

## **Area G League & Playoffs**

Area G League and Playoffs will be conducted in accordance with IFAB Laws of the Game, AYSO National and Section One Rules and Regulations with the following clarifications, modifications, and additions. These guidelines have been developed by representatives of all Regions in Area G and Area G staff. All participants must abide by any additional requirements or restrictions adopted by their home Region.

All items pertain to both lower and upper divisions, unless otherwise specified.

### **I. REGION ELIGIBILITY AND PARTICIPATION**

- a. All Regions in Area G may participate.
- b. Regions must meet the minimum requirement as a Region to participate.
- c. Teams from other Areas will be accepted with majority approval of Area G Regions.
- d. To be eligible for Area playoffs, player must participate in at least 50% of scheduled games for his/her team.
- e. Special circumstances shall be reviewed by Area G Director.

#### **Lower Divisions**

- a. No player shall be added to a team after Oct 31 (per AYSO).

#### **Upper Divisions**

- a. Region teams not participating in Area League play will not be eligible to participate in Area playoffs.
- b. Teams shall be formed no later than August 12, 2023.
- c.
- d. No player shall be added to a team after the 1st league game unless the team drops below 14 players.
- e. Any players added after the 3<sup>rd</sup> league game must be approved by Area League Coordinator or Area G Director.
- f. No player shall be added to a team after Sept 15.

## II. TEAM FORMATION

<b>Division</b>	<b>Playing Format</b>	<b>Minimum Number of Players</b>	<b>Maximum Roster Size (Max size w/ prior AD approval*)</b>	<b>Minimum Roster Size</b>	<b>Game half not to exceed</b>	<b>Game duration not to exceed</b>
19U	11 v 11	7	18 (22) *	12	40 minutes	90 minutes
16U	11 v 11	7	18 (22) *	12	40 minutes	80 minutes
14U	11 V 11	7	15 (22) *	12	35 minutes	70 minutes
12U	9 V 9	6	12 (18) *	9	30 minutes	60 minutes
10U	7 V 7	5	10 (14) *	7	25 minutes	50 minutes

\*Per National Rules & Regulations Article II.D, expanded roster sizes require prior approval of AD.

## III. COACHES

- a. Coaches must have completed all AYSO safety certification requirements.
- b. In order to participate in Area G Fall Play/Playoffs, All Coaches must conform to all AYSO National and Section Guidelines of Coach Certifications as well as Safe Haven recommendations regarding maintaining a minimum of 1:8 ratio, and gender specific suggestions.
- c. Coaches shall be responsible for behavior of their spectators and shall promote a positive atmosphere at all times.
- d. All Upper division coaches must be approved by Area Staff. Prospective list of coaches must be turned into Area Director no later than August 1<sup>st</sup>. No Upper Division coach may be placed on a roster without Area G Approval.
- e. In accordance with AYSO's Standard Regional Guidelines Article 5 Section 1c. - It is the general policy of the Region that the Regional Commissioner not serve as a coach or assistant coach, nor hold any other board or staff position in the Region, except with the approval of the Area Director and Coaching Staff.

### Lower Divisions

- a. Rosters must be activated on the Association Platform no later than the completion of week 5 (5 weeks after start of practice), but not before Sept 9 2023.

### Upper Divisions

- a. Rosters must be activated on the Association Platform no later than August 31<sup>st</sup>.

#### IV. UNIFORMS

There will be strict observance of the AYSO uniform dress code. All team participants will be uniformed in the same, matching color/style jersey, shorts, and socks without exception. In accordance with IFAB Laws of the Game, the following rules apply at all times.

- a. Shin guards must be worn, completely under the issued uniform sock.
- b. Any tape used must match uniform socks or be used inside the socks.
- c. No jewelry, including ear studs, will be allowed. Emergency bracelet must be taped so wording is visible.
- d. Hair control devices must meet the criteria specified by AYSO
  - o Be securely fastened to the head
  - o Do not present an increased risk to the player, teammates or opponents
  - o Flat clips less than two inches in length may be used to hold the hair in place close to the head so long as their placement on the head does not present an increased risk to the player, teammates or opponents.
  - o Hair charms are still considered jewelry and are not permitted.
- e. No player with a cast or splint may participate.
- f. No headgear other than soft sweatbands will be allowed.
- g. If any player is found to be in improper uniform, it must be corrected before the offending player(s) shall be allowed to play. Decisions of the Site Official regarding uniforms are final and may not be appealed. In case of inclement weather, garments may be worn under uniforms provided they are all the same style, length, and of neutral color and do not constitute a color conflict. Black, gray or white are acceptable. Compression style legging pants may be worn as long as they are black and under the shorts, and socks. No Sweat Pants or Warm Up pants may be worn.
- h. In case of conflicting colors, both teams shall wear scrimmage vests provided by the Region, Area or Section hosting the competition.
- i. Long fingernails may be considered a safety hazard requiring cutting or taping.
- j. Players/spectators shall not smoke/vape when wearing AYSO uniform or while in the vicinity of an AYSO function.
- k. It shall be the responsibility of the individual players to abide by the uniform requirements.

#### V. REFEREES AND OFFICIATING

- a. Area Referee Administrator shall insure that an impartial team of at least 2 referees is scheduled for all games **during playoffs**.

### Lower Divisions

- a. A player requiring assistance on the field, except for the goalkeeper, shall leave the field of play. A coach may choose to substitute an injured player until the next substitution period or play short while injury is being assessed. Upon assessment of player and with referee permission, a player may re-enter the field only if the coach played short.

### Upper Divisions

- a. A player needing assistance on the field, except for the goalkeeper, shall leave the game for a period of 2 minutes. Team may substitute or play short. Injured player may return to the field of play with referee permission.
- b. Center Referee shall be Advanced or National Certified. In the event badge level is unavailable, prior experienced Intermediate may step in with pre-authorization from ARA and AD. Assistant Referees must be experienced Intermediate level or above and approved by ARA and AD. No Regional Referee will be allowed to Referee upper division without prior authorization from ARA and AD. In the event a Regional Referee is approved to AR, center Referee must have Advanced or above level certification. No club lines men are allowed to stand in for any referee. The home team will be required to forfeit the match in the event there are not properly certified referees on the match, however the match can still be played.

## VI. MISCONDUCTS & DISCIPLINE

- a. Any participant who is SENT OFF (red card) before, during, or after the game, will be suspended for the minimum of the participant's next scheduled game. Further participation in Area or Section Playoffs will be subject to review by Area officials.
- b. Any participant who is SENT OFF for Violent Conduct will appear before a disciplinary panel within 10 days of incident to discuss suspension duration. The Panel shall consist of the Assistant Area Director, as Chairperson, and the following representatives: Area Coach Administrator, Area Referee Administrator, neutral Regional Commissioner, and a neutral player or parent representative.
- c. Prior to the ruling of the panel, they may not participate in any games or practices.
- d. Any coach or player receiving a third Caution shall have an automatic 1 game suspension and possible appearance before a Review Panel. The Review Panel shall consist of the Assistant Area Director, as Chairperson, and the following representatives: Area Coach Administrator, Area Referee Administrator, neutral Regional Commissioner, and a neutral player or parent representative.

- e. Coaches have the responsibility for monitoring the number of cards received by individual players and acting accordingly, even without official notification. Area staff will be tracking all disciplinary actions, and cards. These stats will only be shared with Area Staff, and members (i.e. Regional Commissioner, Divisional Commissioners, Coaches of the involved Regions), as all player information is private. If time permits, a League Official shall send team Coach a warning following the second yellow card received by a player.
- f. Disciplinary action during league play, including red card and yellow cards, shall carry over into Area Playoffs.
- g. The Area Director may limit, suspend or remove/terminate the participation in AYSO of any Participating Member, parent or spectator, if their conduct merits such action. The corresponding Region may impose additional sanctions, or decide a lesser punishment.
- h. All players, Coaches, and spectator send-offs will be reviewed and offered Due Process per AYSO Standard Regional Policies and Protocols Article 9.
- i. **No Protest shall be allowed!!**

#### Lower Divisions

- a. A coach may use his/her own discretion to either substitute a player receiving a Caution (yellow card) or remove the player from the field to allow a temporary (3 minutes) cooling off period by playing short. If the cautioned player is substituted, they may not return to the field until the next substitution period. The cautioned player may return to the field with referee permission only if the coach played short during the cooling off period.

#### Upper Divisions

- a. There will be a mandatory cooling off period; coaches are required to remove a player receiving a Caution (yellow card) from the game for 3 minutes. A coach may use his/her own discretion if more time is needed, coach can also substitute that player out or play short until the 3 minutes have passed. If the team falls below minimum # of players (see table above), game will go on and not be suspended.

## VII. FIELDS

### Upper Division League Play

- a. Home Region shall insure that the field is properly set-up and taken down, including corner flags. Field lines, including required 10-yard coaching restriction lines should be clearly visible. Recommended minimum field size is 60 x 110 yards

## VIII. GAMES

- a. Teams must report for all scheduled games unless otherwise notified by Region or League official. Cancellations or (no shows) may result in removal from league.
- b. Referee shall allow a grace period of five (5) minutes before cancelling the game. A team not ready at the time shall forfeit the match. If a team does not show for a scheduled match, its opponent will be awarded a 3-0 victory by forfeit (10 points). The AD may impose additional sanctions if the forfeiting team gains an advantage by the forfeit.
- c. First team on the schedule shall be the home team and shall set up on the North or East side of field; coaches, players and spectators shall remain on that side. Spectators shall not be allowed behind the goal lines, except for photographers who have received prior authorization from the Referee, and who will remain quiet and sufficiently back from the goal lines.
- d. Visiting team coaches, players, and spectators shall remain on opposite sides of the field unless otherwise advised due to restrictions. Coach may only coach one game at a time.
- e. Both players and spectators shall remain in their field half not covered by assistant referee to the left of the coaches box, or in specified viewing areas dictated by regions.
- f. A Region site official shall be at all games. He/She shall assist the referee in uniform inspection and ensure that players' registration forms are available.

#### IX. SUBSTITUTIONS – UPPER DIVISIONS ONLY

- a. Site official shall collect substitution sheets, games cards, and referee game reports from referee at the end of each match.
- b. All players are only required to play half the time they are at the field and available to play their scheduled match. Example: If a player arrives at halftime, they must play  $\frac{1}{4}$  of the match.
- c. Each team must maintain the official Substitution Record sheet during the game - documenting the minutes each player is out of the match.
- d. Coaches shall review substitution sheet at half time to ensure all players are receiving required playing time. Sheet shall be signed and given to site official at the end of match.
- e. Random monitoring of free substitution shall be conducted by Area League officials.
- f. Each team is required to submit a substitution sheet. Sub sheet must be filled out by a parent/spectator. Substitution sheets must be turned into the referee immediately following the whistle at the end of each match. Teams might be asked to submit an additional comparison substitution sheet (two parents will fill out two separate substitution sheets per game).
- g. Area G league coordinator shall be notified within 48 hours of any suspected violation of substitution.

## X. STANDINGS - UPPER DIVISIONS LEAGUE PLAY

a. Standings in league play, points shall be awarded as follows:

WIN	= 6 points
TIE	= 3 points
LOSS	= 0 points
GOAL	= 1 point per goal up to a maximum of 3 per game
SHUTOUT	= 1 point for a shutout, including a 0-0 tie
FORFEIT	= 10 points (scored as a 3-0 win)

b. Winners of ties in standings will be determined as follows:

Head to head competition

Least goals allowed

Fewest disciplinary points: One (1) point for each yellow card, Two (2) points for each red card issued during pool play.

Goal differential (maximum of a 3 goal difference per game)

Goals scored (maximum of three (3) per game)

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Potential misconduct-point deductions will be assigned as follows:

Send Off = 2 misconduct-points

Caution = 1 misconduct-point.

A team shall lose 3 points in league standings when 10 misconduct-points are accrued and 3 points for each additional 5 misconduct-points thereafter.

## XI. PLAYOFFS

- a. One (1) hour prior to your game time, coaches shall present themselves along with the entire team to the official at the check-in area. Team line-up cards, rosters, player registration (medical authorization) forms and uniforms will be inspected.
- b. Referee shall allow a grace period of five (5) minutes before cancelling the game. A team not ready at the time shall forfeit the match. If the start is delayed by the grace period, the game will be shortened by the amount of time lost. If a team does not show for a scheduled match, its opponent will be awarded a 3-0 victory by forfeit (10 points). The AD may impose additional sanctions if the forfeiting team gains an advantage by the forfeit.
- c. Properly completed lineup cards in uniform number order shall be presented to the official prior to the start of the game and shall include the names of all players, present or not, and an explanation of absences.

- d. Playoffs will be Pool Play/round robin. Standings in pool play, points shall be awarded as follows:

WIN	= 6 points
TIE	= 3 points
LOSS	= 0 points
GOAL	= 1 point per goal up to a maximum of 3 per game
SHUTOUT	= 1 point for a shutout, including a 0-0 tie
FORFEIT	= 10 points (scored as a 3-0 win)

- A. Winners of ties in standings will be determined as follows:

Head to head competition

Least goals allowed

Fewest disciplinary points: One (1) point for each yellow card, Two (2) points for each red card issued during pool play.

Goal differential (maximum of a 3 goal difference per game)

Goals scored (maximum of three (3) per game)

Coin Toss

- f. Playoff game duration times may be reduced if needed.

- a. 10U & 12U – 20 minute halves
- b. 14U – 25 minute halves
- c. 16U & 19U – 30 minute halves

Semi-Final or final match will be full length match if time allows. AD will determine time allotted.

Semi-final and final matches must have a winner. Two overtimes periods will be played, then if required, penalty shoot-out.

- a. 10U: 2x5 min OT
- b. 12U: 2x7 min OT
- c. 14U/16U/19U: 2x9 min OT

- g. A site official shall be at all games.

### Lower Divisions

- a. The schedule shall allow for each region to have up to 2 teams per division participate.
- b. The Number of teams participating will be dependent of number of teams participating in their region's Fall (core) program. AD will review number of teams/players in each division prior to playoffs and will make determination on number of teams invited to Area Playoffs.
- c. Teams shall be divided into 2 pools. Pool groupings shall be drawn by Area G Staff. Draw shall be conducted so that, where possible, regional teams do not play each other in pool rounds.
- d. Teams must report for all scheduled games unless otherwise notified by a Region or League official. Cancellations or "no shows" may result in a region losing participation of a second team in said division.

### Upper Divisions



- a. Misconduct Points accumulated in Area Play will reset to zero. Suspensions received must still be served, but only cards issued in Area Playoffs will be used in the Tiebreaker.
- b. Teams must report for all scheduled games unless otherwise notified by a Region or League official. Cancellations or “no shows” may result in a region losing participation of a second team in said division.

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