COACH MANUAL
2021 FALL SEASON

FOR GAME SCHEDULES / NEWSLETTERS / PERMITS

& ADDITIONAL INFORMATION THROUGHOUT THE SEASON

Please visit our website at: www.ayso795.org

Coaches:

Playing and practice space is getting hard to obtain. There are more children in the valley each year, and the number of sport programs is also rising. Unfortunately, playing space is not growing as fast. There are a few things we must do to help us retain the space we do have.

- We must be good neighbors when using the space we do have. Complaints from neighbors can and has caused permits not to be renewed the next season.

- We may be asking specific divisions to practice at specific locations. This is done to separate the large kids (with blazing kicking speeds) from inadvertently hurting the smaller kids.

- We must get along among ourselves. Practice space should be shared equally. Arriving early can let you stake out your preferred space, but early arrival does not allow a team to grab 2 or 3 times as much space as the other teams are using. You may use extra space for a scrimmage, but give it up as more teams arrive and need to use the space. A typical space for practice should be 20 yards by 20 yards.

- Other groups may share our locations. If you suspect that a group that does not have a permit is using space you may ask the park personnel for assistance, but please do not demand it. Please keep your Division Coordinator informed if you run into use conflicts.

A lot of people have worked very hard organizing things so that you can work very hard running your teams! Thank you for your consideration, and have a save, fun and fair season. See you on the pitch.

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Section 1 – Why AYSO & Why Soccer

A Game For Kids And A Game For Life!

AYSO is child-first and child focused. We are a soccer organization with happy, healthy kids as our passion.

Every decision, every rule and every program has "what's good for kids" as its basis. Every girl and boy stepping on a soccer field for the first time can have fun. AYSO's child-first approach also makes it one of the finest player development programs. Everybody likes to win, but developing successful players and people is what's fundamental in AYSO.

You can set a soccer ball down on any corner in the world and have friends. It is a global sport that Americans have embraced in record numbers... because it's fun even with a beginner's skill. It's also a game you can play and enjoy for the rest of your life (U-5 soccer is one of the fastest growing levels in the U.S.!)

With children's natural joy in running and kicking, soccer builds on these two skills and adds in techniques to control the ball and work as a team. It also encourages creative decision making and strategic thinking. And it's a fast game that keeps each player moving the entire time. In AYSO there's no spending the game on the bench!

AYSO has age appropriate small-sided games. A full size soccer team has 11 players on the field. But smaller-sided teams for younger children allow more touches on the ball and a more successful soccer learning environment.

AYSO small-sided games emulate classic "street soccer" where children of many skill levels choose up teams and play together for a fun neighborhood game. This is a similar environment to where many of the greatest soccer players in the world developed their skills. Small-sided games continue as excellent development

AYSO's Mission & Vision

To Be The Nationally Recognized Youth Soccer Program Of Choice

AYSO's **Vision** is to provide world class youth soccer programs that enrich children's lives.

AYSO's **Mission** is to develop and deliver quality youth soccer programs which promote a fun, family environment based on AYSO's Six Philosophies:

- Everyone Plays®
- Balanced Teams
- Open Registration
- Positive Coaching
- Good Sportsmanship
- Player Development

The mission is accomplished by providing these essential services:

- Coaching and referee programs including quality delivery systems
- Quality administrative and operating systems with a support network
- Strong financial position
- Special network for volunteers, supported by a national staff
- Program research and development

Section 2 - AYSO's Six Philosophies

AYSO's Philosophies are living tenets that separate it from other sports organizations. They are Everyone Plays®, Balanced Teams, Open Registration, Positive Coaching, Good Sportsmanship and Player Development.

Everyone Plays®

The AYSO National Program's goal is for kids to play soccer, so we mandate that every player on every team must play at least 50% of every game. In Section 10, Area V, which Region 795 is a part of; we require that every player on the team must play 3/4 of the game where the team numbers allow it. It's no fun to spend the game on the bench…and that's no way to learn soccer!

Balanced Teams

Each year we form new teams as evenly balanced as possible because it's more fun and a better learning experience when teams of similar ability play. It allows for each player to gain the experience of a wide variety of teammates of different skill levels.

Open Registration

Our program is open to all children between 4 and 19 years of age who want to register and play soccer. Interest and enthusiasm are the only criteria for playing. There are no elimination try-outs and nobody gets cut.

Positive Coaching

Encouragement of player effort provides for greater enjoyment for the players and leads to better-skilled and better-motivated players. A coach can be one of the most influential people in a child's life, so AYSO requires they create a positive experience for every boy and girl.

Good Sportsmanship

We strive to create a positive environment based on mutual respect rather than a win-at-all-costs attitude, and our program is designed to instill good sportsmanship in every facet of AYSO.

Player Development

We believe that all players should be able to develop their soccer skills and knowledge to the best of their abilities, both individually and as members of a team, in order to maximize their enjoyment of the game.

Section 3 – Coach's & Parent's Code

Coach's Code

- Enthusiastically support and practice the "Everyone Plays" and "Positive Coaching" Philosophies of AYSO.
- Be reasonable in your demands on the young player's time, energy, enthusiasm and their performance on the soccer field.
- Impress on your players that they must abide by the rules of the game at all times.
- Develop team respect for the ability of opponents, and for the judgment of referees and opposing coaches.
- Ensure that your players soccer experience is one of fun and enjoyment, winning is only part of it. Players should never be yelled at or ridiculed for making mistakes or losing a game.
- Set a good example and be generous with your praise when it is deserved. Children need a coach they can respect.
- Keep informed about sound principals of coaching, growth and development principles relating to children.
- Enlist the support of your team's parents in your efforts to instill the proper attitudes and values in the players.
- Check equipment and facilities that you use. They should meet safety standards and be appropriate for the age and ability of your players.
- Follow the advice of a physician when determining when an injured child is ready to play again.

Parent's Code

- Have Fun, Remember the game is for the children
- Be on time
- Stay off the field during game time
- Everyone plays at least half a game
- Loud criticism is not part of AYSO
- Use only positive comments
- Games can end in a tie
- Enforce the no slaughter rule (maximum of 5 goal differential)
- Children should have a full uniform
- Remember all Referees, Coaches and administrators are volunteers
- Volunteer for something, anything!

Section 4 – Conduct Pledge

COACH'S CONDUCT PLEDGE

I understand and agree:

- That being selected to be a coach of AYSO Region 795 is a privilege not a right.
- Once I accept to be a coach of AYSO Region 795, I automatically understand and agree to follow and uphold the coach's pledge.
- That I have been entrusted with a responsibility to conduct all of my coaching activities to accomplish the six (6) Philosophies of AYSO which are Everyone Plays, Balanced Teams, Open Enrollment, Good Sportsmanship, Positive Coaching and Player Development.
- That in all of my coaching activities, I must maintain a safe, fun, fair and positive environment with the primary objective of youth development.
- That it my responsibility to train and coach my team to the best of my ability.
- That it is my responsibility to insure that all players on my team and in attendance at an AYSO game shall play a minimum of ¾ of a game for U5, U6, U7, U8, U10, U12, & U14 divisions; and will follow area guidelines for U16 & U19 games
- That I will not consume alcoholic beverages and/or tobacco products nor be under the influence of alcohol or illegal drugs during AYSO practice or games, or in the immediate vicinity of an AYSO game.
- That I will not allow a player to participate in practice without appropriate shin guards.
- That I will not allow a player to participate in practice or game wearing a cast, splint or jewelry of any kind including but not limited to pierced earrings.
- That the coaches sideline participation during an AYSO game is limited to a maximum of one head coach and 2 assistant coaches; that all coach's participation will be positive, instructional and encouraging; that all coaches shall remain in the technical area; and that the coach will remind non coaches that their role is to cheer for the team.
- That any negative comments made by myself of others directed at or concerning any players relating to their participation in AYSO is detrimental to the primary objectives of AYSO and is not save, fun, fair or positive for the players. Accordingly, I pledge to refrain from making any such negative comments and will instruct others to do likewise.
- That because I may be perceived by players, parents and others as a representative of AYSO and Region 795, that any negative comments or complaints that I make directed at or concerning a referee is disruptive to the game, is harmful to the AYSO program and undermines the authority of the referee. Accordingly, I pledge to refrain from making or cause to be made any negative comments or complaints concerning a referee before, during or after a game.
- That I have the right to submit comments, concerns or complaints of referee behavior. I will make such comments to my Division Coordinator, the Regional Coach Administrator, or Regional Referee Administrator.
- That Region 795 has adopted a "zero tolerance policy" toward any verbal harassment and/or violence toward referees, board members, coaches, parents, players and participants. I have reviewed and agree with this policy. I understand and agree that if I violate this policy I am subject to ejection from games and thereafter further suspension from coaching, attending subsequent games and/or removal from the region.

I agree to the foregoing and acknowledge that I have read & understand the Coach's Manual,

Signed _____ Print Name _____

Date _____ Division _____

Section 5 – Season Calendar

September 4-5	Labor Day Weekend – No Games
September 10	Opening Night @ MASON PARK
September 11	Saturday Games – Mason & SJE – Week 1
September 17-18	Friday Night & Saturday Games – Mason & SJE – Week 2
September 24-25	Friday Night & Saturday Games – Mason & SJE – Week 3
October 1-2	Friday Night & Saturday Games – Mason & SJE – Week 4
October 3	Picture Day – Chaminade Middle School
October 8-9	Friday Night & Saturday Games – Mason & SJE – Week 5
October 15-16	Friday Night & Saturday Games – Mason & SJE – Week 6
October 22-23	Friday Night & Saturday Games – Mason & SJE – Week 7
October 29-30	Friday Night & Saturday Games – Mason & SJE – Week 8
October 30-31	16U-19U Area 10V Playoffs – North Valley Fields (Tentative)
November 5-6	Friday Night & Saturday Games – Mason & SJE – Week 9
November 12-13	Friday Night & Saturday Games (10U-14U only) – Mason – Week 10
November 13-14	16U-19U Section 10 Playoffs – Bakersfield (Tentative)
November 19-20	5U-8U Week 10 (SJE) & 10U, 12U, 14U Regional League Playoffs – Mason Park
November 26-27	Region 33 Turkey Tournament – Balboa Fields (Tentative)
December 3-5	10U-14U Region Playoffs – Start and/or finish (Tentative)
December 11-12	12U & 14U Area 10V League Playoffs – North Valley Fields (Tentative)
December 18-19	10U & Finals Area 10V League Playoffs – North Valley Fields (Tentative)
January 8-9	Extra Championship (Moorpark) ??
January 15-16	12U & 14U Area 10V All Star Playoffs - North Valley Fields (Tentative)
January 22-23	10U & Finals Area 10V League Playoffs - North Valley Fields (Tentative)
February 5-6	Region 174 North Valley Classic Tournament – North Valley Fields
February 12-13	Region 795 Presidents Cup 10U Tournament – Mason Park Fields
February 19-20	Section 10 League Invitational 10U-14U – Bakersfield (KCSP) (Tentative)
March 5-6	Section 10 All Star Invitational 10U-14U – Bakersfield (KCSP) (Tentative)
May 14-15	Area 10V Mission Classic Tournament - 10U-14U – North Valley Fields
May 21-22	Area 10V Mission Classic Tournament - 16U-19U – North Valley Fields

** 5U – 8U divisions Week 10 will finish November 20th**
** Trophies & Yearbooks handed out to all teams on November 20, 2021 **
** All games/events are tentative & subject to change *Season or Tournament Make-up games TBD by RC or AD**
** 10U and 12U teams may also be scheduled for Friday night games **
** Player evaluations and make-up games may be held during weeknights **
16U/19U play on Saturday & Sunday – season ends before High School Seasons start – See Area Calendar
16U/19U play on Saturday & Sunday – season ends before High School Seasons start – See Area Calendar

Section 6 – Regional Board Members Directory

The following is a list of board members that you may need to contact during the season. As a coach, your first point of contact will be the Regional Coach Administrator (RCA). Referee matters can be addressed to the Regional Referee Administrator (RRA).

******If you obtain phone numbers, please keep them private******

Region Commissioner	**Frank Gallucci**	**Frank795rc@gmail.com**
Assistant Commissioner	**Vacant**	
Region Treasurer	**Brent Roberts**	**brent@roberts-accounting.com**
Secretary	**Steve Singer**	**areadirector10V@yahoo.com**
CVPA	**Robert Schwartz**	**rds@gmx.us**
Regional Registrar	**Melissa Proctor**	**Registrar795@gmail.com**
Region Coach Administrator	**Greg Hoke**	**glhoke@yahoo.com**
Region Referee Administrator	**Jody Liang**	**slidetackle08@yahoo.com**
Regional Management Administrator	**Kevin Riley**	**kriley211@gmail.com**
Extra Program Coordinator	**Brian Jacoby**	**brjgoat@yahoo.com**
Webmaster, Uniforms, Fields	**Frank Gallucci**	**Frank795rc@gmail.com**
Equipment Coordinator	**Vacant**	
Safety Director	**Sean Perez**	**therealseanperez@gmail.com**
Assistant Registrar	**Suruchi Roodbari**	**suruchiayso@gmail.com**
Region Referee Instructor	**Joe Franiak**	**joe.franiak@ngc.com**
Region Coach Trainer	**Vacant**	
Region Game Scheduler	**Frank Gallucci**	**Frank795rc@gmail.com**
Volunteer Point Coordinator & Regional Statistician	**Frank Gallucci**	**Frank795rc@gmail.com**
Fundraising	**Dorit Jacoby**	**doritzj@yahoo.com**
Yearbook	**Jorge Martin**	**jorgemartin@sbcglobal.net**
Regional Board Member	**Mark Singer**	**singermark88@gmail.com**
Regional Board Member	**Melissa Proctor**	**mizzfinley@aol.com**
Regional Board Member	**Gilbert Martinez**	**gilbertojmartinez@gmail.com**
Regional Board Member	**Alex Hobi**	**swisshobi@aol.com**
Regional Board Member	**Mike Applegate**	**mdapplegate@gmail.com**
Regional Board Member	**Sepi Elahian**	**sugasepy@aol.com**

Section 7 – Soccer Simplified

Soccer Simplified

Many parents are unfamiliar with soccer. We encourage you to take one of the referee classes to learn more about the laws of the game, and to take a coach class to learn more about how soccer is taught to children of various ages. This here is an extremely abbreviated summary of soccer.

With the exception of the drop ball, any player who puts the ball into play may not play the ball again until it has been touched by another player, either a team mate or an opponent.

All restarts (kicks, throw ins, etc) are either direct or indirect. Direct restarts may have a direct score (like kicking the corner kick into the goal) whereas indirect restarts must involve a second "playing" of the ball before a score may be made.

The Object	Get the ball into the opponent's goal more times than they get it into yours.
Kickoff	This is how the game and the second half are started, and how the game is restarted after a goal is scored. The ball can be played backwards to a teammate **(Direct)**
Throw In	This is how the game is restarted after the ball goes out of play across the touch line (the line on the side of the field). The team that touched the ball last before it went out defends, and the other team takes the throw in. The ball must be thrown using both hands over their head starting behind the head. **(Indirect)**
Goal Kick	This is how the game is restarted after the attacking team kicks the ball out of play across the goal line. (Unless it goes in the goal!) The defending team designates a player to kick the ball; it need not be the goalkeeper. The ball is placed within the goal area, and must travel untouched by any player until it is outside of the penalty area before it is in play. If the ball fails to clear that distance, or if a player touches the ball before it leaves the penalty area, the goal kick is retaken. **(Direct)**
Corner Kick	This is how the game is restarted after the defending team kicks the ball out play across the goal line. (Unless it goes in the goal!) The referee indicates which corner the ball is placed in, and the attacking team designates a player to kick the ball. The ball must start with at least part of it in the corner arc. A corner kick is direct**. (Direct)**
Free Kicks	This is how the game is restarted after various fouls have been committed. The referee indicates an indirect free kick by holding his or her arm straight up, absence of this indicates a direct kick.

Soccer Simplified Continued…

Penalty Kick This is how the game is restarted when a direct free kick is awarded to the attacking team inside the penalty area. The keeper must stand on the goal line, the player taking the kick must be inside the penalty area, behind the penalty mark, and all other players must be outside the penalty area, behind the ball, and outside of the penalty arc. The ball must move forward when it is kicked. **(Direct)**

Drop Ball This is how the game is restarted after the game has been stopped for reasons other than a foul or misconduct. This includes, but is not limited to, injuries, animals wandering onto the field, or an unsafe condition that needs to be fixed. **(Direct)**

Offside Offside is the most complex call to be made in the game. It is not implemented in the 5U, 6U, 7U and U8 divisions. To be called, a player in offside position must have some degree of participation in the play. Players are considered onside if one of the following is true: the player is in his or her side of the field, the player has two or more opponents ahead of him/her; the player is behind the ball.

The decision to call an offside penalty is made by the referee team based on a player being offside when the ball is kicked, and if the player is participating in the play. Please take a referee class for more information on this topic!

Handball A call of "handling the ball" is made by the referee when, in his or her judgment, the player has intentionally handled the ball. The "hand" is considered to start at the shoulder for this call. The referee bases their call on several criteria; here are the 3 main ones: did the player move to the ball, or did the ball strike the player in the hand; was the player protecting their face or private parts from being struck by the ball; did the player have sufficient time to avoid handball contact?

Please consider taking a referee class to learn more about this call.

Advantage Soccer is designed to be a continuous action game. If a player has been fouled, but it is to their advantage to keep playing, the referee may declare an advantage and let play continue for a couple of seconds. If the advantage has not materialized the call may be made. If too much time has elapsed the call may not be made.

A common case for advantage is when an attacking player has an open goal and is ready to shoot, but a defender pushes him or her out of the way. The referee can give the attacker a moment to recover before calling the foul.

Advantage is used more in "older" and professional matches.

Section 8 – First Team Meeting

Outline for First Team Meeting

I. Introduction of coach & any other volunteers associated with team (assistant coach, team parent, etc)

II. Goals and Objectives of a Successful Year
   a. Everyone Plays (3/4 of a game)
   b. Positive Coaching and Feedback
   c. Good Sportsmanship
   d. Skill Development
   e. Understanding of Teamwork
   f. Have Fun!

III. What do I need to Play?
   a. Shoes: soccer shoes suggested, not required. Tennis shoes OK, no toe cleats.
   b. Shin Guards: should cover about 3/4 of shin
   c. Ball: Size 3 – 5U, 6U, 8U; Size 4 – 10U, 12U; Size 5 – 14U, 16U, 19U - put name on ball
   d. Water bottle: put name on it

IV. Division Rules; go over

V. Team Volunteers
   a. Assistant coach: each team should have one and certified.
   b. Referee: on the average the region needs one referee for every team.
   c. Team Manager, can be shared: coordinates snacks (half time and after game), picture day, phone calls for events or parties, final team party
   d. Banner Manager: coordinates the making of the team banner.
   e. Field Crew: each team should have a parent who will help with field set up and take down duties.

VI. Banner: discuss kid made, parent made, or store bought. **KEEP COSTS LOW!**

VII. Season Calendar: share with parents

Outline for First Team Meeting Continued ….

VIII. Reminder for the Players
   a. Be on time for practices and games (15 to 30 minutes before game time) Bring a ball, water, and anything else needed to all practices and games
   b. Wear shin guards and soccer shoes (or tennis shoes) to practices and games
   c. Label anything your kids can leave behind!
   d. Be in uniform for games: jersey, shorts, socks and shin guards

IX. Reminder for the Parents when at SJE school grounds. We are **guests** at their fields. They have some rules that we all need to respect
   a. No smoking, No Alcohol, **No dogs** (except guide dogs).
   b. Stay out of the school classroom area. We are only allowed on the field and associated bathrooms.
   c. We must leave the grounds and bathrooms clean when we are done.
   d. Respect the neighbors. Park only in designated areas. Do not block driveways!
   e. Do not allow your children to climb on the fences or back stops!
   f. Do not ride bikes, skates, roller blades or skateboards on school grounds.

X. Practice and Game times: keep within bounds of our permits

XI. Selection of team name and submit to board for approval: name can be cute, but should not be crude or offensive. Names should be unique within each division. In the event that more than one team wants the same name, the first to request it will be granted. Consider submitting multiple names, or incorporating your uniform color in the team name (i.e. Purple Dragons)

XII. Uniforms
   a. Uniforms are **not** to be worn to practices, only to games
   b. Team names and player names are **not** to be put on the uniform
   c. The uniform is yours to keep after the season.

Section 9 – Division Rules

Division Rules Summary

5U-19U

AYSO is a participation league; our National by-laws require a minimum of 2 quarters play per player per game. **The by-laws for Section 10, Area V and Region 795 require a minimum of 3 quarters play per player per game with the following exceptions**: A player who arrives during the first quarter of the game is guaranteed 2 quarters of play, a player who arrives during the second quarter is guaranteed 1 quarter of play. A player may lose playing time by leaving the game early.

For 10U-19U, playing time is tracked on the game card, and is used as the formal record of playing time. A line drawn through the player's name indicates that the player was absent the entire game. An "X" indicates that a player started the quarter sitting out. A "G" indicates that the player was goal keeper at the start of the quarter. An "I" indicates that the player started the quarter by sitting out due to illness or injury (this is an exception to the 3/4 play rule). These marks are not changed during the quarter to reflect changes made due to injury.

5U and 6U

- 3 v 3
- Home team uses West side of field
- The sessions will begin on time with a 20 minute practice session for drills and skills
- The game will be 20 minutes – 3 v 3 game (played in two halves of 10 minutes each with a short beak at the quarter to make substitutions and get a quick drink)
- 5 minutes – half time - 2 minutes –to make changes between quarters
- If one team has 3 or more players less than the other team, please consider "Swapping" players to keep team sizes close.
- Children of this age tend to be oblivious of the score; but even still, in the event that the score is lopsided, try to enforce a 5-goal differential or switch up the teams to make them and the game even.
- **There will be no goalkeeper.**
- There will be **NO HEADING THE BALL** – cannot be taught at all and is not allowed during the game
- No Direct kicks – keep the ball moving and kids playing
- No penalty kicks.
- **No Throw-ins** – the ball is placed on the line and the ball is put into play with Kick-ins
- No offside.
- In 5U & 6U, the coach or assistant coach from each team are allowed on the field to assist the players.
- No standings are kept

Children of this age are just learning how to play with other children their own age. This is an age of rapid learning and growth for them; don't be too strict on how soccer is to be played. There is a lot of time left for them to learn the specifics of the game. Now is the time to teach our children to have fun, love the game, and to respect others. Let them play with minimum interruption.

Division Rules Summary Continued…

7U – 8U

- Home team sits on the North (or West) side of field
- **7U – 8U will play 5 vs. 5** - If one team has 3 or more players less than the other team, please consider "swapping" players to keep team sizes close.
- **There will be no goalkeeper**
- There will be **NO HEADING THE BALL** – cannot be taught at all and is not allowed during the game
- **No Throw-ins for 7U** – the ball is placed on the line and the ball is put into play with Kick-ins
- **New rules for 7U/8U** – called Player Development Initiatives (PDIs) – Go to the Resource page on our website to read the 2017 PDIs: **AYSO795.org**
- Children need to be offered the chance to play 3/4 of each game. If a team has 8 players, you must rotate the ½ game players from game to game. Should never be the same player until all have played a ½ game
- Children of this age tend to be oblivious of the score, in the event that the score is lopsided, try to enforce a 5 goal differential
- ONLY INDIRECT FREE KICKS FOR FOULS, taken from where the infraction occurred.
- **No penalty kicks.**
- **No offside**.
- Coaches are not allowed on the field during the game, and must stay on their side of the field.
- Games shall consist of two 20-minute halves. Each half shall be split into two 10-minute quarters. Players must stay on the field during quarter break unless they are being substituted out.
- If a youth or adult referee is not assigned, the game shall be officiated by the coach or registered volunteer designee of the "Home" Team.
- No standings are kept

10U

- **7 vs. 7**
- Home team sits on the North (or West) side of the field.
- All players must be offered a chance to play 3/4 of the game. **If a team has 10 players, you must rotate the ½ game players from game to game. No player sits a ½ game twice before everyone sits a ½ game**
- The no slaughter rule is enforced, a maximum 5-goal differential.
- Goalkeepers may play 2/4 of the game in goal.
- There will be **NO HEADING THE BALL** – cannot be taught at all and is not allowed during the game
- **BUILD-OUT LINES (BO**L) – will be marked with Orange line
- **No Punting** - Keepers cannot punt the ball (includes half volleys) – must throw, roll out, or pass the ball
- **New 2019 IFAB/AYSO Law Changes & New 2017 rules (PDIs) for 10U** – Go to the Resource page on our website: **AYSO795.org**
- Coaches must stay on their side and restrict themselves to the technical area (10 yards either side of the mid field line).
- Game time is two 20-minute halves with at least a 5-minute half time.
- Players must stay on the field during quarter breaks.
- Game is forfeited if team has fewer than 5 players. Teams should then balance players and play a "for fun" game so that all players get to play a game.
- All other soccer rules apply.

Division Rules Summary Continued…

12U

- **9 vs. 9**
- Home team sits on the North (or West) side of the field.
- All players must be offered a chance to play 3/4 of the game. If a team has 13 players, you must rotate the ½ game players form game to game. Should never be the same player until all have played a ½ game
- The no slaughter rule is enforced, a maximum 5-goal differential.
- Goalkeepers may play 3/4 of the game in goal.
- There will be **NO HEADING THE BALL** – cannot be taught at all and is not allowed during the game
- **Punting** – Keepers **CAN** punt the ball – **RULE HAS BEEN CHANGED EFFECTIVE 2018 SEASON**
- **New 2019 IFAB/AYSO Law Changes & New 2017 rules (PDIs) for 12U** – Go to the Resource page on our website: **AYSO795.org**
- Coaches must stay on their side and restrict themselves to the technical area (10 yards either side of the mid field line).
- Game time is two 25-minute halves with at least a 5-minute half time.
- Players must stay on the field during quarter breaks.
- Game is forfeited if team has fewer than 7 players. Teams should then balance players and play a "for fun" game so that all players get to play a game.
- All other soccer rules apply.
- Teams may have to travel to other regions in Area V for games

14U

- **11 vs. 11**
- Home team sits on the North (or West) side of the field.
- All players must be offered a chance to play 3/4 of the game. If a team has15 players, you must rotate the ½ game players form game to game. Should never be the same player until all have played a ½ game
- The no slaughter rule is enforced, a maximum 5-goal differential.
- Coaches must stay on their side and restrict themselves to the technical area (10 yards either side of the mid field line).
- Game time is two 30-minute halves with at least a 5-minute half time.
- Goalkeepers may play 4 qtrs of the game in goal.
- Players must stay on the field during quarter breaks.
- Game is forfeited if team has fewer than 7 players. Teams should then balance players and play a "for fun" game so that all players get to play a game.
- All other soccer rules apply.
- Teams may have to travel to other regions in Area V for games

16U and 19U

- Teams in these divisions participate in play organized at the Area level, and the rules of the games are coordinated by Area.

Section 10 – Volunteer Points, First Place Team Determination & Region 795 Playoffs

Participating divisions

The non-competitive divisions do not identify a first place team. These divisions are 5U, 6U, 7U, 8U.

The 16U and 19U divisions play under rules coordinated at the area level.

All competitive divisions, 10U through 19U, shall use a combination of volunteer points and in region win-loss-tie record to determine playoff qualification and first place teams.

Volunteer points given to teams

Volunteer points will be awarded to volunteers for specific volunteer tasks, outlined in the Region 795 Volunteer Point System in your manual.

To qualify for playoffs

First and foremost, a team must be in good standing. Teams that accumulate an excessive number of ejections (players, coaches, parents) or have a pattern of poor sportsmanship are not considered to be in good standing. No team in the history of Region 795 has been eliminated for this reason. Any team that is in danger of being rejected for this reason will be informed of that fact.

The coach of the team must be certified at the appropriate level for their team. The teams must accumulate the correct amount of Volunteer points as outlined in the Volunteer Point System.

Only teams that meet the above requirements qualify for the region playoffs. Of the teams that qualify, the team with the best win-loss record shall be declared the first place team.

The 10U Division shall automatically send the first place team, by season standings, in the boys and girls division to the Area 10V Playoffs. A second 10U team from the boys and girls division shall also be sent to the Area 10V playoffs and that second team shall be the first place finisher of the Region 795 playoffs.

The 12U and 14U shall send one team from each of the boys and girls divisions to the Area 10V playoffs. The Teams shall be the first place finisher of the Region 795 playoffs.

If our region is awarded a wild card for another team in any division, that team shall be the second place finisher from the Region 795 Playoffs. The intent of this is to reward teams that focused on player development. The board shall determine the format of the playoff based on the number of teams that qualify for the region playoffs and the number of teams to be sent to the Area 10V Playoffs.

Teams must remain in good standing during the Region playoffs. Teams (players, coaches, & parents) that exhibit poor sportsmanship or that violate any Region Policies during the Region Playoffs may not be allowed to attend the Area 10V Playoffs. All Teams earning the opportunity to play in the Area 10V playoffs need to be approved by the Region 795 Regional Commissioner or Designee.

Section 11 - Division Volunteer Point System

MY2021 Referee & V-Points System

The Referee program has gained momentum and achieved record success over the past seasons. Overall volunteerism has increased, as well. To encourage recruitment efforts and ensure a **FUN, FAIR, and SAFE** experience for the children, Region 795 utilizes a V-points system.

10U – 14U Teams

1. Each Region 795 10U – 14U team must earn a minimum of 100 V-points during the regular season
2. Teams that fail to reach that goal will **NOT** be eligible for post-season play
3. Each team will be required to provide a minimum of one (1) referee.
    a. Teams may also provide as many additional adult or youth referees as they desire
4. All referee volunteers must meet AYSO volunteer requirements
5. No points will be awarded to referees who have not registered as a MY2020 AYSO volunteer, completed the online Safe Haven program, completed the Concussion Awareness Training, and completed the required Basic Course including passing the Basic referee test
6. Coaches may also volunteer as a referee, but may not referee their own team's games or games within their division (exceptions may be made at the discretion of the RC, RRA or their designees)
7. Referee points are assigned to the referee who may award 100% of their points to a single team, or split their points, in 5 point increments, among the teams of their family **only**. **Youth Refs can only apply their points to their teams or family's teams. Cannot solicit or buy Ref Points.**
8. Referees will not earn points for games in which their child/children participate
    a. Referees should not officiate a game in which there child participates
    b. Exceptions may be made at the discretion of the RC, RRA or their designees
9. Each team may earn a maximum of 15 Referee Game points per week
    a. Week defined as Monday – Sunday.
    b. Exceptions may be made at the discretion of the RC, RRA or their designees
10. Points will be calculated for weeks 1-10
    a. Points will be posted online weekly by V-Point Administrator.
    b. Final point totals will be posted online
11. Non-referee volunteer points need to be earned.
    a. A maximum of 25 non-referee Volunteer points may be earned per team for the MY2021 season
12. Board Members earn 25 V-points. ***These points may be applied to the Referee Points***.
    a. Each team may accumulate a **maximum** of 35 points attributed to ***Board Member*** points

Referee game points must be earned throughout the season.

5U and 6U matches shall be officiated by the team's respective Coaches. There are no points for games in this division.

The *Region Referee Administrator* may not be able to schedule referees on 7U-8U matches. If a 7U-8U game does not have an assigned youth or adult referee, the game shall be officiated by the coach or registered volunteer designee of the "Home" Team.

There are no minimum V-point requirements for the 5U, 6U, 7U, 8U divisions. However, volunteer support is always needed and welcomed in order to have a successful season.

MY2021 Referee & V-Points System Continued…

EARNING REFEREE POINTS

Referee points may be earned through a combination of the following activities.

Referee Training Points

5 points per new qualified & certified referee that successfully completes the Basic Referee training class AND completes a minimum of five (5) games in the 2021 regular season.[1]

15 points per referee that successfully upgrades to Intermediate/Advanced/National badge levels.[2]

5 points per referee for attending the Returning Referee meeting, AND completes a minimum of five (5) games in the 2021 regular season.[1]

[1] Points will be retroactively awarded to the respective team after the five (5) games are successfully completed.
[2] Points awarded for Upgrades COMPLETED between December 2019 - November 2021.

A maximum of 25 referee training points may be applied towards a team's 2021 goal of 100 V-points.

Referee Game Points for 8U games through 19U games

2.5 points per referee per game as a Regional Referee (Center or AR)
5 points per referee per game as an Intermediate Referee (Center or AR)
7.5 points per referee per game as an Advanced Referee (Center or AR)
10 points per referee per game as a National Referee (Center or AR)

*****Any referee who is also coaching two or more teams shall be awarded the next badge level points per game they referee*****

*** REGIONAL badges may participate in a 12U or higher match, subject to approval by the Referee Administrator (RRA), Regional Commissioner (RC) or their Designee.*

Points per referee per game as a Referee on any Sunday 16U or 19U game shall be awarded using same scale above
**Sunday 16U/19U matches require a minimum badge certification of *Intermediate*. See RRA for scheduling assignments for these games.

Each referee may do 3 games per week unless approved for more games by the Referee Administrator (RRA), Regional Commissioner (RC) or their Designee.

75 POINTS OF A TEAM'S 100 V-POINTS MUST BE REFEREE POINTS - FAILURE TO MEET 75 POINT REQUIREMENT MAY DISQUALIFY YOUR TEAM FROM POST SEASON PLAY (Divisions 10U-14U)

MY2021 Referee & V-Points System Continued…

Non-referee V-points may be earned using a combination of the following activities

A maximum of 25 non-referee points may be applied towards the 2021 goal of 100 V-points.

Field Set Up or Clean-up (Mason and SJE)

5 points per adult volunteer who provides direct assistance during the ***set up*** **or** ***clean-up*** of our fields at SJE and Mason. Volunteers must meet at the Referee table, upon completion of the last game; Tasks will be assigned by the Board Member in charge of setting up or closing down the facility. Points will be awarded upon successful completion of the set up or clean-up duties, with a board-member signature on the card.

Note: No Volunteer Points are awarded for ***setting up*** *your individual team's goals.*

Board Member

Board Members earn a maximum 25 V-points for their annual service. Points may be awarded to one team, or they may be split, in 5 point increments, among 2 or more teams **(maximum of 10 points to non-family teams)**.

- In order to receive their points, each Board Member must successfully complete the proper certification training for their respective position.
- In order to receive their points, each Board member must actively contribute to the region by doing any of the following:
    - Spending at least ½ day at the Mason or SJE Information Tent and/or lead the Close down of the Fields
    - Field monitor, ensuring matches begin/end on-time
    - Attend and help at a registration event
    - Attend and help at coach's/parent meeting
    - Attend and help at uniform distribution
    - Attend and help at trophy distribution
- Board members must attend and help at Opening Night
- These V-points may be applied to the required minimum of 75 *Referee* points.
- No single Team may accumulate more than 35 points attributed to Board Member points
- Regional Commissioner has sole discretion & authority to grant an exception and award Board Points even if a board member has not completed all of the tasks listed above, but may have been an asset in other areas - Regional Commissioner's decision shall be presented to the board the same night that board points are awarded

MY2021 Referee & V-Points System Continued…

Field Equipment Delivery/Pick Up & Set Up & Field Striping (Mason & SJE)

- Mason Field Striping – Friday evenings & Saturday mornings
- Mason Equipment Delivery and Field Set Up – Friday evenings
- Mason Equipment Pick Up – Friday evenings
- Mason Equipment Delivery and Field Set Up – Saturday mornings
- Mason Equipment Pick Up – Saturday afternoons
- SJE Equipment Delivery and Field Set Up – Saturday mornings
- SJE Equipment Pick Up – Saturday afternoons
- A maximum of 100 points **may** be allocated for these roles and can be applied to Ref and Non-Ref Points. Points are awarded 10 points per week after assignment is complete.
- **These roles are a season long commitment**.
- Only one team will assigned per role
- See Regional Commissioner for more detail.

APPEALS

10U-14U teams having a ***substantial*** number of V-points, but failing to meet the minimum number of required V-points, may appeal to the Regional Commissioner.

1. Coaches must submit their appeals, in writing, to the Commissioner no later than the completion of week 10
2. Appeals must outline the extenuating circumstances.

Appeals will be evaluated by the ***Regional Commissioner, Assistant Regional Commissioner, Regional Coach Administrator, and Regional Referee Administrator.***

V-POINT ADMINISTRATOR

- **Frank Gallucci**