

2. AYSO National Rules & Regulations

The American Youth Soccer Organization (“AYSO”) within its operating framework of Sections, Areas and Regions, offers a variety of player program options for delivering a quality soccer experience to all participants. Additionally, alternative soccer play programming may include indoor soccer, futsal, AYSO Playground Soccer, AYSO Schoolyard Soccer, jamboree format or monitored pick-up play, Soccerfest, camps, technical training, skills clinics and other offerings across the Organization.

AYSO primarily delivers outdoor soccer match play. The following Rules & Regulations shall be used for Region, Area, Section and tournament play within AYSO. Some flexibility in these rules may be allowed for other forms of match play with the approval of the Area Director and Section Director.

I. MATCH CONDUCT

AYSO matches shall be conducted in accordance with the current *IFAB Laws of the Game* and decisions of the International Football Association Board (IFAB) in effect on August 1 each calendar year and the US Soccer Player Development Initiatives, with the following exceptions and clarifications:

A. COMPETITION

1. Coaches, officials and spectators shall not enter the field of play unless requested by the referee.
2. Except for small-sided matches (Article I.H), a scheduled match shall not commence nor be continued unless both teams can field at least seven eligible players.

B. DURATION OF MATCHES

1. Matches shall be of two equal halves, not to exceed the following maximum durations:

Division	Maximum Duration of Half
Playground Soccer	Not Applicable
Schoolyard Soccer	10 minutes
6U	10 minutes
8U	20 minutes
10U	25 minutes
12U	30 minutes
14U	35 minutes
16U	40 minutes
19U	45 minutes

2. Half-time periods shall be a minimum of five and a maximum of ten minutes as designated by the referee.

3. Player Safety is paramount. Water breaks are allowed at the referee's discretion when heat conditions warrant this consideration.
4. Where necessary due to scheduling time constraints, the duration of the two halves is to be reduced by an equal amount to allow for substitution in accordance with Article I.C.1.

C. PLAYING TIME AND SUBSTITUTION

1. Except as noted in Article I.C.3 all eligible team members in attendance at AYSO matches must play at least half of the match, excluding overtime.

Such participation is controlled as follows:

- a. Approximately midway through each half the referee shall permit substitution. This normally occurs during a regular stoppage in play, and the match is resumed with the appropriate restart (i.e. throw-in, goal kick, corner kick, kick-off, free kick, penalty kick or dropped ball). On occasion the referee may need to stop play for substitution while the ball is in play, in which case the match is resumed with a dropped ball.
 - b. Substitutions may also be made at half-time and at the start of any overtime periods.
 - c. When the referee signals for substitution, the coaches should have all substitutes entering the match immediately report to the referee or the designated assistant referees, who shall note on the lineup cards those team members substituting.
 - d. During such stoppages, the coach of each team may substitute as many team members, or none, including previously substituted team members, as long as all eligible team members meet the minimum playing requirements.
 - e. The referee shall allow for any time lost due to substitution or other cause by stopping his/her watch or adding playing time. (See Article I.B.4. regarding reducing the length of halves to permit proper substitution.)
2. Substitution for injury:
 - a. If a player is injured, the coach may provide a substitute for the player, in which case the injured player may not return until the beginning of the next "quarter". Only the player who is injured is credited with a "quarter" played regardless of the actual time played.
 - b. The coach may choose to not substitute and "play short" thereby allowing the injured player to return during the "quarter" in which he or she was injured.
 - c. The player must receive a signal from the referee in order to return to the match.
 3. Late arriving team members shall be substituted as follows:
 - a. If the team member arrives during the first "quarter", the team member must play a minimum of two of the remaining three "quarters".
 - b. If the team member arrives during the second or third "quarter", the team member must play a minimum of one "quarter".
 4. Signed lineup cards must be completed by the referee and forwarded to the Regional Commissioner or his/her designee.

D. OFFICIATING

1. Referees shall officiate in accordance with the current versions of *AYSO Rules & Regulations* (the rules of competition), the *IFAB Laws of the Game* (AYSO Edition) and decisions of the IFAB.
2. Referees shall officiate in a manner inducing clean competition and good sportsmanship, placing great emphasis on the welfare of the players. If a player is injured, the referee, at his/her discretion, may stop play to ensure the welfare of the player even if the ball has not gone out of play.
3. The *Laws of the Game* are intended to provide that matches should be played with as little interference as possible, and in this view it is the duty of referees to penalize only deliberate breaches of the Law. Constant whistling for trifling and doubtful breaches produces bad feeling and loss of temper on the part of the players and spoils the pleasure of spectators.

E. DUTIES AND RESPONSIBILITIES OF COACHES, REFEREES, OFFICIALS, OTHER VOLUNTEERS, SPECTATORS, TEAM MEMBERS AND OTHER PARTICIPANTS

1. It shall be the duty of each coach, referee, official, other volunteer, spectator, team member and other participant to:
 - a. Conduct himself/herself in a manner becoming a member of AYSO and consistent with the AYSO Six Philosophies and the highest standards of conduct.
 - b. Work together as a team in support of the children playing the match and in alignment with the Stewards of the Game and Kids Zone programs to promote a safe, fair, fun environment.
 - c. Comply with and promote compliance with the Bylaws, Rules & Regulations and policies, including those related to registration, certification and training.
 - d. Encourage clean competition and good sportsmanship.
 - e. Prohibit and abstain from making negative comments and complaints about officiating.
 - f. Present a healthy and safe athletic environment for team members, including but not limited to, not consuming alcoholic beverages, using tobacco products or smoking or simulating smoking or the use of tobacco products during practices or matches or in the immediate vicinity of the soccer fields.
2. It shall also be the duty of each coach to:
 - a. Effective August 1, 2015, all coaches in all age divisions shall be trained consistent with the AYSO National Coaching Program standards for the age/skill level of the team he/she will coach; and train and coach the team to the best of his/her ability.
 - b. Remain within the coaches' technical area (Article I.G.2) during the match; a maximum of two coaches is permitted for each team.
 - c. Limit his/her sideline participation during AYSO matches to comments that are positive and/or encouraging, with limited supportive instruction.
 - d. Upon team formation, and during all subsequent team gatherings, practices, scrimmages, and (Regional, Inter-Regional, Area, Sectional, National and tournament

play), have in his/her possession all signed forms, rosters, waivers and/or identification cards as may be required by AYSO policies so as to verify registration of team members or confirm volunteer qualifications.

F. SIZE OF BALL

Ball size for each division shall be as follows:

Age Division	Size	Circumference	Weight
AYSO Schoolyard Soccer, 6U & 8U	3	23.0-25.0 inches	10-12 oz.
10U & 12U	4	25.0-26.5 inches	12-14 oz.
14U, 16U & 19U	5	26.5-28.0 inches	14-16 oz.

G. FIELD OF PLAY

- 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:

Field Sizes by Age Division					
	Schoolyard 6U, 7U, 8U	9U, 10U	11U, 12U	13U, 14U	15U,16U, 17U,19U
Length (Yards)	25 to 35	55 to 65	70 to 80	100 to 130	100 to 130
Width (Yards)	15 to 25	35 to 45	45 to 55	50 to 100	50 to 100
Center Circle Radius (Yards)	5	8	8	10	
Goal Area Length/Width (Yards)	None	4 x 8	5 x 16	6 x 20	
Penalty Area Length/Width (Yards)	None	12 x 24	14 x 36	18 x 44	
Goal Line to Penalty Spot(Yards)	None	10	10	12	
Max Goal Size Height/Width (Feet)	4 x 6	6.5 x 18.5	7 x 21	8 x 24	
Recommended Goal Size (Feet)	4 x 6	6.5 x 12	6.5 x 18.5	8 x 24	

- The coaches’ technical area on each side of the halfway line shall be marked by two lines off the field of play and perpendicular to the touch line. The area shall be as long as the diameter of the center circle. Where possible, the coaches’ technical area shall include two additional lines, with one line parallel to and at least one yard from the touch line, and a second parallel line no more than three yards from the touch line.

3. The field shall be marked, where possible, with a spectator control line parallel to the touch line at a distance of at least three yards from the touch line. Coaches and officials should help the assistant referees keep spectators behind the spectator control line and between the top lines of the penalty area.
4. Spectators shall not be allowed behind the goal lines, with the exception of photographers who have received authorization from the referee, and who shall remain quiet and sufficiently back from the goal lines.

H. SMALL-SIDED MATCHES

1. US Soccer has mandated for its member associations small-sided matches as part of the Player Development Initiatives. Match play shall be governed by the *IFAB Laws of the Game* as modified by AYSO (with permission), the *AYSO National Rules & Regulations* and the age appropriate AYSO Coach Manual.
2. Small -sided games are permitted for all divisions.

I. HEADING THE BALL

1. Consistent with the US Soccer mandates on heading the ball, heading is banned for all division players 11U and below (12U and below for programs without single age divisions) in both practices and matches.

Heading for players in 14U is limited to a maximum of thirty (30) minutes per week with no more than 15-20 headers, per player. There is no restriction on heading in matches.

2. An indirect free kick will be awarded to the opposing team if a player in the above-stated divisions, deliberately touches the ball with his/her head during a match. The indirect free kick is to be taken from the place where the player touched the ball with his/her head with the following exceptions:
 - a. An indirect free kick awarded to the attacking team inside the opposing team's goal area, must be taken on the goal area line which runs parallel to the goal line at the point nearest to where the player touched the ball with his/her head.
 - b. An indirect free kick awarded to the defending team in their own goal area may be taken from anywhere in that area.
3. Neither cautions nor send-offs shall be issued for persistent offenses or denying an obvious goal scoring opportunity related to the heading infractions.

J. THROW-INS

1. For 6U, the throw-in is replaced with the pass-in. Opposing players must be at least two yards from the ball until it is kicked.
2. For 8U, each Region shall have the discretion to use either throw-ins or pass-ins or dribble-ins to restart play.
3. Training of throw-in technique may begin at 8U and up.

K. GOALKEEPER PUNTS

1. For 9U to 10U, the goalkeeper shall not punt, nor drop kick the ball.
2. An indirect kick will be awarded to the opposing team at the spot of the offense if a goalkeeper for 9U to 10U deliberately punts the ball during a match, except that an indirect free kick awarded to the attacking team inside the opposing team's goal area must be taken on the goal area line which runs parallel to the goal line at the point nearest to where the goalkeeper punted the ball.

L. BUILD-OUT LINE (9U AND 10U)

1. The build-out line shall be placed across the field equidistant between the top of the penalty area and the halfway line.
2. The opposing team must move behind the build-out line for a goal kick or when the goalkeeper has possession.
3. The player taking the goal kick, does not have to wait for opposing players to move behind the build-out line to put the ball into play. The goal kick, may be played to either side of the build-out line. The ball is in play after the ball is kicked and clearly moves, after which—the opposing team may cross the build-out line. If an opponent crosses the build out line before the ball is in play and interferes with the goal kick, the kick is retaken.
4. The goal keeper in possession of the ball in their hands does not have to wait for the opposing players to move behind the build out line to release the ball. The ball may be released to either side of the build out line, after which the opposing team may cross the build out line. If an opponent crosses the build out line before the ball is released and interferes with play, an indirect free kick is awarded to the goal keepers team at the point where the opponent crossed the build out line.
5. The build-out line in the opponents half of the field shall be used as the line to determine offside. Players cannot be penalized for an offside offense between the halfway line and that build-out line.

II. TEAMS

A. TEAM NAMES

1. Team names shall bear no resemblance to a religion, race, ethnicity or nationality.

B. TEAM PARTICIPATION

1. Teams shall participate only in matches approved by their respective Regional Commissioners and/or presiding AYSO governing authority.
2. Participation in tournaments requires a signed roster.
3. Participation in tournaments or soccer play outside of the United States requires US Soccer approval.

C. TEAM SIZE

1. The following are the recommended team sizes:

Age Division	Players per team on field	Maximum no. of team members	Minimum no. of team members
19U	11-a-side	18	12
16U	11-a-side	18	12
14U	11-a-side	15	12
12U	9-a-side	12	10
10U	7-a-side	10	8
8U	4-a-side (No goalkeepers)	6	5
6U	4-a-side (No goalkeepers)	6	5
AYSO Schoolyard Soccer	4-a-side (No goalkeepers)	6	5

2. Regions may allow 8U specific teams the option to play 5v5, with no goalkeeper, instead of 4v4, with no goalkeeper. This option is not available for Regions that have 8U teams with 7U players.
 3. All divisions may play optionally with teams of smaller sizes for mini-soccer, indoor soccer or small-sided matches.
- D.** The maximum number of team members listed in Article II.C may be increased with approval of the Area Director, but no more than would allow each team member to play at least half of each match.
- E.** Each primary season, every effort shall be made to balance team strengths within each age division, within a reasonable geographical area.
- F.** A Region or Area shall not form leagues on a major and minor basis within any age division.
- G.** The only team member(s) a head coach may specify be on his/her team is his/her own child or children.

III. REGISTRATION

- A. The standard age divisions for the Boys and Girls programs are as follows:

Age	Division
Ages 3, 4 or 5 by the date of program commencement	AYSO Playground Soccer
5 years but not younger than 4 years	AYSO Schoolyard Soccer
6 years and Under	6U
8 years and Under	8U
10 years and Under	10U
12 years and Under	12U
14 years and Under	14U
16 years and Under	16U
19 years and Under	19U

- B. The player’s age division shall be determined by birth year as per the AYSO Age Determination Chart.
- C. AYSO Playground Soccer is a program for learning fundamental motor skills and physical literacy using soccer as a theme. AYSO Playground Soccer shall not have competition in training (1v1, 2v2) or match play of any kind.
- D. AYSO Schoolyard Soccer and 6U divisions are primarily for the introduction of soccer skills.
- E. In Regions where there are not enough registrants to make any or all standard age divisions, divisions may be combined so that teams may be formed.

Such divisions shall be classified on the basis of the oldest registrant and shall not, after the start of the season of play, be reclassified to a lower age division should the oldest registrant(s) then be removed from the roster. A Region approved exception to allow a player to play down will not affect the age division of the team for play within the Region only.

- F. Regions with a sufficient number of registrants within a standard age division may, with the approval of the Area Director and Section Director, form single-year sub-divisions within the standard age divisions defined in Article III.A.
- G. No potential team member may register without the written consent of his/her parent or guardian, unless the registrant is of the age of majority in his/her respective state.
- H. A registrant becomes an official team member upon:

1. Payment of the National Membership Fee and payment to the Region of its required registration fee, and
 2. Placement on a team by the Regional Commissioner or the Regional Commissioner's designated representative.
- I. The Regional Commissioner is responsible for assuring the eligibility of all team members on teams within the Region. Upon request of the Regional Commissioner or Area Director, a team member must present his/her birth certificate or other legal proof of age.
 - J. Boys and girls may play on the same teams where there is an insufficient number of registrants to establish separate teams with reasonable application of Article III.D. It is strongly recommended, however, that separate boys and girls teams be instituted and maintained wherever possible.

IV. TRANSFER OF TEAM MEMBERS

A team member may transfer from one team to another within a Region, or from one Region to another, after the following three conditions have been met:

- A. Approval of both coaches of the teams involved.
- B. Approval of Regional Commissioner(s) or his/her designee.
- C. Approval of team member and parent/guardian; parent/guardian approval is not required if team member is of the age of majority in his/her respective state.

V. DURATION OF REGISTRATION

- A. The period of official membership shall be from August 1st through the following July 31st each year.
- B. The AYSO competition year or soccer calendar coincides with the Membership Year. Competition may begin on August 1 of the Membership Year and ends on July 31 of the Membership Year.

VI. PLAYERS' EQUIPMENT

- A. Each chartered AYSO Region shall provide for team members to wear a matching team uniform consisting of a jersey, shorts and socks. See the AYSO National Uniform Brand Specifications posted on ayso.org and housed with the Marketing Department at the National Office.
- B. No person, company or business entity may use any of the AYSO trade names, trademarks or logos for any use other than AYSO-authorized activities without the prior written consent of the National Office. This includes, but is not limited to, having the AYSO Traditional logo stamped on soccer balls, soccer shoes or other equipment, or used in association with the products or services of any person. Those types of activities weaken any national licensing program and may violate license agreements then in force. Any approved use shall require that an ® should be placed next to the AYSO registered trade name or trademark or, if the trade name is not registered, a ™ should be placed next to such trade name or trademark. These symbols serve notice that the trade names and trademarks belong to AYSO.
- C. Athletic footwear (with or without cleats) are permissible in all AYSO competitions subject to the referee's approval regarding their safety under Law 4.

- D. Team members must wear shinguards that provide a reasonable degree of protection, and that are completely covered by their socks, to participate in any practice or match. The lone exception is sanctioned beach futsal soccer tournament play where players may opt out of wearing shinguards.
- E. Team members shall not be allowed to practice or participate in any match with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify the team member from practice or match participation.
- F. Players shall not wear anything that is dangerous to either themselves or other players subject to the referee's approval under Law 4.

VII. OWNERSHIP AND RESPONSIBILITY OF UNIFORMS AND EQUIPMENT

The custodianship and disposition of equipment and supplies purchased by an individual Region shall be the responsibility of that Region.

VIII. INCIDENTS AND INJURIES

- A. All incidents, injuries or property damage involving an AYSO participant or occurring at an AYSO event shall be reported to, and by, the Regional Commissioner or safety director on the AYSO Incident Report Form in accordance with the directive of AYSO. Incident Report Forms with the appropriate attachments shall be delivered to the Risk Management Department of the National Office at the earliest possible opportunity.
- B. Subject to the terms and conditions from the current carriers of AYSO's insurance policies, there is a limited time for filing claims. It is the responsibility of the claimant to initiate and complete the process.

AYSO EXTRA Rules & Regulations

INTRODUCTION

AYSO EXTRA is an optional tryout based program that provides an option to play soccer at a more challenging level for those youth players who possess the desire, appropriate skills and abilities. AYSO EXTRA is a player development, player focused program within the AYSO player development pyramid. AYSO's Six Philosophies apply to the program:

The EXTRA program is:

- An approved program (April 2015).
- For teams participating from AYSO Regions that shall be formed through tryouts.
- Designed to supplement and support a primary AYSO program.
- Shall not harm or detract from a Region's primary program.

The player base within a Region or Area and the available volunteers to organize, to administrate, to operate and to support the program effectively will determine the Areas and Regions ability to facilitate EXTRA.

The Section Director or his/her designee will collaborate with the appointed staff to assist in managing the program through AYSO volunteers.

The AYSO EXTRA program and its matches shall be conducted under the AYSO National Rules and Regulations that include the US Soccer Player Development Initiatives with the following exceptions and clarifications:

I. MATCH CONDUCT

- A. **EXTRA supplements a Region's primary program. EXTRA may not be the only program a Region operates.**
- B. **The Section Director or his/her designee is responsible for:**
 1. Sanctioning of the EXTRA gaming circuit
 2. Oversight of EXTRA program operations
 - a. Inside the Section or
 - b. Section Interplay and/or play-offs or
 - c. Allowing participation of non-AYSO teams in the gaming circuit
 - d. Allowing play in non-AYSO gaming circuits if an AYSO only EXTRA gaming circuit is not feasible.
 3. Ensuring dispute resolution and due process are handled quickly and appropriately.

C. GAMING CIRCUIT GUIDELINES

1. Shall be a formal written document widely posted and/or published to be available to participants, current and prospective.
2. Shall comply with AYSO National Rules and Regulations.
3. Shall conform to AYSO National Bylaws and National Policy Statements.
4. Must include a disciplinary/misconduct policy.
5. Are to adhere to US Soccer Player Development Initiatives related to age guidelines for training, number of matches in a day and year, and rest days.
 - a. Two to three training sessions per match
 - b. Limit of 20 matches per calendar year for 10U
 - c. Limit of 30 matches per calendar year for 11U and 12U
 - d. Limit travel times
6. Teams participating in a non-AYSO gaming circuit must adhere to the rules and regulations for AYSO as well as the other gaming circuit.

D. OFFICIATING

1. Referees participating in the EXTRA program must be currently registered and accepted volunteers.
2. Referees shall be a minimum of two years older than the oldest players in the division to which they have been assigned.
3. Referees shall be approved by the Region Referee Administrator (RRA) and/or Area Referee Administrator (ARA).
4. Referees shall be evaluated and approved each Membership Year.
5. Participating Regions must supply referees to cover the games being played in their Region.
6. Referees will be assigned to games in divisions for which they are certified based on certification badge level as follows:
 - a. 10U Basic – Regional or higher
 - b. 12U/13U/14U Intermediate or higher
 - c. 14U to 18U Advanced or National
 - d. Recommended to be one badge level higher than the above with experience in positive sideline management.
7. Participation in non-AYSO gaming circuits may require USSF certified referees

E. COACHING

1. Selection

- a. Coaches participating in the EXTRA program must be currently registered and accepted volunteers.
 - b. Must be an active participant in the Region’s standard primary program as an instructor, coach or referee mentor, or other volunteer service the Region determines adequate to fulfill this requirement.
 - c. Coach and assistant coach assignments shall be renewed each season.
2. Coaches must have completed the AYSO training levels below:
 - a. 10U Division - U10 Certified or higher
 - b. 11U/12U Divisions - U12 Coach Certified or higher
 - c. 13U/14U Divisions - Intermediate Coach Certified or higher
 - d. 15U Division and Up – Advanced Coach Certified or higher
 3. Each EXTRA Program Team shall have a trained and certified head coach and trained and certified assistant coach..
- F. DUTIES AND RESPONSIBILITIES OF COACHES, REFEREES, OFFICIALS, OTHER VOLUNTEERS, SPECTATORS, TEAM MEMBERS AND OTHER PARTICIPANTS**
1. All participants in EXTRA shall exemplify the highest standard of AYSO’s Six Philosophies.
 2. All participants will provide signed Kids Zone pledges to the Region or coach.
 3. Are subject to the code of conduct policy set by the gaming circuit and National Policy Statement 2.12.

II. TEAMS

- A. Area Directors shall approve the number of teams participating from each of their Regions.
- B. Shall be formed in advance of primary program team formation.
- C. Must undergo new selections each Membership Year with no guaranteed rosters positions for coaches or players.
- D. Team Rosters are to be entered in AYSO’s Registration System of Record, before the primary program, and shall include:
 1. Regional and divisional identification;
 2. Coach’s and assistant coach’s names, address, home and work phone numbers, e- mail addresses, coach training level and Safe Haven certification date;
 3. Player information: name, address, phone number, birth date, AYSO registration number and date of registration and jersey number;
 4. Team number, uniform colors and team name (if available); and

5. Approval of the Regional Commissioner certifying players and coaches.
- E. The determination of the appropriate number of teams in a division should be based on:**
1. The population of available players in the divisions in a Region;
 2. The effect the creation of the teams will have on the standard primary program;
 3. The capability of the player pool from within the Region;
 4. Field availability;
 5. Age-appropriate referee support; and
 6. The effect on the program-wide team balancing.
- F. Regions forming more than one team in a gender/age division must receive written approval from their Area Director prior to the formation of the teams.**
- G. Regions may not have more teams in an EXTRA Program division than in its Standard Primary Program division.**
- H. Regions that create multiple teams in the same gender/age division shall be balanced. A/B teams shall NOT be created.**
- I. Single-year age bracketing is permissible and recommended. A gaming circuit may also have two-year age bracketing where such action may be in the best interest of a sustainable program. In such cases, the age of the oldest player will determine the age bracket placement of the team.**
- J. AYSO Identification Cards shall be used for players and coaches. Outside gaming circuits may require additional ID cards.**
1. Player ID cards shall bear the name, AYSO ID number, a recent photo and the signature of the Regional Commissioner.
 2. Coach ID cards will be specified by the Program Administrator and shall bear the name, AYSO ID number, a recent picture and a Section/Area/Region (nn/a/nn) designation. Coaches shall wear ID cards visibly on their person during pre-game check-in and for the duration of all matches.
 3. Any ID cards required by outside gaming circuits shall meet their requirements.
- K. Coaches must have an official AYSO roster, ID cards and copies of AYSO Player Registration Forms (medical release forms) for each participating player as well as their own ID cards. These must be at all events (games, practices, scrimmages, parties, etc.) in which the team participates.**

III. REGISTRATION

A. Player Eligibility:

1. Each Regional Commissioner of a Region electing to and accepted by the gaming circuit to participate in the EXTRA Program is responsible for his/her Region's compliance with established player eligibility requirements.
2. Player eligibility, as it pertains to age requirements to participate in a specific gender/age bracket, is defined in the AYSO National Rules & Regulations.
3. Players not currently registered as a member of AYSO may attend a tryout by completing the non-AYSO player tryout form and paying the appropriate nominal fee.
4. Players eligible to participate in match play must be currently registered in AYSO and have participated in a scheduled player evaluation at dates and times determined by the Region.
5. The AYSO System of Record shall be the source of determining all players' current registration status.
6. An EXTRA side-by-side player may not play on another AYSO standard primary program team during the same season, nor will they be eligible for All-Star play.
7. An EXTRA concurrent player may play on another AYSO standard primary program team during the same season, and they will be eligible for All-Star play.
8. Players may be added to an EXTRA program team as long as they are not rostered on another AYSO team and comply with the requirements herein. The additional player must be approved by the Regional Commissioner and the Area Director.

B. Player Selection:

1. AYSO EXTRA teams must be chosen by fair and impartial tryouts. Tryout dates for AYSO EXTRA teams will be posted on the host Region's website and communicated to the player participants.
2. The tryout date will be set by a Region's EXTRA Coordinator with the approval of the RC and/or Region's Board of Directors.
3. AYSO EXTRA Programs will make every effort to hold multiple tryout sessions (at least two) on alternating days of a week to allow players to select when they may tryout.
4. Copies of tryout records may be requested by the EXTRA Section Coordinator. Regions are advised to maintain records.
5. Players may only be selected from candidates who attended tryouts. The Section Director or his/her designee overseeing the gaming circuit must approve any exceptions.
6. Once selected and position accepted, the player may not drop off one team and be picked up by another team during that season. All players and parents will sign the team commitment form, which prohibits all participants in the AYSO EXTRA Program from switching teams during the season.
7. Tryouts require standard format and evaluation forms available from the AYSO National Office Programs Department.

C. Player Selection Procedure:

1. Evaluators shall be Advanced or National Coach Certified. AYSO Camps Coaches and/or United Program DOC's may be used as an alternative.
2. Evaluations shall be as impartial as possible.
3. Coaches of an EXTRA Program Team may not participate in their team's evaluation. Coaches should observe all the players throughout the evaluations.
4. A parent of a player trying out for an EXTRA Program Team may not participate as an evaluator for his/her child's gender/age bracket.
5. Evaluators are strongly encouraged to use a small-sided game format to evaluate players. Evaluators are strongly encouraged to utilize the AYSO Player Evaluation Procedure available at ayso.org.
6. Evaluators shall submit player rankings/ratings and recommend the most capable and deserving players.
7. The Selection Committee should consist of the Regional Commissioner, the Regional Coach Administrator, the Regional EXTRA Program Administrator, the EXTRA Program Coach and any other designees by the Regional Commissioner.
8. Regional Commissioners shall attest to coach compliance, with the respective Area Director's oversight/verification. The list of approved coaches and assistant coaches shall be submitted to appropriate gaming circuit administrator/registrar.

D. Player Commitment

1. Players selected to the EXTRA Program will commit to their teams as their priority non-school activity.
2. It is expected that every player attends each practice and game at the scheduled times.

E. Ineligible Participants

1. Use of ineligible player or coach will result in consequences for those responsible for the transgression.
2. Consequences may affect participation by the player, coach, or other AYSO volunteers responsible.
3. Disciplinary actions are subject to AYSO's Dispute Resolution and Due Process procedures.
4. Non-AYSO gaming circuits may have additional sanctions and Dispute Resolution and Due Process procedures.

IV. PLAYERS' EQUIPMENT

- A. All Uniforms and equipment shall be in accordance with AYSO National Rules and Regulations

- B. The home team in a match is responsible for wearing uniform jerseys (or scrimmage vests) that clearly distinguish them from the other team. In case of color conflicts, the home team is required to change uniform colors.
- C. The home team in a match is responsible for wearing uniform jerseys (or scrimmage vests) that clearly distinguish them from the other team. In case of color conflicts, the home team is required to change uniform colors.

V. FINANCE AND SERVICES

- A. Regions are to set EXTRA program fees for participants to cover costs of participation.
- B. EXTRA player fees may include payment for paid trainers for development and continuing education of coaches and players and must comply with National Policy Statement 2.5.
- C. Coaches or administrators shall not be paid.
- D. Gaming circuits shall set budgets as part of the Area or Section.
 - 1. Budgets are to be approved by the Executive Members of the participating Regions and Areas in the gaming circuit.
 - 2. Gaming circuits should be self-sustaining and may participate in an outside gaming circuit as deemed necessary with AD/SD approval.
 - 3. Team fees are to be agreed on an annual basis.
 - 4. Accounting shall be tracked in NAP Online as required for Areas and Sections.