



Sponsored by AYSO Region 10 Palos Verdes, California



2018 Palos Verdes Spring Select League Rules

CATEGORY	RULE
1) JURISDICTION	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 1 and IFAB Laws of the Game will be used for this League.</p> <p>B. The Tournament Committee and Division Coordinators will have jurisdiction over all games played. Disputes will be resolved in a timely manner. Referee judgment calls are NOT subject to dispute or protest!</p>
2) FEES	<p>A. Entire entry fee and referee deposit must accompany application and will be returned if application is not accepted. Fee and deposit must be a single check issued from the Region's account (no personal checks, money orders, credit cards, etc.).</p> <p>Fees are \$325 plus \$250 referee deposit for 10U, \$350 plus \$250 referee deposit for 12U, \$375 plus \$250 referee deposit for 14U, and \$375 plus \$300 referee deposit for 16U.</p>
3) ACCEPTANCE	<p>A. Applications are due by February 8, 2018</p> <p>B. Applications will be accepted on a first-come basis, based on completed application (see Team Application Form for criteria). Teams will be notified by email within 48 hours of the receipt of their applications.</p> <p>C. Teams not accepted into the League will be offered the opportunity to be placed on a waiting list. If a team chooses not to be on a waiting list, the application and entry fee will be returned within 48 hours of notification.</p> <p>D. The primary form of communication between the League and applying teams will be email and the League website. Teams must designate a Team Contact on their application who has email.</p>
4) REFUNDS	<p>A. Teams withdrawing 30 days or more before the first scheduled game will be issued a full refund.</p> <p>B. Teams withdrawing less than 30 days before the start of the League will only be issued a refund if a replacement team can be found.</p> <p>C. If the League is canceled in its entirety and cannot be rescheduled a full refund will be issued.</p> <p>D. For teams that are eligible, referee deposit refunds will be mailed no later than 14 days after the end of the League. Referee deposit refunds will be on a prorated basis, comparing the number of assignments actually completed versus the number that were assigned.</p>
5) RAINOUT/ CANCELLATION	<p>A. Games cancelled or suspended due to rain or other factors beyond the control of the League will be rescheduled if possible.</p>
6) PLAYERS/TEAMS	<p>A. Players on participating teams must be properly registered to play in AYSO, and have played in the most recent Fall season in a minimum of one-half of the games for which they were eligible. Coaches are responsible to ensure that all players meet eligibility requirements. Individual regions may set tighter standards for their teams.</p> <p>B. The team roster must be verified and approved by each player's Regional Commissioner. Roster changes may be submitted (with the written approval of the Regional Commissioner); however, these changes must be received prior to the League start. There will be no roster changes allowed once the first scheduled game has been started.</p> <p>C. No Guest Players will be allowed. Players may only be listed on one roster.</p> <p>D. Division 10U will play 7-v-7, and there will be a roster limit of 12 players per team. Division 12U will play 9-v-9, and there will be a roster limit of 14 players per team. Division 14U will play 11-v-11, and there will be a roster limit of 18 players per team. Division 16U will play 11-v-11, and there will be a roster limit of 22 players for team.</p> <p>E. All players must play at least half of each game. Violation of these player rules exposes a team to protest and renders them subject to forfeiture of game and possible disqualification at the discretion of the Tournament Committee.</p>
7) COACHES	<p>A. Each team is limited to two coaches – one Head Coach and one Assistant Coach. These coaches must be the ones listed on the Official Team Roster.</p> <p>B. Each Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified, and AYSO trained at the age-appropriate level. Proof of coach certification and training will be verified by the coach and assistant coach attaching their training record from eAYSO to the roster.</p> <p>C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kids Zone behavior. Coaches are expected to remain in the technical area during games and only enter the field of play as requested by the referee.</p>
8) REFEREES	<p>A. Each team in the League will be expected to provide a crew of at least 3 referees. Each team will provide the name</p>

	<p>and email address of a referee coordinator who will ensure that their team's referee assignments are covered.</p> <p>B. All referees must be an AYSO registered and trained volunteer and be Safe-Haven Certified.</p> <p>C. Only the diagonal system of control will be used to referee the games.</p> <p>D. Referees for 16U games must be Advanced level or above. Referees for 14U games must be Intermediate level or above. Referees for 12U and 10U games must be Regional level or above.</p> <p>E. Youth referees (center referees) must be at least 2 years older than the age division in which they referee.</p> <p>F. All referees must be in full uniform as defined by AYSO and USSF, including the Referee Badge. Referees not in uniform will not be permitted to referee games, and their team's referee deposit may be subject to forfeiture.</p> <p>G. If all assignments are successfully completed, the Referee Deposit will be refunded.</p> <p>H. Referees are expected to check in at the field at least 30 minutes prior to their assigned game. Failure to provide at least 72 hours notice that a referee team will not cover a scheduled assignment will result in forfeiture of a portion of the referee deposit. The amount of the forfeiture will be determined by the Tournament Committee.</p> <p>I. Referees will be expected to uphold the League rules, AYSO Rules and Regulations and IFAB laws. Any failure of the referee to uphold these rules may be cause for dismissal, and will place a team's referee deposit refund in jeopardy.</p> <p>J. Referee assignments will be communicated in the League referee scheduling system: www.CGISports.com/ref/5550</p> <p>K. A Referee Coordinator will assign referee teams to all games. Typically, a referee team will be assigned the game just before or just after the game in which the players from its team play.</p>															
9) FIELDS	<p>A. Teams playing the FIRST GAME and the LAST GAME of the day will be responsible for field set-up and take down.</p> <p>B. Trash cans will be provided at each field. Teams will be expected to clean up all trash in their area before leaving.</p> <p>C. Dogs, smoking, and alcoholic beverages are strictly forbidden.</p>															
10) FORMAT	<p>A game schedule may be created for the first few weeks of the League to determine placement in competitive pools (e.g. Gold, Silver, Bronze).</p>															
11) CHECK-IN	<p>A. Teams must check in 20 minutes prior to each game with the match referee, and must present properly completed Game Cards with the players listed by first name-last name in jersey number order. The players listed on the game cards must match the approved roster submitted with the team's application. All players listed on the roster must appear on each game card, even if there is an expectation that one (or more) might miss a scheduled game.</p> <p>B. Each coach or team representative must have in their possession at each game AYSO Player Registration Forms with original ink signatures for verification by officials.</p>															
12) FIELD MONITORS	<p>A. No field monitors will be present. Referees will check in the teams and will complete the back of the game cards and deposit these in the designated location at the field.</p>															
13) GAMES	<p>A. Pool play games will consist of 25 to 40 minute halves depending on the age division (see chart below) with a minimum five-minute half time. The clock will be stopped during the substitution breaks approximately halfway through each half. Games are expected to end on time, and may be shortened at the referee's discretion if they started late. Pool play games may end in a tie.</p> <p>B. Medal Round games will be played until there is a winner (see Medal Round rules below).</p> <p>C. Game duration shall be as follows:</p> <table><tr><td>Division</td><td>Pool Play</td><td>Medal Rounds</td></tr><tr><td>10U:</td><td>25 minute half</td><td>25 minute half</td></tr><tr><td>12U:</td><td>30 minute half</td><td>30 minute half</td></tr><tr><td>14U:</td><td>35 minute half</td><td>35 minute half</td></tr><tr><td>16U:</td><td>40 minute half</td><td>40 minute half</td></tr></table> <p>D. The "home" team will be the first team or top team listed on the game schedule and will be responsible for providing the game ball. The home team will be situated on the North or West side of the field, and the visitor will be situated on the South or East side. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or don pinnies in the event of a color conflict with the visitor team. If any questions, the referee will determine whether this is necessary.</p> <p>E. There will be no warming up on the field. Teams must warm up prior to taking the field. As soon as the previous game has ended teams must clear the field.</p> <p>F. FORFEITS: There will be a ten-minute grace period at the start of the game for a team to take the field before a forfeit is declared. The score for a forfeit match will be 1-0 for the remaining team (See STANDINGS for the points to be awarded). For 10U division, there is a minimum of 5 players per team on the field to start or continue a game. For 12U division, there is a minimum of 6 players per team on the field to start or continue a game. For 14U and 16U divisions, there is a minimum of 7 players per team on the field to start or continue a game. If a team cannot</p>	Division	Pool Play	Medal Rounds	10U:	25 minute half	25 minute half	12U:	30 minute half	30 minute half	14U:	35 minute half	35 minute half	16U:	40 minute half	40 minute half
Division	Pool Play	Medal Rounds														
10U:	25 minute half	25 minute half														
12U:	30 minute half	30 minute half														
14U:	35 minute half	35 minute half														
16U:	40 minute half	40 minute half														

	<p>field the minimum number of players, the game will be abandoned and a forfeit will be declared.</p> <p>G. SUSPENDED GAMES: The Tournament Committee may determine to end matches early if the field schedule is behind due to game delays, interference, or if weather conditions provide unsafe conditions. The Tournament Committee will determine the outcome of any single game which is terminated prematurely (due to inclement weather, participant injury, or interference by an outside party, etc.).</p> <p>H. ABANDONED GAMES: if any pool play games cannot be played due to circumstances beyond the control of the League, the final standings of the pool will be determined by the Tournament Committee. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p>												
14) SUBSTITUTIONS	<p>A. Substitutions shall be allowed approximately mid way through each half for ALL divisions, and will be recorded on the game cards by the referee or assistant referee. There will be no "free substitutions".</p> <p>B. All substitutions must be approved and recognized by the referee. Substitutions may be made at any time for injured players; however, the injured player may not return until the beginning of the next quarter and will be considered as having played the current quarter (exception: an injured player not replaced may return to play at any time with the referee's permission).</p> <p>C. Substitutions in overtime periods of medal round matches will be at the beginning of each period only, unless the substitution is for an injury.</p>												
15) STANDINGS	<p>A. Standings for pool play games will be determined on a point system as follows:</p> <table border="0"> <tr><td>WIN</td><td>= 3 points</td></tr> <tr><td>TIE</td><td>= 1 point</td></tr> <tr><td>LOSS</td><td>= 0 points</td></tr> <tr><td>FORFEIT WIN</td><td>= 3 points (scored as a 1-0 win)</td></tr> <tr><td>FORFEIT LOSS</td><td>= 1 point deduction</td></tr> <tr><td>RED CARD/ EJECTION</td><td>= 1 point deduction for team (1 point deduction for each player, substitute, coach, or spectator that was sent off or ejected)</td></tr> </table> <p>B. Winners of ties in standings will be determined in the following order:</p> <ul style="list-style-type: none"> Head to head results Most number of wins Least number of losses Least goals allowed Coin Toss will be used if still tied <p>C. Standings will be updated and posted on the AYSO10.org website.</p>	WIN	= 3 points	TIE	= 1 point	LOSS	= 0 points	FORFEIT WIN	= 3 points (scored as a 1-0 win)	FORFEIT LOSS	= 1 point deduction	RED CARD/ EJECTION	= 1 point deduction for team (1 point deduction for each player, substitute, coach, or spectator that was sent off or ejected)
WIN	= 3 points												
TIE	= 1 point												
LOSS	= 0 points												
FORFEIT WIN	= 3 points (scored as a 1-0 win)												
FORFEIT LOSS	= 1 point deduction												
RED CARD/ EJECTION	= 1 point deduction for team (1 point deduction for each player, substitute, coach, or spectator that was sent off or ejected)												
16) ADVANCEMENTS	<p>A. Teams may play semi-final and/or championship final matches, depending on the number of teams in each pool and the format of play for that flight.</p>												
17) MEDAL-ROUNDS	<p>A. All medal round matches ending in a tie will have two full overtime periods (10U & 12U: 5 minutes each, 14U and 16U: 7 minutes each) with teams changing field direction after the first period. In these matches, if still tied after the 2 overtime periods, the game shall be decided by Kicks from the Penalty Mark. For full details see the Playoff Rules posted here: https://goo.gl/FxGxMx</p>												
18) AWARDS	<p>A. Medals will be presented to coaches and players from the first through the third-place teams in each division.</p>												
19) CONDUCT	<p>A. Coaches will be expected to set a positive example for the team, and will be held responsible for the actions of their team including spectators. All spectators must remain behind the control line and between the 18-yard lines (penalty areas in small fields). Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from the halfway line).</p> <p>B. At the conclusion of each match, the referees will indicate on the reverse of the game cards any point deductions for poor sportsmanship. Point deductions for red cards and ejections are used in the Standings calculations (see Standings above). Referees will be required to complete a game misconduct report for <u>all</u> violent conduct send offs during the game, as well as any incidents of interference by spectators.</p> <p>C. Any coach or spectator ejected must immediately leave the vicinity of the playing field (out of sight and sound) and will be prohibited from attending the next scheduled game. Any player sent off (red carded) must immediately leave the vicinity of the game (under supervision of his/her parent or Safe Haven-certified adult), and may not return to the field of play during the current game, including for the post-game handshake, and may not be substituted for, and is suspended from participation in the next game. In the absence of his/her parent or Safe Haven-certified adult, the sent-off player may stay on the sideline under the supervision of the coach. There will be penalty point deductions for all send-offs (see Standings).</p> <p>D. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the League.</p> <p>E. If it is determined that an ineligible player has participated in a game, the team will forfeit all games in which that player participated illegally. Furthermore, if it is determined that the coach knowingly played a player illegally, that coach will be barred from further participation in the League.</p>												

	<p>F. It is mandatory to play a scheduled game. If it is determined that a coach willfully fails to have his team participate in a scheduled game, the coach will be dismissed from the League and the incident will be reported to the respective Regional Commissioner.</p> <p>G. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>H. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
20) UNIFORMS/SAFETY	<p>A. All players must wear an approved AYSO uniform according to the National Rules & Regulations, and all players on the same team must wear matching uniforms (goalkeeper excepted – may have a different jersey, AYSO logo is recommended but not required).</p> <p>B. Each player's uniform must be marked with a permanently-affixed unique number that matches the uniform number on the Game Card, and may not exchange numbered jerseys with any other player during the game including the goalkeeper (goalkeeper jersey switches with a field player are allowed as long as the referee is informed of the switch and it occurs during a stoppage in play).</p> <p>C. Garments may be worn under the uniform (i.e. long sleeves, etc.) during inclement weather, however the match referee will be the judge of what should be allowed or not.</p> <p>D. Not allowed: jewelry, hard metal or plastic clips on clothing or hair, and hard hair beads. No player will be allowed to participate 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 that team member from participation in that game.</p> <p>E. AYSO will not prohibit the use of knee braces by players in AYSO events and programs; providing that the brace is adequately covered and padded in the judgment of the referee, so as to eliminate the possibility of its causing injury to the other players on the field.</p>
21) PROTESTS	<p>A. Protests will be considered only for the following reasons:</p> <ul style="list-style-type: none"> • An ineligible player has played. • One or more registered player(s), present and in uniform, have not played the required one half of the game (except for illness or injury as recorded by the game referee). <p>B. All protests must be presented in writing to the Tournament Committee within one day of the completion of the game.</p> <p>C. All protests will be heard by a Protest Committee of at least three persons selected by the Tournament Committee. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. ALL PROTEST DECISIONS ARE FINAL!</p> <p>D. Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute!</p>
22) RULES INTERPRETATION	The Tournament Committee retains the right to interpret and apply the League rules to the optimum benefit of all League participants.