of Seven (7) suited players shall constitute a team and once “checked-in” by the Referee, shall be required to start play with the number of Players present, when the Referee signals for the kick-off at the start of the game. Any delay in this regard by a Player, substitute, coach, or team-associated spectator will be considered a **serious misconduct for which the offender will be disciplined.**

- B. In matches involving teams with less than 7 players, both teams are encouraged to divide the total group of players into two teams and holding a scrimmage, this gives the players that do show up an opportunity to play in the spirit of AYSO.
- C. All eligible Players suited and on the field at the beginning of the game must play at least two (2) "quarters".
- D. The AYSO National Rule limiting the number of Players on a team to eighteen (18) may be waived only with the approval of the Area Director and only if the maximum number of players would allow each player to play a minimum of one-half of each game.

7. PLAYERS EQUIPMENT

- A. Players shall be prohibited from entering the field unless they are properly attired with the **issued** regulation AYSO uniform, consisting of a numbered shirt, tucked into the shorts, and socks covering **approved** Shin Guards. **NO EXCEPTIONS WILL BE ALLOWED!**
- B. Any exposed garment worn under the issued uniform must be either black or white.
- C. Headgear such as bandanas, hats, and scarves are prohibited.
- D. Goal Keepers may wear a **soft brim** hat, cap, or visor if desired, subject to the Referee's approval.
- E. During inclement weather, the Referee can allow sweatshirts or sweaters to be worn beneath the shirts. However, sweatpants, jeans and trousers, etc. are not allowed in any event.
- F. Jewelry of any kind and/or type is prohibited.
- G. **Under no circumstances may a player participate who is wearing a cast.**
- H. Elastic wraps, such as ace bandages or knee and elbow wraps are permitted so long as there is no exposed metal or hard plastic clips, etc.
- I. Knee braces with exposed metal or other solid material joints or sections must be securely padded and wrapped, and are subject to the approval of the Referee.

8. INJURIES

- A. A Player **who is seen to be bleeding**, must leave the field of play immediately, and must remain off the field until the Referee is satisfied that the bleeding has been stopped and the injury bandaged. Dried blood on a Player's clothing is not allowed unless the stained garment has been cleaned and disinfected to the satisfaction of the Referee.
- B. Injuries shall be reported in writing to the Regional Commissioner/Regional Safety Director of both teams, by the Coaches of the team, and by the Referee by way of a 24-hour report to the League Referee Administrator.
- C. Players who "feign" injury (i.e. appear to be injured so that the game is stopped by the Referee, then soon after resume playing with apparent little or no problem) may be subject to disciplinary action up to and including a send-off.
- D. The Referee is empowered to stop the game at any time to deal with an injured player.
- E. An injured player leaving the field may be substituted for and if substituted for, cannot return to the game within the same "quarter" of the occurrence. In this circumstance the Coach may elect to play "short" sending the injured player back into the game upon receiving permission from the Referee. If an injured player is substituted for, only the injured player receives "playing-time-credit" for that "quarter".

9. GAMES

- A. These Rules and Regulations are in accordance with the most current AYSO adaptation of the FIFA Laws and AYSO National Rules and Regulations.
- B. The League Directors and the League Board shall determine the outcome of any game terminated by the Referee before regular time has expired.
- C. "Running up" scores by deliberately overwhelming a weaker opponent is frowned upon and is considered, by the League Board, to be unsporting and contrary to the ***Spirit of the Game*** and therefore should be avoided. A goal differential of five (5) or more goals is considered "running up" the score. A one (1) point, or more deduction in gamesmanship points will be assessed to a team deliberately running up the score.

10. CONDUCT

- A. The exposure, and/or use, of Alcoholic beverages is strictly prohibited at or near the playing field. Persons violating this rule will be expelled from the facility.
- B. Smoking by participants or spectators on or near an AYSO activity, is strictly prohibited.
- C. Players, Coaches, Parents, and friends will conduct themselves in a manner that supports sportsmanship, clean play and AYSO as an organization.
- D. Negative comments and complaints about the game officiating is prohibited and, as such, must be cooperatively controlled by each team's coach(s) and is subject to disciplinary action.
- E. **Foul or abusive language especially that which, in the opinion of the Referee, is directed toward a person or persons, will not be tolerated and will be dealt with summarily by the Referee.**
- F. Any physical assault on Referees, Assistant Referees, AYSO Coaches or Officials by a Player, Coach, or a Parent will result in an automatic and permanent expulsion from the AYSO program and prosecution to the fullest extent of the law.
- G. Participants, including coaches shall abide by: the AYSO adaptation of the FIFA Laws of the Game, the AYSO Philosophy (i.e., its National Rules & Regulations); the U19 / U16 League's Rules, as described herein; and the Spirit of the Game.

11. CAUTIONS AND DISMISSALS

- A. A Player who is sent off (i.e., shown the Red Card) must immediately leave the facility, or if not possible, must no longer interact with the game in anyway. That player shall be suspended from playing in the Team's next league or post-season game. **The suspension of one game is the *minimum* discipline.** The League Directors may issue a multi-game suspension at their discretion. In all cases, the suspended player must meet with and council with the designated League Director before being able to return to play.
- B. A Player receiving two **(2) Red Cards**, or six **(6) Yellow Cards** during the course of the season shall be suspended for the remainder of the season, including post-season and tournament play.
- C. A Player, receiving a "second caution" (effectively **two (2) Yellow Cards**, in any game) will be shown, Yellow and a Red Card successively and shall be sent off, immediately leaving the facility. In this case the provisions of 11.A prevail
- D. A Player receiving three **(3) Yellow Cards** (including two yellow cards in one game resulting in a suspension) during the course of the season **shall be suspended for the next game**. If the suspended player plays in the Teams' next game, the Player will be suspended for the remainder of the season, including post-season and tournament play.

- E. A Player, who is sent off, shall have his Player Identification Pass confiscated by the Referee. The pass will be sent to the designated League Director who shall hold the Pass until the Player has made arrangements to meet with and be counseled by the Director. **It is the sole responsibility of the player to make contact with the Designated League Director (Section 17)** and until such time, may not play in any scheduled League games.
- F. If a Player attempts to circumvent the aforementioned provisions by attempting to play in a game while on suspension, the Player will be suspended for the remainder of the season, including the post-season and tournament play and that team's coach will be subject to suspension as well.
- G. The Referee on the Game Card will document cautions, Send Offs, and incidents involving serious misconduct and a 24-hour report must be submitted.
- H. Send Offs (showing the Red Card) will be reported by telephone to the League Referee Administrator on the day of the game. The receipt of a 24- Hour Game report by the League Referee Administrator must support telephone reporting no later than the 2nd full day after the occurrence. Reports may be filed on line at www.ayso2n.org, by fax at 650.361.8666, or via e-mail to the Area Referee Administrator and the designated League director (Section 17).
- I. A Coach who fails to comply with the League Rules as defined herein shall be suspended a minimum of one (1) game per infraction as noted by the league Staff or the Referee. Depending on the infraction(s), the League Directors or appointed designate, may impose a suspension of multiple games, or a suspension for the duration of the season, including post season and tournament play, or expulsion from the League.
- J. The disciplined Coach shall not practice with, attend games with, participate with, or in any way direct the Team until the suspension is lifted.**
- K. The disciplined Coach must be **re-approved** by the League Directors or appointed designate, before being allowed to participate.
- L. If the Coach is found to be in violation of the suspension or expulsion, the Team will forfeit all games played throughout the season.

12. DISPUTES

- A. The League Board will resolve any dispute that cannot be settled between the League Directors and the involved Regional Commissioners.

13. PROTESTS

- A. Protests will not receive enthusiastic consideration and are emphatically discouraged as being contrary to the Spirit of AYSO.
- B. The Referee's decisions on points of the Law are Final, in accordance with the first 2 paragraphs of Law V of the Laws of the Game.
- C. Protests about the technicalities of a game must be submitted in writing to the League Director by the Regional Commissioner of the team filing the protest within 48 hours after the end of the game being protested. A non-refundable \$100.00 Protest Filing Fee must accompany the protest.
- D. The Review Board will be responsible for resolving any dispute, prior to the next game.

14. TEAM ROSTERS AND PLAYER IDENTIFICATION PASSES

- A. Team Rosters with at least 12 players must be submitted to the Area 2N League Director via eAYSO by the 10th of July. Rosters are to include the Player's names, Coaches names, addresses and telephone numbers of all members of the team.
- B. Changes in submitted Team Rosters will be made using eAYSO, no changes may be made two full calendar weeks after the season starts
- C. Player Identification Passes shall be submitted to the League Directors or designate no later than July 31. The Passes shall be complete with the player's photograph and Regional Commissioner's signature. Regions are encouraged to maintain and recycle player's passes as long as the player remains active in League play.
- D. Each player must have an Identification Pass and Valid Registration/Medical Form present at each game to participate.

15. SEASON STANDINGS: GAMESMANSHIP & SPORTSMANSHIP

- A. Team Standings will consist of **Match Points** and **Gamesmanship Points** for Inter-Area League Play.
 - 1. **Team Standing Points = Match Points + Gamesmanship Points**
 - 2. **Match Points** consist of:
 - 6 Points for a win
 - 3 Points for a tie
 - 0 Points for a loss
 - 1 point for each goal, to a maximum of 3 goal points per game
 - 1 point for a shutout. (Note: A 1-0 Forfeit or a 0-0 score does not qualify)**
 - 3. **Gamesmanship Points** – consist of:
 - +6 Points are awarded for team participation in the game.
 - 1 Point will be deducted for each YELLOW penalty card issued during the game
 - 6 Points are deducted for each RED penalty card issued during the game
 - 6 Points are deducted should a team choose to leave the field without referee approval
 - 1 Point will be deducted for incomplete or improperly filled out line up cards.
 - 1 Point will be deducted for “running up the score”

Examples:

Team A is victorious to Team B with a score of 6 vs 2. No Penalty Cards were issued.

	Match Points	Goals Points	Gamesmanship Points	Team Standing Points
Team A	+6 for win	+3	6 participation – 0 penalties	15
Team B	+0 for loss	+2	6 participation – 0 penalties	8

Team A is victorious to Team B with a score of 6 vs 2. Team A receives 1 red card + 1 yellow card

	Match Points	Goals Points	Gamesmanship Points	Team Standing Points
Team A	+6 for win	+3	+6 participation -7 penalties	8
Team B	+0 for loss	+2	+6 participation -0 penalties	8

Team A shows up for game; Team B does not show up for game; thus Team A win is awarded 1 vs 0.

	Match Points	Goals Points	Gamesmanship Points	Team Standing Points
Team A	+6 for win	+1	+6 participation -0 penalties	13
Team B	+0 for loss	+0	+0 participation -0 penalties	0

4. Sportsmanship will receive special attention through the season. One team from each division (boys and girls), who, in the opinion of the referees, consistently display the highest sportsmanship during regular season play, will receive individual awards recognizing their exemplary play.

- This rating by the Referee team at each match will include assessment of the team supporters as well as the players and coaches.
- The game ratings by the Referees will be posted along with the season standings on the Area 2N web site: ayso2N.org.
- The Referee team will rate the players, coaches, and spectators using a scale of 0 to 6 points for each group (with a NORMAL being 4 for a job well done) allowing for a total of 18 points per team per game.
- It is the referee's responsibility to record this information on the Game Card.

16. TOURNAMENT AND POST SEASON PLAY

- A Team **that loses 30 or more Gamesmanship points during the course of the season shall be disqualified from participation in** post-season tournaments.
- Dates and locations of tournaments will be advised by the League Directors or designate during the season.
- Payment of any and all tournament fees is the responsibility of the Regions.
- Team selection criteria will be the responsibility of the Tournament Committee.

17. INTER-AREA LEAGUE BOARD

Area 2B Director

Heidi Pierce
2455 Whitman Way
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650-867-8638
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Area 2N Director

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League Referee Administrator

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League Coach Administrator

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Area League Co-Director

Rules, Rosters, Player Cards, Red Cards
Ken Rhoads
244 Edgewood Road
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650.274.6706 Fax 650-361-8666
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Area League Co-Director

Games Statistics
Jeannine Holper
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Foster City, CA 94404
650.572.2467
jeannine@holper.ws

Area League Referee Coordinator

Rand Potter

Area League Scheduler

Mysoccerleague.com

650.572.8027

open

randpmail-ref@yahoo.com

Send all Inter-Area play **Game Cards** to Jeannine Holper at 868 Polaris Ave, Foster City, CA 94404

Send all Inter-Area Game **Reports & suspended Player ID Cards** (due to send off/ red card) to Ken Rhoads at 244 Edgewood Road, Redwood City, CA 94062-1716.

Each Region shall be provided with enough self-addressed envelopes to be distributed to the designated home team coaches to present to the referee at the beginning of each game and to be used to mail game cards, and suspended player ID cards immediately after each match.

Area web site ayso2Created on 7/21/2008 12:01:00 PMN.org