



AYSO
Southern California Extra
Developmental Soccer League
(SCEDSL)

Hosted By
AYSO Sections 1, 10 & 11

Revised August 11, 2024

GUIDELINES

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AYSO

Southern California Extra Developmental Soccer League (SCEDSL)

(Effective April 1, 2024)

PROGRAM

The Southern California Extra Developmental Soccer League, known as SCEDSL, serves as a gaming circuit specifically tailored to support the AYSO EXTRA Programs offered within AYSO Sections 1, 10, and 11.

The SCEDSL aims to establish optimized gaming circuits that prioritize delivering the best possible experience for teams, free from historical limitations associated with section boundaries. These circuits may encompass age divisions ranging from 9U to 16U for both boys and girls. The SCEDSL will host a Fall regular season and a postseason tournament.

JURISDICTION

The SCEDSL program guidelines solely pertain to matters concerning the Fall regular season gaming circuit and the postseason tournament. Matters outside the scope of gaming circuits should adhere to the EXTRA Program guidelines established by individual Sections. These matters may include:

- Participation fees at the Section, Area, or Region level.
- Eligibility criteria for forming an EXTRA team.
- Methodologies for team and player selection.
- Procedures for coach and referee selection.
- Guidelines for practice, training, and uniforms.
- Team sponsorship.
- Policies regarding misconduct and discipline.

The SCEDSL program operates as the primary program and, unless otherwise specified, complies with the following AYSO Governing Documents: National Rules and Regulations, EXTRA Rules and Regulations, National Bylaws, and National Policy Statement. Matches and program activities are to adhere to the current FIFA Laws of the Game (AYSO Edition) and the Program Guidelines provided herein.

The administration of the program falls under the responsibility of the Section 1, 10 & 11 EXTRA Program Administrators. They oversee general administrative functions and manage dispute resolution and discipline reviews with the support of Section Directors or their designees. The Program Administrators may appoint staff as needed to ensure the program's success.

Each Section Director verifies compliance with EXTRA Program requirements regarding player and coach eligibility, team formation, field allocations, and referee support within their Section for Regions participating in the SCEDSL Program. Compliance with AYSO Philosophies, Rules & Regulations, and By-Laws is essential for providing a consistent and positive experience for all involved.

Issues requiring special attention are handled by Section EXTRA Program Administrators, with the possibility of appointing a three-member committee of Area Directors or Section Staff Members for resolution. Appeals regarding these matters are adjudicated by the Section Directors or their designees.

DEFINITIONS

- **EXTRA** refers to AYSO's EXTRA program as defined in the AYSO National Rules & Regulations.
- **SCEDSL** stands for the Southern California EXTRA Developmental Soccer League, operating as an Extra Program gaming Circuit within the geographic footprint of AYSO Sections 1, 10, and 11.
- **Team(s)** are eligible EXTRA Teams participating in the SCEDSL with the approval of their respective Section Directors.
- **Player(s)** are individuals rostered on an Eligible EXTRA Team participating in the SCEDSL, meeting all Player Eligibility requirements outlined in this document, and approved by their respective Section Directors to participate on the team.
- **Coach(es)** are individuals rostered on an Eligible EXTRA Team participating in the SCEDSL, meeting all Coach eligibility requirements outlined in this document, and approved by their respective Section Directors to participate on the team.
- **Referee(s)** are officials overseeing matches played as part of the SCEDSL program.

PLAYER ELIGIBILITY

- Each Regional Commissioner whose teams participate in the SCEDSL Program is responsible for ensuring their Region's compliance with established Player Eligibility requirements. Player Eligibility, concerning age requirements for participation in a specific division, is outlined in the AYSO National Rules & Regulations.
- Eligible players must be registered with AYSO in the membership year corresponding to the SCEDSL program year in which they are participating. The AYSO National Office player database is the sole source for determining all players' current registration status and for creating team rosters and ID cards.
- The SCEDSL Program operates as a "Side-by-Side" program. According to AYSO National regulations, a player involved in the SCEDSL Side-by-Side program cannot play on any other AYSO team during the same season, nor are they eligible for All-Star play.
- Players are expected to prioritize their teams as their main non-school activity. It is anticipated that every player attends each practice and game at the agreed-upon times.
 - To fulfill the player commitment requirement, players cannot be enrolled in or participate in other Club or non-AYSO soccer programs during the SCEDSL Program's fall primary season.

However, as long as compliant rosters are maintained for the SCEDSL postseason tournament, players transitioning to club programs in the spring will be allowed to participate in the postseason tournament, provided they met all eligibility requirements during the fall primary season.

- Players are prohibited from practicing with, playing for, or acting as a "guest player" for any other soccer club before the end of the Fall SCEDSL regular season.

It falls on the participating Region and its coaches to ensure adherence to the Player Eligibility rules. Even unintentional or inadvertent violations will result in the player being considered ineligible.

INELIGIBLE PLAYERS

A team utilizing an ineligible player will forfeit all games in which the player participates while ineligible. It will be assumed that the ineligible player took part in all matches unless the team's coach can furnish conclusive evidence to the contrary.

Introducing or fielding an ineligible player on a team may lead to the expulsion of the player, coach, and/or the entire team from the SCEDSL Program, or other disciplinary measures as warranted under the AYSO due process procedure.

COACH ELIGIBILITY (Team Coach and Assistant Coach)

Each team shall have a team coach and an assistant coach.

All coaches must be registered as an AYSO volunteer in the program's membership year and must stay up-to-date on all background checks and safety training required by AYSO. If a coach starts the season compliant but allows any aspect of their eligibility to expire before the conclusion of the SCEDSL program, they will be considered ineligible, which may lead to sanctions against the coach and/or team.

Coaches are advised against coaching multiple teams participating in the SCEDSL program. Doing so may lead to scheduling conflicts. A coach being "double-booking" is not considered a valid reason for rescheduling an SCEDSL match.

REQUIRED COACHING CERTIFICATIONS

Coaches must have completed the minimum training levels below prior to the beginning of the Fall season:

Age Division	Certification Required
9U/10U	U-10 Coach Certified
11U/12U	U-12 Coach Certified
13U/14U	Intermediate Coach Certified
15U/16U	Advanced Coach Certified

REGIONAL SUPPORT (Officiating)

Participating Regions are responsible for providing appropriate referee coverage for each SCEDSL match hosted in their region.

At a minimum, referees shall:

- Be registered as an AYSO volunteer in the program's membership year and up-to-date on all background checks and safety training mandated by AYSO.
- Be an AYSO-trained and certified referee.
- Be in good standing with the Region, Area, Section, and AYSO.
- Be approved by the Region Referee Administrator.

All SCEDSL Program games must adhere to the Diagonal System of Control, employing one referee and two assistant referees. Club linesmen should be enlisted when there are an inadequate number of assistant referees available.

Matches that do not have a referee assigned by Thursday at 5:00 PM prior to that weekend's play are open to the home and away team referees to officiate. The referees must officially sign-up for the match in MatchTrak to avoid a possible forfeit by the home team.

Matches that do not have a Referee assigned by Friday at 12:00 PM prior to that weekend's play are subject to forfeit by the home team.

REGIONAL SUPPORT (Fields)

Fields and equipment need to be age appropriate. Participating Regions are responsible for properly preparing all fields used. Field set-up and take-down are the responsibility of the hosting Region.

Per AYSO National Rules and Regulations, the dimensions and markings of the field of play and goals shall be at the discretion of the Region and, whenever possible, conform to the IFAB Laws of the Game for 13U and older or to AYSO/US Soccer Player Development Initiative small-sided match requirements as follows:

	9U, 10U	11U, 12U	13U, 14U	15U, 16U
Length (Yards)	55 to 65	70 to 80	100 to 130	100 to 130
Width (Yards)	35 to 45	45 to 55	50 to 100	50 to 100
Center Circle Radius (Yards)	8	8	10	
Goal Area Length/Width (Yards)	4 x 8	5 x 16	6 x 20	
Penalty Area Length/Width (Yards)	12 x 24	14 x 36	18 x 44	
Goal Line to Penalty Spot (Yards)	10	10	12	
Max Goal Size Height/Width (Feet)	6.5 x 18.5	7 x 21	8 x 24	
Recommended Goal Size (Feet)	6.5 x 12	6.5 x 18.5	8 x 24	

TEAM, PLAYER, AND COACH IDENTIFICATION REQUIREMENTS

- At every match, coaches must possess a team roster generated by the AYSO registration system (SportsConnect) and signed by the Regional Commissioner or their delegate. These rosters contain sensitive personal information and may not be requested by or shown to the referee or the opposing team's coaching staff.
- An AYSO registration system (SportsConnect) generated team lineup card must be presented to the referee at check-in. The players should be listed in jersey-number order with no handwritten alterations except for the jersey number. This document holds the same importance as player ID cards. Teams failing to provide this lineup card may forfeit the match, pending review by the SCEDSL Program Administrators, Section Directors, or their delegates. Players not listed on this lineup card are ineligible to participate in the match.
- Coaches must also have player and coach ID cards at all matches. These items must be presented to the referee at check-in. Players or coaches without valid IDs will not be permitted to participate in the match.
- Player ID cards must display the player's name, AYSO ID number, current Membership Year, date of birth, and recent photo, and be approved by the Regional Commissioner or designee. All player ID cards must be laminated paper cards or hard plastic printed cards.
- Coach ID cards should include the coach's name, AYSO ID number, current Membership Year, volunteer position, recent photo, Region number, and the signature of the Regional Commissioner or designee. All coach ID cards must be laminated paper cards or hard plastic printed cards.
- Coaches are required to wear ID cards visibly on their person during check-in and throughout the duration of

the match.

- Additionally, coaches must have AYSO Player Medical Release Forms (MRF) for each participating player at all matches. These forms contain sensitive personal information and may not be requested by or shown to the referee or opposing team's coaching staff. Nonetheless, MRFs must be on hand at all events (games, practices, scrimmages, parties, etc.) in which the team participates.

Teams failing to provide the required documentation to participate in the match may forfeit the match, pending review by the SCEDSL Program Administrators, Section Directors, or their delegates.

ROSTER SIZE AND FORMAT OF PLAY

Age Division	Minimum/Maximum Roster Size	Match Format	Match Durations
9U	8/10	7v7	25 Minute Halves
10U	8/10	7v7	25 Minute Halves
11U	10/12	9v9	30 Minute Halves
12U	10/12	9v9	30 Minute Halves
13U	12/15	11v11	35 Minute Halves
14U	12/15	11v11	35 Minute Halves
15U	12/18	11v11	40 Minute Halves
16U	12/18	11v11	40 Minute Halves

PLAYER PARTICIPATION REQUIREMENT

Coaches are responsible for ensuring that all eligible team players present at a game must play at least half of the match, unless they are prohibited by injury.

GAMES – SCHEDULING AND RESCHEDULING

- The teams in each division may be separated into distinct flights to be determined by the Section EXTRA Program Administrators.
- The match schedules, results, and standings will be posted (or linked) at www.AYSOSCEDSL.org.
- Inter-Area matches (i.e., those involving two teams from different Areas) may not be scheduled to kick off prior to 10:00 AM.
- All matches shall be played as scheduled, with no exceptions. Under no circumstances should coaches attempt to contact one another to discuss rescheduling a match. **Teams participating in unapproved reschedules will receive a “double forfeit,” be sanctioned, and may be deemed ineligible for postseason play.**
 - NOTE: There are very few valid reasons for rescheduling a match. Aside from city/school-directed closures (typically due to weather), all requests for reschedules must be approved by the Section Directors of the teams involved or their designees.
- MatchTrak is the only valid source of match information (date, time, venue, field open/closed). Local “mud lines” are not to be relied upon for field status determination. Unless and until MatchTrak indicates that a match is postponed, teams can presume the match will be played as

scheduled.

In the event games are canceled due to adverse weather conditions, the Regional Commissioner of the home team shall, within 96 hours, submit a request to reschedule the game to the SCEDSL administrators via MatchTrak. The SCEDSL Program Administrators have the authority to reschedule games or declare a forfeit should there be an unfair advantage by not rescheduling a game.

GAMES – SCORE REPORTING

- Coaches are responsible for reporting match scores to the designated schedule/standings system as soon as reasonably possible and no later than 24 hours after the completion of the match. Reporting responsibility is assigned to the home team.
- In the case of an incorrect score report, coaches should contact their Area EXTRA Program Administrator.

GAMES – GAMEDAY REQUIREMENTS

- Sideline assignments of players, coaches, and spectators shall be solely determined by the hosting Region's regulations.
- Both teams shall be present and ready for pre-game check-in no later than 15 minutes prior to the scheduled kick-off time. If either of the teams is not ready to play at the scheduled kick-off time, the referee may allow a grace period of up to 10 minutes before abandoning the match. In any case, the referee may, at their sole discretion, shorten both halves of the match to accommodate a late start.
- The referee is to report all suspensions or terminations of matches due to field closures and any other area of concern, including unsafe conditions, in MatchTrak's Referee Match Reporting System within 24 hours of the game.
- The referee may terminate or suspend a match for reasons of safety (including unsafe field conditions, bad weather, or darkness), for any serious infringement of the Laws, or because of interference by spectators.
- In the case a match is abandoned prior to Full Time, the SCEDSL Program Administrators, or their delegates, have the authority to declare a winner, a forfeit, or a replay of the match in its entirety as follows:
 - If a team did not have enough players ready to play at the scheduled time (after a grace period, referee determined), their opponent will be awarded a 1-0 forfeit.
 - If an entire team fails to appear for a scheduled match, the SCEDSL Program Administrators will investigate the cause of the no-show. If warranted, the coach of the "no-show" team may be charged with coach misconduct (failure to conduct themselves responsibly before the match) and be subject to all the consequences of coach misconduct, including a loss of 1 point in the league standings.
 - If the match termination is due to the actions of both teams, the game shall be deemed a "double forfeit" (loss by both teams) and will count in the computation of average points per game in determining the standings.
 - If less than one-half of the regulation match time had been played at the time of the game

suspension, the match will be rescheduled and played in its entirety at a later date and time. If the match cannot be rescheduled, it will be considered a “match not played” for purposes of standings.

If a match termination occurs prior to completion for any reason, the match score may stand as recorded by the referee, provided one-half or more of the regulation match time had been played at the time of suspension. In these cases, the Section Directors have the authority to determine it a “match not played” (and maybe rescheduled) in cases where coach, player, or spectator misconduct directly led to the termination.

GAME SCORING

- A maximum of three (3) points shall be awarded to a team in any one game as follows:
 - Win - 3 points
 - Draw - 1 point
 - Loss - 0 points
 - A one-point deduction for each red card (send-off) received by a player, team coach, or assistant coach (before, during, or after the match).
 - A one-point deduction for using an ineligible player in a match (in addition to the forfeit).

STANDINGS

- Forfeits will be recorded as a 1-0 score in favor of the non-forfeiting team.
- Standings will be determined by average points per game (total points earned divided by the number of games played).
- Tie breakers for season standings shall be as follows:
 - Head-to-Head Play (outcome of the game(s) involving the tied teams).
 - Goal Differential: goals scored less goals allowed, maximum differential of three (3) goals per game.
 - The team with the highest number of goals scored, maximum of five (5) goals per game.
 - Lowest point deductions for misconducts and send-offs.

Random draw (coin toss).

POST SEASON TOURNAMENT

The Postseason SCEDSL State Cup is an AYSO Invitational Tournament and participation will be determined by a combination of the following.

Opt-in

Teams interested in being considered for postseason play must register via the SCEDSL postseason registration system by the date indicated in the SCEDSL Program Calendar.

Tournament Qualification

A limited number of invitations for tournament participation will be available. Regular season standings will be the primarily determining factor as to which teams will be invited to participate in the postseason tournament. Guidelines for invitation determination will be published in the SCEDSL tournament guidelines once the total number of teams participating in the regular season has been confirmed. All invitations to the postseason tournament are subject to final approval by the Section Directors or their appointees.

Team Eligibility

Only those teams meeting all postseason play eligibility requirements will be invited to postseason play. Eligibility requirements are outlined elsewhere in this document, and key points are summarized in the following paragraphs.

Teams that have two or more reported coach and/or spectator ejections will not be eligible to participate.

Teams that do not comply with their Region's Referee Point System (or any other Regional, Area, or Section Eligibility requirements) will not be eligible to participate. Section Directors will be required to attest to team compliance.

Player Eligibility

Player participation is limited to those who are on the approved roster during the regular season.

Tournament Fees

A separate fee is to be paid for Postseason Play.

Details regarding the SCEDSL State Cup Tournament will be published in a separate guidelines document.

MISCONDUCT

It is the responsibility of the referee to submit a written MatchTrak Match Report within 24 hours after the conclusion of the game in which a coach or player caution or send-off occurred. The referee must also submit a Match Report when a spectator is expelled for failure to conduct themselves in a responsible manner (before, during, or after the game).

Should someone refuse to immediately leave the field when requested to do so by the referee, the game shall be suspended until the situation has been resolved. If it is not resolved in what the referee

considers a reasonable amount of time, the match shall be abandoned, and the referee must submit a Match Report.

There is **no** mandatory “cooling off” period for cautioned players (also defined by FIFA as “sin bins”). It is recommended that, at the coach’s request and with the referee’s permission, a cautioned player, or any player having difficulty controlling their emotions, may be substituted at the earliest opportunity.

A player sent off must leave the field in the company of their parent(s) or guardian(s). Otherwise, the player may remain in the proximity of the field under adult supervision. Send-Off’s (Red Cards), Cautions (Yellow Cards), and spectator expulsions or reports of irresponsible behavior issued in games **are not subject to appeal**.

Coach Send-Offs

In the event that a coach or assistant coach is shown a red card and sent off by the match referee, the match will be immediately abandoned. It is important to note that teams should not automatically assume that the match is a forfeit by the team whose coach was sent off.

The disposition of the match, including whether it will be considered a forfeit, replayed, or have any other outcome, will be determined by the SCEDSL leadership following a review of the incident. The decision of the SCEDSL leadership is final and not subject to appeal.

SUSPENSIONS

- The penalty for a player, coach, or spectator send-off shall be a minimum one-game suspension.
- Referees shall not retain any Player ID Cards from players who have been sent off.
- Disciplinary Review shall be conducted by the team’s home Section in cases of send-offs related to abusive language, serious foul play, violent conduct, and any reported coach or spectator expulsions.
- The length of any suspension may be increased, and other disciplinary measures applied if deemed warranted in accordance with the AYSO due process procedure.
- Suspensions shall be served in the first regular season or postseason game (not scrimmage) that is played following the game of the incident.
- A player serving a suspension may attend the team’s next scheduled game as a spectator and not in uniform but may not participate in any manner.
- A coach or spectator serving a suspension may not be present at the game (including pre-and post-game activities) or participate in any manner.

PROGRAM MODIFICATIONS & EXCEPTIONS

While these guidelines serve as the primary governing document for the SCEDSL program, the program administration reserves the right to modify or make exceptions to these guidelines at any time. Any such modifications or exceptions require prior approval from the involved Section Directors.

PROGRAM CALENDAR

Date	Event
May 28, 2024	Deadline For Regions To Submit Initial Team Counts
July 1, 2024	Team Application Deadline
July 27, 2024	Schedules Published For Home Region Field Assignments.
July 27, 2024	Team Rosters Due (Official Rosters only will be accepted)
August 10, 2024	Mandatory Coach Meeting (Via Zoom)
September 1-2, 2024	Labor Day weekend
September 7, 2024	Regular Season Begins
October 31, 2024	Last Day for Roster Changes
November 17, 2024	Regular Season Ends
November 23, 2024	Post Season Play-In Games
December 7 - 8, 2024	Post Season Pool Play Round (Tentative)
December 14 - 15, 2024	Post Season Single Elimination Rounds (Tentative)

PARTICIPATION FEES

Team Fees:

- **Fall Season:**
 - 9U & 10U - \$150 per team.
 - 11U & 12U - \$175 per team.
 - 13U To 16U - \$200 per team.
- **SCEDSL State Cup:**
 - \$400 per team.

END OF DOCUMENT