



AYSO Area 1C

Spring Soccer Rules and Regulations

Spring Select and Spring Development

1. **Scope and Application of Rules** – These AYSO Area 1C Rules and Regulations cover the reformatted Spring Soccer program offered by AYSO Area 1C (the “Area”), hereinafter referred to as the “Spring Rules”. They do not apply to the AYSO Spring Cup for Upper Division teams, 16 and Under and 19 and Under.. The AYSO National Rules and Regulations and the AYSO Section 1 Rules and Regulations shall also apply to all such games. Any discrepancy between or among such documents shall be subject to the interpretation and decision of the Area Director of Area 1C (the “Area Director”). The “Kids Zone” program shall be in effect for all games and other activities in the Area. The specific programs covered by these rules are:
 - a) **Spring Select Program** – The Spring Select Program (SSP) is a tournament style program for 10U, 12U, and 14U teams, all based on current AYSO season ages. 8U and Graduate Series teams are not eligible.
 - (1) The Spring Select Program will be made up of teams that decide to remain together from a prior program in the Membership year. This includes Area All Stars and Section All Stars, and Extra Teams. If a region wants to submit a team to SDP that does not meet these requirements, that team’s participation in SSP requires approval of the Area Director or the Area Coordinator. The SSP is intended for highly competitive teams that wish to participate in other tournaments held during the spring and summer time periods.
 - (2) There will be three weekends of pool play and one weekend of finals. There is no preset weekend for rain make-ups. Re-scheduling of matches cancelled due to weather or field availability is at the discretion of the Area Director and Area Coordinators. Teams should expect to play one (1) game on each of the two days of Tournament weekends.
 - (3) The number of teams in the SSP is dependent on field availability and the number of teams that register for the program. This impacts the number of games to be played. The Area Coordinator or Area Director may alter the number of matches and duration of play due to weather and/or field availability.
 - b) **Spring Development Program** - The Spring Development Program (SDP) is a core season style program for 10U, 12U, and 14U teams, all based on current AYSO season ages. 8U and Graduate Series teams are not eligible.
 - (1) The Spring Development Program will be made up of teams that are reformed specifically for the SDP and must be balanced among all of the teams in a specific age and gender Division. In general, Regional, Area and Section All Stars Teams, and Extra Teams will not be allowed to stay together. However, if the number of players in a region means a team or teams cannot meet the Team Formation requirements of [Section 7\(b\)](#) of these Rules, their participation in SDP will require approval of the Area Director or the Area Coordinator. The SDP is intended for developmental teams that are committed to games every weekend during the spring time period.
 - (2) There will be five weekends of pool play and one weekend of finals. There is no preset weekend for rain make-ups. Re-scheduling of matches cancelled due to weather or field availability is at the discretion of the Area Director and Area Coordinators. Teams should expect to play one game each weekend. Scheduling constraints may require a team to play two games in a weekend.
 - (3) The number of teams in the SDP is dependent on field availability and the number of teams that register for the tournament. This may impact the number of games to be played. The Area Coordinator or Area Director may alter the number of matches and duration of play due to weather and/or field availability.

2. **Area Program Coordinators** – The Area Director shall appoint Area 1C Coordinators (the “Area Coordinator”) who shall coordinate the inter-region play for these programs. The Area Coordinators shall be responsible for scheduling games, maintaining standings, scheduling playoff games and any championship tournaments, and all other activities related to the respective program as may be determined by the Area Director. The Area Coordinator may appoint Division Coordinators as necessary to assist in distributing program information, collecting scores and lineup cards and monitoring compliance with the program rules.
3. **Region Program Coordinators** – Each Regional Commissioner shall appoint a Region Program Coordinator (the “Region Coordinator”) who shall coordinate these programs within that Region and act as liaison between the Region and the Area Coordinator. Additional duties are given below in these rules.
4. **Coach Eligibility** – Each Regional Commissioner of any Region participating in an Area program shall be responsible for ensuring that all participating coaches and assistant coaches of all teams from that Region have submitted current volunteer applications to the AYSO National office with an approved Risk Status; have completed Live Scan screening and have AYSO Safe Haven® certification; have completed Concussion Awareness, Sudden Cardiac Arrest, and SafeSport Training and have completed the AYSO age-appropriate training for the team level they will coach. Unless the following certification levels can be met, the approval of the Area Director and Area Coordinator is required.
 - a) **10 and Under Teams** – 10U Coach Certification is required for 10 and Under coaches
 - b) **12 and Under Teams** – 12U Coach Certification is required for 12 and Under coaches
 - c) **14 and Under Teams** – Intermediate Coach Certification or higher is required for 14 and Under coaches
5. **Mandatory Coach and Referee Meetings** – Prior to the start of the Spring Program, the Area Coordinator and the Area Referee Administrator shall conduct mandatory meetings for coaches and referees, either jointly or separately, referred to as the “Mandatory Meeting”. Attendance at the coach Mandatory Meeting cannot be delegated to an individual who is not a coach or assistant coach for that team without the express approval of the Area Director or the Area Coordinator. Attendance at the referee Mandatory Meeting cannot be delegated to an individual who is not a Team Referee for that team without the express approval of the Area Referee Administrator or the Area Director. Any team which does not send the required representatives to the Mandatory Meeting shall receive one Penalty Point (see [Section 20\(b\)](#)). For certain returning coaches and referees, the Area Coordinator and the Area Referee Administrator may decide to offer mandatory completion of a Confirmation of Understanding questionnaire (Confirmation of Understanding) in lieu of required meeting attendance. In that case, completion of the Confirmation of Understanding will be treated the same as if that person had attended the Mandatory Meeting.
 - a) **Coach Meetings** – The coach or assistant coach from each team participating in that Area program must be present at the Mandatory Meeting, or, if offered, must complete the Confirmation of Understanding.
 - b) **Referee Meetings** – The Team Referee(s) from each team participating in that Area program must be present at the Mandatory Meeting, or, if offered, must complete the Confirmation of Understanding. If the program requires a team to have two Team Referees, then two Team Referees must attend the meeting, or, if offered, complete the Confirmation of Understanding. At-large Referees will earn a Referee Point for attendance at the Referee Mandatory Meeting or one-half of a Referee Point for completion of the Confirmation of Understanding.
6. **Player Eligibility**
 - a) **Regional Commissioner Responsibilities** - Each Regional Commissioner in the Area is responsible for ensuring the eligibility of each player from their Region on each team from their region. Each Regional Commissioner is responsible for ensuring that all players on their region’s teams are properly registered with AYSO before they play any games. At the request of the Area Director, a player must produce a

birth certificate or other proof of age acceptable to the Area Director to verify age eligibility for a given team.

- b) **Definition** – An “eligible” player, for purposes of these Rules, is any player who meets **all** of the following requirements. An “ineligible player” is any player who does not meet the definition of an “eligible player” for any given game.
 - (1) is properly registered with AYSO and meets the eligibility requirements given below
 - (2) is listed on the most current team roster on file with the Area
 - (3) has signed a Player Agreement, if required
 - (4) is not currently suspended from playing due to disciplinary action as a result of a sendoff, accumulation of yellow cards or other sanctions imposed by the Area or these Rules
 - (5) has a laminated player ID Card at the game in question
 - c) **Player Agreement for 14U Players** – Each player participating in a Spring Area program on a 14U team shall sign a Player Agreement, in the form provided on the Area website (ayso1c.org) as a condition of their eligibility to play. Completion of the Player Agreement evidences that the player understands these Rules and will play in a safe, fair and fun manner consistent with AYSO philosophies. The coach of each 14U team shall maintain copies of the Player Agreements from players on their team and shall provide copies to the Area Coordinator before the first games of that season.
 - d) **Eligibility for Pool Play, Registration Cutoff Date** – No player shall be eligible to play on any Spring Cup team if that player was not registered prior to the Wednesday before the first match.
 - e) **Forfeit of Games Played with Ineligible Players** – a team shall forfeit any game in which an ineligible player has participated or attempted to participate, and such team, ineligible player, and/or team coach may be subject to additional sanctions imposed by the Area Director as may be deemed appropriate under the circumstances.
7. **Team Formation** – Teams must be rostered in an Area 1C Region and approved to participate by their Regional Commissioner. Each team’s Regional authorization to participate is granted by submitting a signed Team Roster. Only the Area Director may invite teams from outside Area 1C to participate. All teams must meet the Referee/Team Requirements of [Section 18\(b\)](#) of these Rules. Additional requirements are:
- a) **Spring Select Program** – The SSP is “open” for AYSO Area 1C teams (Extra, All-Star, Tournament and Fall Core programs’ teams may participate, subject to Area approval per [Section 1\(a\)\(1\)](#) of these Rules). Teams in this program have chosen to stay together so that balancing teams is not applicable.
 - b) **Spring Development Program** – In the event that a Region submits more than one (1) team in any Division of the SDP, then such teams shall be balanced in accordance with AYSO rules and regulations and a set team formation process approved by the Regional Commissioner and the Region Coordinator. The Area Coordinator can request a copy of that procedure at any time during the season. This includes prior to team formation or after the Playoff Tournament. Any team with half or more of its players having played together in Extra, All-Star, or the Fall Core programs is not permitted to play in SDP and must instead play in the SSP. However, if the number of players in a region means a team or teams cannot meet these Team Formation requirements, the Regional Commissioner, Area Director and Area Coordinator shall determine whether that team plays in SDP or SSP. The Regional Commissioner and Region Coordinator shall be responsible for ensuring that all teams in the SDP have been properly balanced in the team formation process.
8. **Team Rosters** – A Final Team Roster, in the form of an Affinity Team Roster signed by the Regional Commissioner (the “Team Roster”), shall be submitted to the Area Coordinator as below. No roster form other than the Blue Sombrero Team Roster shall be acceptable. Teams that have not submitted a roster to

the Area Coordinator are **not** permitted on the field, and scheduled games not played shall result in a forfeit. Team rosters should include: (a) region, program and division designation, (b) team name and uniform colors, (c) coach name, address, phone number(s) and email address, (d) assistant coach name, address, phone number(s) and email address, (e) each player’s name, jersey number, AYSO registration number, date of birth, address and phone number, (g) signature of the Regional Commissioner of the Region represented. For any division requiring Team Referees ([Section 18\(b\)\(2\)](#)), the Region shall submit the name, AYSO ID Number and AYSO Badge level of each team’s Team Referees to the Area Referee Administrator no later than the same date as the rosters are due.

- a) **Roster Due Deadline and Team Sizes** - A Team Roster and Referee information shall be submitted for each Spring Program team by the Regional Coordinator no later than the Wednesday before the first match. Teams will be allowed to carry expanded rosters. The maximum roster size for Spring Cup Teams shall be per the following Table 3. There are no younger/older team formation requirements, but Regional Commissioners are allowed to set Regional participation requirements for teams from their Region, provided these do not conflict with any Tournament Rules or Area 1C Rules or Regulations. Regions are discouraged from having players play up in an older division. The goal of the tournament is to provide an opportunity for players to play in competitive matches. A Region Coordinator must request approval to allow a player to play up a division. In the event of a request, approval is required by the Area Coordinator or Area Director.

Division	Max. No. of Players
10 and Under	11
12 and Under	14
14 and Under	16

- b) **Updated Roster Required for Adds and Drops** – Whenever a player or players are dropped from or added to a team, a new Team Roster must be submitted to the Area Coordinator 48-hours prior to the next game scheduled for that team. If a team plays a new player who has not been added to the Team Roster 48-hours prior to any game in which he/she played, such player shall be deemed an ineligible player for all games for which he/she was not on a Team Roster and any such games shall be deemed forfeited by the team. No changes or additions to a Team Roster may be made after the deadline for submitting the Team Roster except in the case of a verifiable hardship approved by the Area Coordinator. Examples include player injury or players leaving a team such that a full team cannot be fielded. Player suspensions are not a valid hardship.
 - c) **Coach Must Carry a Copy of Current Roster** – Each coach must have a paper copy of the current Team Roster, signed by their Regional Commissioner, in the form on file with the Area, at every game. A referee at any game may ask the Coach to produce the Team Roster for clarification of ID Card and Lineup issues, and the coach should provide a copy of the Team Roster to the referee upon such request.
9. **Picture ID Card Requirements** – Each coach, assistant coach and player on any Spring Program team must have a current, AYSO-issued, laminated picture ID Card at all scheduled games. The picture ID Card shall be issued by Affinity Sports or inLeague from the current MY season and include the individual’s name, AYSO registration number, date of birth, gender, Region no., division, recent and recognizable picture with head size approximately 1-inch tall, and the signature of the Regional Commissioner for the Region that the team represents. Signature of the player is not required. **Picture ID Cards MUST be laminated.** The Area Coordinator will establish a method for quality control of ID Cards and improper or illegible ID Cards may be rejected by the Area.
10. **Player Registration Forms** – For each player on their team, coaches must have in their possession at all times a paper copy of the player registration form with an *original* parent/legal guardian signature or player’s signature if the player is of legal age (e-signature or “wet ink”).

11. **Host Region and Referee Host Region** – The Region that furnished the field to the Area program shall be the “Host Region”. The Area Referee Administrator may designate a “Referee Host Region” to assign referees for certain fields to assure that all regions fairly share the refereeing duties under [Section 18\(c\)](#) of these rules. If no designation of a Referee Host Region is made, the Host Region will be the Referee Host Region.
12. **Home Team/Game Balls/Sides of Field** – The team listed first on the schedule shall be designated the Home Team, regardless of which team, if any, represents the Host Region for that field. The Home Team shall be responsible for supplying two (2) game balls and the Away team shall supply one (1) game ball. Unless otherwise approved by the referee, the Home Team shall occupy the North or West side of the field and the Away Team shall occupy the South or East side of the field. All players, spectators, coaches and others associated with a team must remain on that team’s designated side of the field between the penalty areas and at least one meter back from the touch line. On fields with grandstands on one side of the field only, all spectators shall occupy those grandstands. In no event shall any person remain behind the goal line.
13. **Uniforms/Color Conflicts** – Uniforms, including goalkeeper’s jerseys, must meet AYSO uniform guidelines. All players on each team must wear the same uniform as issued by the Region in which they are registered. Each goalkeeper must wear colors which distinguish him/her from the other players (both teams) and referees. It is the Home team’s responsibility to change uniform shirts or wear vests if, in the sole opinion of the referee, there is a conflict with uniforms. All coaches are responsible for having in their possession an alternate uniform top or vests in case of a uniform color conflict. In addition, each coach is responsible for having an alternate goalkeeper jersey or vest available in case of a color conflict.
14. **Field Responsibility** – Both teams shall be responsible for helping set up nets, goals and flags on a field when they have the first game of the day on that field. Both teams shall be responsible for taking down the nets, goals and flags and clean up the field area when they have the last game of the day on that field. Each team is responsible for cleaning up its touchline area after each game. Failure to help with field setup or takedown, or failure to clean up the touchlines and field area, may result in sanctions for the offending team, at the discretion of the Area Director and Area Coordinator.
15. **Games and Competition**
 - a) **Rules** – All games shall be conducted in accordance with the current International Football Association Board (IFAB) Laws of the Game and decisions, as modified by any exception detailed in the AYSO National Rules and Regulations, Section 1 Rules and Regulations, and these Area 1C Rules.
 - b) **Scheduled Games** – All scheduled games must be played, unless canceled by the Area Coordinator. Failure of a team to play a scheduled game, including a “friendly” game, will result in a forfeit. Failure to play a scheduled game may result in disciplinary action against the coach or team. Games **cannot** be rescheduled by coaches; only the Area Coordinator has the authority to schedule or reschedule games.
 - c) **Presentation of Lineup Cards** – Prior to the start of each game, each team’s coach or assistant coach shall submit to the referee a fully completed lineup card printed on cardstock with the full name of all players on the team listed in jersey number order. **All** players on a team roster must be listed on each lineup card, even if a player will not be present at that particular game, with an indication of a reason for their absence (sick, injury, suspension, etc.).
 - d) **Picture ID Cards** – Picture ID Cards for players, coaches and assistant coaches are required. Game envelopes are not required in any program.
 - (1) **Presentation to the Referees** – The team’s coach or assistant coach shall submit to the referee the picture ID Cards of all players in attendance as well as the picture ID Cards of the coach and assistant coach in attendance. All picture ID Cards must comply with these Rules. The referee will check the players, coaches and assistant coaches against the ID Cards, and the referee shall retain possession of all picture ID Cards until the conclusion of the game. Unless specifically authorized

and communicated to the referee by the Area Coordinator or Area Director, any player, coach or assistant coach who does not submit to the referee a picture ID Card that complies with these Rules shall not participate in that game. NO EXCEPTIONS.

(2) **Coach and Assistant Coach ID Cards**– Only the coach and one assistant coach with valid ID Cards will be allowed to coach the game and be in the technical area. If and only if, there is no assistant coach on the roster, the team may have one person in the technical area who has an ID Card that is clearly marked as “Not a Coach” in large print and contrasting colors. In the event both the coach and assistant coach of a team are suspended or absent, then only the Regional Commissioner, or their designee authorized in writing by the Regional Commissioner and approved by the Area Coordinator or Area Director using the Temporary Coach Authorization form provided on the Area website (ayso1c.org) shall be authorized to act as the team coach. A picture ID Card is not required for the acting coach in this situation. Any person acting as the team coach of a team pursuant to a Temporary Coach Authorization must present the Temporary Coach Authorization in lieu of a picture ID Card to the referee prior to the start of the game. Except as set forth in this section, if there is no authorized coach, there is NO GAME, NO EXCEPTIONS.

e) **Number of Players** – A scheduled game shall not begin or be continued if one or both teams cannot field the minimum number of eligible players per the following Table 5.

Table 5 – Number of Players on the Field		
Division	Minimum	Maximum
10 and Under	5	7
12 and Under	6	9
14 and Under	7	11

f) **Ten (10) Minute Grace Period** – The referee shall allow a grace period of 10 minutes after the scheduled game time for players to arrive if and only if a team does not have the minimum number of players. When a team has the minimum number of players the referee should begin the match. If a team is not ready to play within 10 minutes after the scheduled game time, the referee shall not allow the game to begin. A forfeit may be declared and the offending team may be assessed a one (1) point deduction in the standings at the discretion of the Area Director and Area Coordinator.

g) **Games Starting Late** – Referees shall note the late start time of any game on the lineup card. Games that begin late may be shortened by the referee, at their discretion, to keep the remaining schedule of games for that field on time. The referee shall notify the coaches, prior to the start of the game, if it will be shortened and by how long it shall be shortened.

h) **Cancellation of Games** – The Area Director, Area Coordinator, or Regional Commissioner of the Host Region, shall have the authority to cancel or terminate games if the circumstances so warrant. They shall also have the authority to terminate a game early due to weather, lighting conditions, field conditions or other similar reasons not otherwise provided in these Rules. **Nothing in these Rules is intended to limit the authority of a referee to take action in accordance with the Laws of the Game applicable to AYSO games or as otherwise provided herein.** In the event a game is cancelled pursuant to this paragraph, it may be rescheduled, if feasible and practical, by the Area Director and Area Coordinator at their discretion.

i) **Status of Shortened Games** – Any game that is ended after the end of the first half of play (referee’s whistle) due to weather, lighting conditions, field conditions, or other similar reasons not otherwise provided in these Rules, shall be considered a completed game and the score at the time of ending shall be the official game result. Any game that is ended before the end of the first half of play due to the above reasons shall be considered an abandoned match and the Area Coordinator will attempt to reschedule the game to be played in its entirety from the beginning. If the game cannot be rescheduled due to field availability, referee scheduling, or other reasons not related to team or player

issues, the game will be deemed unplayed and the abandoned game will not be counted in the standings.

- j) **Running Up the Score** –Coaches are expected to adhere to the AYSO core philosophies, especially that of good sportsmanship. Coaches whose teams win by a margin of more than six goals in any one match should expect to be asked by the Area Coordinator or the Area Director to explain the circumstances surrounding the match. Any subsequent instances will incur assessment of 2 Penalty Points per game where the six-goal differential is exceeded. The Area Director may waive these Penalty Points in the event of special circumstances.
- k) **Disposition of Lineup Cards and Retained ID Cards** – At the conclusion of each game, it is the coach’s responsibility to retrieve the team’s picture ID Cards from the referee. The referee shall retain the ID Card of any coach, assistant coach, and/or players who were sent off and return the other picture ID Cards to the coach. [Section 18\(d\)](#) gives procedures for referees to complete lineup cards and for additional reporting. Completed lineup cards and retained ID Cards (if applicable) shall be handled per the following:
- (1) The Referee shall take a clear photo of both sides of both lineup cards. Picture 1 will be of the front of one card and the back of the other. Picture 2 will be the opposite. Photos should be sent in one email to lineupcards@ayso1c.org
 - (2) Failure to follow this procedure may be cause for a Missed Assignment per [Section 18\(c\)\(5\)](#) or not receiving a Referee Point per [Section 18\(c\)\(6\)](#).
 - (3) After the cards are completed and photographed, the referee shall retain them in case there are questions that cannot be answered by the photographs. All lineup cards shall be retained by the Referee for the duration of the Spring season.
 - (4) ID cards retained by the referee shall be mailed to the Area Referee Administrator at the address provided for the season. See below for the ID Card retrieval process.
 - (5) Coaches are responsible for enforcing game sanctions on disqualified players and/or coaches. Area will confirm that sanctions were observed from a review of lineup cards.
 - (6) **Return of Retained Picture ID Cards** – The Regional Commissioner, Region Coordinator, or Coach for the team that had ID Card(s) retained may personally retrieve the ID Card(s) from the Area Referee Administrator after the associated suspension has been completed. Upon request by the team representative, the picture ID Cards may be returned by mail. Cards shall not be returned directly to non-coaches or to players except with the approval of the Area Director, Area Coordinator, or Area Referee Administrator.
- l) **Playoff Tournaments** – Lineup cards, retained picture ID Cards and Misconduct Reports should be delivered immediately to the Field Monitor for that field.
- m) **Game Results Reporting** – Each coach shall be responsible for reporting their team’s game scores (including Playoff Games) to their Region Coordinator and shall make sure they are submitted online as directed by the Area Coordinator at the beginning of the season. Each Region Coordinator is responsible for sending scores for any games played by teams from that Region to the Division Coordinator. **Pool play results MUST be sent by email to the Division Coordinator within 48 hours of the scheduled game time. More stringent reporting time frames may apply for Playoff Tournament results.** Each Region Coordinator is responsible for making sure the scores for all games played by the teams from their Region have been uploaded to the online scoring system. Each coach shall be responsible for notifying their Region Coordinator if there is an error in the game score or standings as posted on the Area website. Any such error must be reported to the Area Coordinator within one (1) week after the score for a game has been posted on the Area website. If the error is not reported

within such one (1)-week period of time, the game score shall stand, and no adjustments will be made to the standings.

16. **Substitutions** – There is no free substitution in any Area program. Coaches shall cooperate fully with the referees to quickly provide the names of substituted players at each substitution opportunity. Coaches are not to engage in significant coaching instruction during these substitution breaks. Substitutions will be by quarters. The referee will stop the game approximately midway through each half to allow for player substitutions. An injured player may be substituted at any time with the referee’s permission.
17. **Minimum Playing Time** – Division Coordinators will monitor lineup cards submitted by the referee to verify that the following minimum playing times are adhered to. Injuries and absences must be clearly indicated on the lineup cards submitted by the referee. If any player on a team does not play the required minimum playing time in a game, then that team will forfeit the game. Late arrival or planned early departure does not reduce the minimum amount of time a player must play in a game unless insufficient time is available to satisfy the requirement. Every player shall play at least one-half (1/2) of every game at which he/she is present. Goalkeepers are not limited as to playing time in the goal. Regions may have their own limits, but these are not enforced by Area.
18. **Referees**
 - a) **General** – The diagonal system of control (3-referee system) shall be used in all games without exception. Decisions of the referees are FINAL and shall not be grounds for any appeal or protest of any game. Each Regional Commissioner of any Region participating in an Area program shall be responsible for ensuring that all participating referees and assistant referees from that Region have submitted current volunteer applications to the AYSO National office with an approved Risk Status; have completed Live Scan screening and have AYSO Safe Haven® certification; have completed Concussion Awareness, Sudden Cardiac Arrest, and SafeSport Training.
 - b) **Referee/Team Requirements** – The Area has established requirements for the quantity and certification level of referees submitted by regions to qualify their teams for Area programs involving pool play. This requirement includes Qualifying Referees and Team Referees as shown in Table 6. For a team to qualify, both Qualifying Referee and Team Referee component requirements must be met.
 - (1) **At-large Referees** – Consisting of Qualifying Referees and Other Referees
 - (i) **Qualifying Referees**
 - (a) In order for a team to qualify for an Area program, the Region shall submit the name(s) of active, certified volunteers per Table 6 who they feel should be approved to act as referee and/or assistant referee in that team’s division. These are Qualifying Referees. A volunteer may only be a Qualifying Referee for one team at a time and may not be used to satisfy a Team Referee requirement. The submission of Qualifying Referee information shall be approved by the Regional Commissioner.
 - (b) If a Region does not have sufficient approved referee volunteers to qualify its teams, it can “borrow” a referee from another Region so long as the Regional Commissioner of the other Region approves it in writing. For the duration of the season, the borrowed referee shall be deemed to be from the Region whose team he/she qualified.
 - (ii) **Other Referees** – Each Region may submit a further list of other referee volunteers who will be covering games along with the Region’s assessment of what Division and role (Referee and/or AR) that referee should be approved to cover. This list can be supplemented at any time during the season by resubmission to the Area Referee Administrator.
 - (iii) **At-Large Referee Linkage** – Once teams are qualified, there is no linkage between the At-large Referees and any specific team.

- (2) **Team Referees** – 14U, 12U, and 10U teams participating in an Area program shall have Team Referees per the following Table 6. Team Referees are assigned to the team and shall fulfill the team’s referee responsibilities. Team Referees shall be determined to be qualified to act as referee and/or assistant referee in games in their team’s age Division for either gender. It is discouraged for a coach to also act as a Team Referee. No Qualifying Referee from [Section 18\(b\)\(1\)\(i\)](#) may be submitted as a Team Referee and no referee shall be submitted to meet the Team Referee requirements of more than two (2) teams.
- (3) **Referee/Team Approval** – The Area Referee Administrator or Area Director shall determine if the submitted volunteers a) meet the program requirements and b) have volunteered sufficiently in Area programs to qualify as active referees. Only with approval of the submitted At-large Referees and Team Referees are the teams qualified to play.

Table 6 –Team Qualification Referee Requirements			
Program	Division	Referee Requirement	AR Requirement
Spring Select Program	14U	1 At-large Qualifying Advanced Referee or Advanced Candidate	1 At-large Qualifying Intermediate Referee or Intermediate Candidate
	12U	1 At-large Qualifying Intermediate Referee or Intermediate Candidate	1 Team Referee, Regional since September
	10U	1 At-large Qualifying Intermediate Referee or Regional Referee with 1 year minimum in grade	1 Team Referee, Regional since September
Spring Development Program	14U	1 Team Referee, Advanced or Intermediate since October	1 Team Referee, Intermediate or Intermediate Candidate
	12U	1 Team Referee, Intermediate or Regional Referee with 1 year minimum in grade	1 Team Referee, Regional since September
	10U	1 Team Referee, Regional since September	1 Team Referee, Regional

- c) **Referee Scheduling** – The Area Referee Administrator shall formulate a plan to ensure that all Spring Program pool games are officiated by qualified referees, determined to be qualified to referee the 14U, 12U, and 10U games they are assigned to.
 - (1) **Spring Select Program** – for 12U and 10U SSP pool games, the Regional Referee Administrator from the Referee Host Region shall assign a referee and both the Home Team and the Away Team shall furnish one Team Referee to act as Assistant Referees for the game following their respective team’s game, or for the first game of the day on that field if there are three (3) or fewer games on that field on that day. For 14U SSP pool games, and for the first game of the day in all Divisions when there are four (4) or more games on any given field, on that day, a full three-person referee team shall be scheduled by the Regional Referee Administrator from the Referee Host Region (see [Section 11](#)) giving precedence to the At-large referees submitted by the regions per [Section 18\(b\)\(1\)](#).
 - (2) **Spring Development Program** – the Home Team shall furnish two Team Referees and the Away Team shall furnish one Team Referee for the game following the game their team is playing, or for the first game of the day on that field if there are three (3) or fewer games on that field on that

day. These individuals will determine who will act as Referee and who will act as Assistant Referee. If the referees do not agree, then the game will not be played. If the referees agree to officiate the game, the score of the game shall be final. For the first SDP game of the day on any given field, when there are four (4) or more games on that field, on that day, then a full three person referee team shall be scheduled by the Regional Referee Administrator from the Referee Host Region (see [Section 11](#)) giving precedence to the At-large referees submitted by the regions per [Section 18\(b\)\(1\)](#).

- (3) **Missed Referee Assignments**– Any team whose Team Referees miss a referee assignment shall be given one Penalty Point. The effect of Penalty Points is detailed in [Section 20b](#) below. A Missed Referee Assignment is defined as
- (i) Any game where the required number of Team Referees do not arrive on time to officiate the game. Note, if a team is responsible for two referee slots, both referees must arrive on time to avoid a Missed Assignment. “On time” is considered to be at least 10 minutes prior to the official start time of the game. In addition to the assignment of a Penalty Point, the second Missed Referee Assignment shall result in the suspension of the head coach for the next game that counts in the standings after the Missed Assignment is identified by Area staff. This includes a playoff game, if that is the next game for the team.
 - (ii) Subject to the discretion of the Area Coordinator, any game where the lineup cards are not submitted timely after the game.
- (4) **At-large Referee Points**
- (i) The Area Referee Administrator will establish a per-team Referee Point requirement prior to the season based on the number of games that each team is playing. Each Region will then have a Referee Point Goal associated with the number of teams fielded, to be earned during the season.
 - (ii) Attendance by an At-large Referee at a Mandatory Referee Meeting shall earn one Referee Point for that Region. If offered, completion of the Confirmation of Understanding shall earn one-half Referee Point for that Region.
 - (iii) So long as an At-large Referee has been approved for that slot’s Division and role, the Region will get one Referee Point per game. Referee Points earned by “borrowed” referees will accrue to the borrowing Region until the borrowing Region has met its Goal after which those referee points will accrue to the lending Region for the remainder of that season.
 - (iv) At the conclusion of all pool games, an accounting of Referee Points earned versus the Referee Point Goal will be made. For each Referee Point less than the Goal, that Region will accrue one Penalty Point to every one of its teams up to a maximum 4 Penalty Points per team per half season.
- (5) **Playoff Tournaments for Spring Programs** – The Area Referee Administrator shall formulate a plan to ensure that all Playoff Tournament games are officiated by qualified referees. Game referee assignments will be delegated to the Regional Referee Administrators based on the number of teams entered from that Region and with the goal of assigning neutral referees for all games. Regional Referee Administrators will schedule the referees from a pool of referees determined to be qualified to referee the games they are assigned to, giving precedence to the referees submitted by the regions per [Section 18\(b\)\(1\)](#). Team participation may be restricted if a Region does not furnish sufficient qualified referees to the Playoff Tournament.

d) **Referee Reports**

- (1) **Scores and Routine Reports** – Referees shall properly and completely fill out lineup cards with pertinent game information including, at a minimum, the final score, any player or coach

misconduct, injuries, spectator misbehavior, ID Card issues, and referee absences. Lineup cards shall be handled per [Section 15\(k\)](#) of these Rules. Based on this reporting, the Area Referee Administrator may request a detailed Misconduct Report.

- (2) **Misconduct Reports** – Referees shall submit a written [Misconduct Report](#), as linked on the Area website, in the event of (a) sendoff of any player; (b) conduct on the part of any coach or assistant coach interfering with the control of the game (including any cautions or sendoffs of coaches); (c) conduct on the part of spectators interfering with the control of the game (including any dismissals of spectators); (d) abuse of substitution rules (teams not playing all players the required time under the rules for the applicable program); and/or (e) when specifically requested by the Area Referee Administrator. Any other noteworthy issues (e.g. game abandonment/termination, field unsuitability, etc.) should be reported by email to the Area Referee Administrator.
- (3) **Injury Reports** – Referees shall submit a written [Injury Report](#), as linked on the Area website, for any serious injury that occurs during a match and/or when specifically requested by the Area Referee Administrator. “Serious injury” is defined as any head injury or any injury where a player leaves the field and does not return later in the match.
- e) **Referee Absences** – If at least the scheduled referee is present at the beginning of the game but one or two scheduled assistant referees are not present, then the referee may use one or two “club linesperson(s)” to officiate the game. If the scheduled referee is NOT present at the game, but at least one or two scheduled assistant referee(s) is/are present at the game, then one of the assistant referees may act as the referee for that game using one or two “club linesperson(s)”. If the assistant referee(s) do not agree, then the game will not be played, and the Area will attempt to reschedule the game, if possible. For any game played without the scheduled referee, the score of the game and decisions of the referees are **FINAL** and shall not be grounds for any appeal or protest of any game. If no referee scheduled by the Area is present, then the game will not be played, and the Area will attempt to reschedule the game, if possible.
- f) **Forfeits** – Referees are not authorized to officiate any game that will likely be declared a forfeit due to ineligible players, insufficient number of players, lack of ID Cards, lack of Authorized Coach, or any other reasons given in these Rules. This includes forfeits to scheduled “friendly” games.

19. **Conduct and Disciplinary Action**

- a) **Responsibility for Conduct** – Area 1C maintains a Zero Tolerance policy for player, coach and spectator conduct toward the referee volunteers in our programs before during and after the match. “Zero Tolerance” generally means that any show of disrespect to a referee - including **but not limited to** shouting disapproval of a referee's decision, continually questioning referee decisions, attempting to influence referee decisions, and/or making derisive comments to the referee - will cause the coach/spectator/player to be disciplined, including being expelled or sent off. Repeated behavior is not a requirement for sanction and a single incident may be sufficient. Each Regional Commissioner shall be held responsible for the conduct of all coaches of all teams from their Region that participate in Area Programs. The primary responsibility for maintaining discipline and control of the players, coaches and spectators from a team lies with the coach. Players, coaches and spectators shall display positive aspects of good sportsmanship and conduct at all times, in keeping with AYSO philosophies. Coaches will be held accountable for the behavior of the players and spectators from their team. The Area Director shall have the right to remove coaches and assistant coaches of teams for violations of these Rules.
- b) **Cautions (Yellow Cards, or Official Warnings to Spectators)**. The Area will record and keep records of the number of yellow cards received by each team and each player. If any player accumulates three (3) yellow cards during a Spring Program, inclusive of the Playoff Tournament, then that player will be suspended from playing in the next game, and may be subject to further disciplinary action. Two (2)

yellow cards received in the same match (resulting in a Send Off in that match) do not count towards the above accumulation.

- c) **Player Sendoffs (Red Cards).** A player who is sent off (shown the red card) is disqualified from playing in the remainder of the game, and is ineligible to play in **at least** the next scheduled game. A player who is sent off two (2) times in a single season for violent conduct, serious foul play, and/or use of offensive, insulting or abusive language or action, shall be automatically suspended from further participation in the season, and may be subject to additional disciplinary action. A player who is sent off two times in a single season for other reasons will be subject to disciplinary review by the Area and the imposition of sanctions deemed appropriate under the circumstances. Players who have been sent off shall not be required to leave the vicinity of the field of play if there are safety concerns or other considerations, provided that the coach shall ensure that a player who has been sent off does not participate further in the game, by either word or action. This includes after game handshakes and while departing the field. Players who are in any way disruptive in such a case may be subject to additional sanctions. A suspended player may not play in and may not be present at the field where they can be seen or heard for any game during that suspension.
- d) **Coach Expulsions.** **If the authorized head coach or assistant coach, or anyone else acting as an authorized coach is sent off during a game, then the referee shall immediately terminate the game, and the other team shall win by forfeit with a score of 1-0.** Any coach or assistant coach who is sent off is suspended from coaching for **at least** the next scheduled game, and may be subject to additional disciplinary action as deemed appropriate by the Area Director. A suspended coach may not be present at the field nor coach or communicate with the team by any means for any game during that suspension. A coach who is sent off for a second time during a single season is subject to additional disciplinary action, including suspension from further participation in the season.
- e) **Fighting, Spitting and Profanity.** Players, coaches and teams who engage in fighting or spitting before, during or after a game shall be (1) sent off or dismissed as appropriate, (2) disqualified from playing in any Area playoffs, (3) immediately suspended from further participation in the season (the length of such suspension subject to Area discretion), and (4) may be subject to additional disciplinary action including suspension from further participation in AYSO. Players who use profanity are subject to discipline under the Laws of the Game as determined by the referee.
- f) **Responsibility for Enforcement of Sanctions.** The Area shall maintain official records of sanctions and penalties imposed on coaches and players. Regional Commissioners shall be responsible for ensuring that (1) all infractions regarding participants from their respective regions are accurately tracked; (2) the coaches from their respective regions are administering the appropriate sanctions; and (3) the appropriate sanctions are reported to the Area Director and Area Coordinator.
- g) **Other Behavior.** Any player, coach or spectator who seeks another player, coach, spectator, referee or official for the purpose of taunting or fighting, or threatens the well-being of a player, coach, spectator, referee or official either before, during or after a game either on or in the vicinity of the playing fields or parking areas, including adjacent streets, will be suspended from participation in the remainder of the season, including playoffs, and may be subject to additional disciplinary action including suspension from further participation in AYSO.
- h) **Ineligible Player Participation in a Game.** If an ineligible player (as defined in [Section 6\(b\)](#) of these Rules) or coach participates or attempts to participate in a game for which he/she was suspended or otherwise ineligible, then that player's or coach's team shall forfeit the match and be subject to such additional discipline as deemed appropriate by the Area. Coaches shall uphold their responsibility to honor and impose all sanctions and enforce them.
- i) **Other Disciplinary Situations.** The Area Director may impose appropriate disciplinary actions for any situations that they deem warrants them, even if such situations are not specifically addressed in these Rules.

20. **Standings** – Team Standings are kept in the Spring programs. The Area shall periodically update standings on the Area website. Coaches are responsible for reporting errors to the Area Coordinator.
- a) **Standings Points** – Team standings in each division and/or pool shall be based on points earned by each team divided by the number of games played including forfeits. A team shall be awarded three (3) points for a win, one (1) point for a tie and zero (0) points for a loss. No points shall be awarded for goal differential or shutouts.
 - b) **Penalty Points** – A team shall accrue one Penalty Point for each of the following events:
 - (1) One Penalty Point for failure to send a coach, assistant coach or other authorized representative to the Mandatory Coach’s Meeting held at the beginning of the program season.
 - (2) One Penalty Point for each Missed Referee assignment, as defined in [Section 18\(c\)\(5\)](#) of these rules.
 - (3) One Penalty Point for any forfeit, including any forfeit of a scheduled “friendly” game and any mutual forfeit by both teams. A forfeit shall be considered a 1-0 win for the opposing team. Mutual forfeits shall be considered a 0-0 tie. The Area Director and the Area Coordinator shall have authority to waive this Penalty Point in the event of unusual circumstances.
 - (4) One Penalty Point for any player Send-off (red card) for Serious Foul Play, Violent Conduct, Spitting, or use of offensive, insulting or abusive language or action, whether before, during, or after any game.
 - (5) One Penalty Point for any coach or assistant coach sent off, or for any spectator dismissed from a game. If an authorized coach is sent off, this Penalty Point shall be in addition to the Penalty Point for the resultant forfeit.
 - (6) One Penalty Point for each referee point that a Region is below the Referee Point Goal for that season or half season, up to a maximum of 4 Penalty Points per team per half season. This Penalty Point Assessment applies to all teams from that Region.
 - c) **Sanctions for Penalty Points** – Area will keep a record of Penalty Points accumulated during the season. Any team in any program that accumulates four (4) Penalty Points during the season may be excluded from participation in the Area’s Playoff Tournament for that program. Exceptions to this exclusion may only be made by the Area Director. One Standings Point will be deducted for each Penalty Point assigned to a team. Standings Point deductions will be applied at the conclusion of Pool Play, prior to Playoff Tournament seeding.
 - d) **Standings Tiebreakers** – In the case of a tie in the standings, the following tiebreakers shall be applied:
 - (1) Head to Head competition results
 - (2) Fewest number of goals allowed, prorated or averaged if the number of games played by each team is not equal
 - (3) Fewest number of accumulated red cards and/or coach expulsions
 - (4) Coin toss.
21. **Playoff Tournaments**
- a) **Tournament Format** – The Area will conduct Playoff Tournaments at the conclusion of each of its Spring programs in accordance with [Section 1](#). In general, the Area shall determine the format for each Playoff Tournament prior to the start of each season, based on the number of teams in each division of that particular program. The format will be based on seeding, depending on the standings of the teams determined in accordance with [Section 20](#). Byes may be granted in early rounds for the highest seeded teams, as necessary given the total number of teams participating. All Playoff Tournaments shall be a single elimination format with the exception there will be a 3rd Place Game.

- b) **Tournament Overtime Procedures** – No Playoff Tournament game may end in a tie. In the event of a tie at the end of regulation time, the teams shall play two full overtime periods consisting of either 5-minutes each for 10U, 12U, and 14U Divisions. Both Overtime Periods shall be played to their conclusion and there shall be no "golden goal" or "sudden victory". If a team is playing short because of sendoffs, they will continue to play short during the overtime periods.
- c) **Tournament Kicks From The Penalty Mark** – In the event that the score is still tied at the conclusion of the overtime periods, the winner shall be determined by taking kicks from the penalty mark consistent with IFAB rules and regulations and the following procedure:
- The referee chooses the goal at which the kicks will be taken giving first consideration to the goalkeepers (i.e., position of the sun and/or condition of the goal area). A separate "kicks" goal may be designated. If no other consideration exists, the referee tosses a coin to determine the goal to be used.
 - Only players who are on the field of play or temporarily off the field of play (injury, adjusting equipment, etc.) at the end of the second overtime period are eligible to take kicks from the penalty mark.
 - If, before or during the taking of kicks from the penalty mark, one team has a greater number of players than its opponents, it must reduce its numbers to equate with that of its opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility in consultation with the team coach.
 - The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
 - Subject to the conditions explained below, both teams alternate in taking five kicks each. The referee is not told the five kickers or their sequence order in advance of the kicks from the penalty mark.
 - If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
 - If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same alternating order until one team has scored a goal more than the other team from the same number of kicks.
 - Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick. It is not necessary for either team to maintain the same kicking sequence order during a second round of kicks or during any subsequent rounds.
 - An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken. A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by any player on that team who will take the goalkeeper's place in the team kicking rotation. The original goalkeeper may not return once he/she is replaced.
 - Only the referee team, eligible players and one coach are permitted to remain on the field of play when kicks from the penalty mark are being taken. Players not participating in the taking of kicks, other coaches and spectators shall remain on their respective touch line "behind" the penalty area.
 - All players, except the player taking the kick and the two goalkeepers, must remain within the center circle.
 - The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.

- If the referee determines the kicks cannot be completed due to safety factors (darkness, weather, etc.), he/she will utilize a coin toss to determine the winner of the game.
22. **Weather and Field Conditions** – If there is any question about whether a field is playable due to weather, or other environmental conditions, coaches and team members should check the Area website at ayso1c.org.
23. **Protests**
- a) **No Protests of Any Referee Decisions** – **REFEREE DECISIONS ARE FINAL AND ARE NOT GROUNDS FOR PROTEST.**
 - b) **Allowable Protests** – Protests must be in writing and delivered to the Area Director within 48-hours after the conclusion of the protested game. The **only** protests that will be considered are for the suspected participation in a game by an ineligible player or coach, and/or for violation of AYSO rules and regulations. The Area Director shall have the authority to deny the request because it is not a permitted cause for protest and shall have the authority to determine what action, if any, is warranted under the circumstances. The Area Director may assign a Disciplinary Review Board, if deemed necessary.
24. **Disciplinary Review Board** – If deemed necessary by the Area Director, a Disciplinary Review Board (“Review Board”) may be appointed to hear a protest or take action with respect to any situation that arises with respect to any Area program covered by these rules. The Review Board shall be composed of three (3) individuals selected by the Area Director, or selected by the Assistant Area Director, if the discipline was imposed at the discretion of the Area Director. The Review Board shall hear all appropriate protests and appeals, and shall make a recommendation to the Area Director, or the Assistant Area Director (if the appeal relates to discipline imposed by the Area Director), regarding the subject matter of the Review Board, including, for example, recommending confirmation of the action being protested, or the reduction or increase of any penalties or decisions being protested or appealed.
25. **Fair Interpretation of Rules** – These Rules have been developed to ensure that all Area program games are safe, fair and fun and that the AYSO philosophies carry through the Area program. The Area message in these Rules is that misconduct, especially violent conduct, serious foul play, spitting, and offensive or insulting or abusive language and/or gestures **WILL NOT BE TOLERATED**. The Area Director, Area Coordinators and any Disciplinary Review Board shall interpret these Rules in a manner that is fair and consistent with AYSO rules and regulations.