

**AREA 1-D**  
**PLAYOFF HIGHLIGHTS**  
**If you don't read anything else, read this!**

1. Matches will be conducted in accordance with FIFA Laws of the Game, as modified by the National Guidelines and these Rules.
2. Official Area 1-D yellow line-up card is required. Properly completed line-up cards shall be presented at the check-in table **or Referee crew** at least 15 minutes before **each** match. Indicate the reason for any player absence (e.g., injury, illness, etc.). Fill out the cards in uniform number order and include full player name.
3. **Match postponements by Playoff Officials only.** During inclement weather, show up at the field unless advised by your Regional Commissioner or his/her designee, or posted on the Area website [www.aysold.org](http://www.aysold.org). Postponements may be posted on the website at any time during the day.
4. **The home team is responsible for providing match balls and for changing jerseys (or wearing pinnies) in case of color conflict.** The first team listed on the schedule is designated as the home team. **ALL TEAMS need to check-in with their line-up card and player registration forms at least 30 minutes prior to the first game of the tournament**, and must be prepared to check-in at each subsequent game. See "Tournament Rules – Team Designation" on page 3 for which side of the field to sit on
5. For both League and All-Star play this year, each team will check in at Campus El Segundo. Teams do not need to check in again after the first game; however, spot checks (which may be conducted before the game, at halftime, or after the game) will be conducted by Area staff at later games to ensure roster compliance. On check-in day, give your team ample time to get to your playing field, if different, before game time.
6. **Coach Authorization Card will be issued at team check-in and is required to be worn openly during each match.**
7. **Playoffs shall utilize a 10-point system to determine area standings.**
8. **Team standings to be posted on area web page ([www.aysold.org](http://www.aysold.org)) under "Programs" "10U-12U-14U Playoffs" and tiebreaker system will be utilized.**
9. **Both teams are responsible for set up (goal net and flags) prior to the first match of the day.** Both participating teams of the last match of the day are responsible for take down (goal net and flags).
10. **League 10U matches will be conducted in a 7 v 7 format (minimum of 5 players). The roster size can be up to 12 players, but Regions that elect to send 10U teams with a roster size of greater than 10 will need approval from the Area Director to play in Section play. All-Star 10U team rosters shall be limited to 9 players and the match will be conducted in a 7v7 format (minimum of 5 players).**
11. League 12U matches will be conducted in a 9v9 format (minimum of 6 players) with a roster max of 14.
12. All Star 12U matches will be conducted in a 9v9 format (minimum of 6 players) with a roster max of 12.
13. 14U matches will be played in an 11v11 format (minimum of 7 players) with a roster max of 15 for League and 14 for All-stars.
14. **FOR ALL LEAGUE AND ALL-STAR POOL PLAY, extra time periods will NOT be played in an attempt to resolve ties.** Match can end in a tie after regulation time.
15. **FOR ELIMINATION PHASE ONLY, extra time periods will be played in an attempt to resolve ties.** Extra time play will conclude when both extra time periods are completed. **All players (except those unavailable due to injury or a red card) must play in at least one extra time period.** If the match remains tied after the completion of the extra time periods, Kicks From The Mark (KFTM) shall be taken to determine the winner. Only those players on the field at the end of the second extra time period may be used for Kicks From The Mark (KFTM).
16. **Each player participating in the League and All-Star playoffs is required to play three quarters of the match.** The only exception to this rule is during League play for 10U teams with a roster size greater than 10, 12U teams with a roster size greater than 12, or 14U teams with a roster size of 15. In these cases, all players must play 3/4 of the game to the extent possible, but 1 or more players will only be able to play half of the game. In these cases, **NO PLAYER MAY PLAY THE FULL GAME.** Failure to follow this rule will subject that team to forfeiture of the game as determined by the Area Director, and eliminate the team from the Section One Playoffs eligibility regardless of their finish in the Area playoffs
17. **An activated SportsConnect™ TOURNAMENT Team roster provided by the respective Regional Commissioner or designee is required for each participating team.**
18. **Uniform standards will be enforced.** Names on the back of the jersey are not allowed. **Splints and casts are not allowed.** No jewelry of any kind is allowed, except medical bracelets or religious items as approved by AYSO Guidelines.
19. **All teams will start with the maximum Sportsmanship points of 23 prior at the start of the match. Reductions are made in accordance with the Area 1D Sportsmanship Guidelines.**
20. **Standings will be updated as soon as possible after the completion of matches. At the end of pool play, teams will be listed in order with tie-breaking criteria taken into account.** Average Sportsmanship points are listed as the second tiebreaker. However, if there is a **0.5** or less in average sportsmanship points' difference between the teams, then the next criteria will be used for determining the team standings.
21. **Sportsmanship points will be deducted by the Statistician if an Assistant Coach is listed on the match line-up card but not on the official roster signed by the respective Regional Commissioner or Designee.**
22. **COACH TRAINING REQUIRED** - Age specific coach training will be required by the Coach and the Assistant Coach to participate in the Area Playoffs: 10U – 10U training, 12U - 12U training and 14U - Intermediate training.

AMERICAN YOUTH SOCCER ORGANIZATION  
AREA 1-D RULES AND REGULATIONS  
**League and All-Star Playoffs**  
**2022-2023**

I. TEAM FORMATION AND ELIGIBILITY

A. LEAGUE CHAMPIONS

1. League champions/wild cards shall be determined by a system devised by each Region prior to the start of the season.
2. No roster changes are allowed to a League team after October 31st, 2022.
3. Roster Size Maximum:  
10U – 12 players  
12U – 14 players  
14U – 15 players
4. In order for a **player to be eligible** for playoff competition, he/she must have played in at least half of the total number of league matches played by that playoff team to which he/she was assigned during the regular season, except in the situation where the player is assigned in time to meet this requirement but is unable to play because of illness, injury, or a change of residence which resulted in a change of Region.
5. Any player determined to have participated on two league teams concurrently shall not be permitted to participate in any post season playoff matches: league or all stars.

B. ALL STARS

1. The All-Star program is intended to provide an opportunity for those players who have demonstrated good soccer ability and cooperative team spirit to participate on a team composed of players who have similar qualifications.
2. All Star teams shall be formed no sooner than December 1st for 10U, 12U and 14U. A final team roster shall be given to the Area Playoff Director on or before a specified date prior to the start of the tournament.
3. No roster changes will be allowed once tournament play has begun.
4. Roster Size Maximum:  
10U – 9 players  
12U – 12 players  
14U – 14 players
5. Any region submitting multiple All-Star teams in a single tier (Premier or Select) must follow AYSO National Guidelines and those teams must be balanced.
6. All Star players must compete in the Division in which they participated during the regular season.
7. To be eligible for All Star competition a player must have played in at least half of the total number of league matches played by the team to which he/she was assigned during the regular season, except in the situation where the player is assigned in time to meet this requirement but is unable to play because of illness, injury, or a change of residence which resulted in a change of Region.
8. All-Star Premier will consist of the All-Star teams from regions that want to compete at the highest All-Star level, and the winning team(s) are eligible for Section berths. EXTRA players are not eligible.
9. All-Star Select will consist of teams formed by a region exclusive of EXTRA and All-Star Premier players. Each team will play a minimum of 4-5 games. These teams are ineligible to move to the Section 1 All-Star Tournament.

## II. COMPETITION

### A. MATCH CONDUCT

1. All AYSO matches shall be conducted in accordance with the current FIFA Laws of the Game and decisions of the International Board, AYSO Edition, and National Guidelines in effect at a date specified by the Area Director for his Area (approximately the time of team formation for a given season), with any exceptions noted below.
2. All games in both League and All Star will be  $\frac{3}{4}$  play. Only players who are injured, sick, show up late, or leave early may play less than three quarters of the game. The only exception to this rule is during League play for 10U teams with a roster size greater than 9, 12U teams with a roster size greater than 12, or 14U teams with a roster size of 15. In these cases, all players must play  $\frac{3}{4}$  of the game to the extent possible, but 1 or more players will only be able to play half of the game. In these cases, **NO PLAYER MAY PLAY THE FULL GAME.**
3. It is mandatory to play a regularly scheduled match. Failure to do so could result in disciplinary action against the coach or team. The coach may present an excuse for such non-appearances, but the full power to uphold the forfeit, to levy discipline or to reschedule the match shall reside with the Area.
4. Coaches or other officials shall not enter the field of play, unless when requested by the Referee.
5. A minimum of seven (7) players shall constitute a team: a scheduled match shall not commence nor be continued if one or both teams cannot field seven (7) eligible players. In 12U, the minimum shall be six (6) players due to short-sided play. In 10U, the minimum shall be (5) players due to short-sided play.
6. In case of failure to play a regularly scheduled match, the offending team shall lose said match by a score of 2-0.
  - a. A period of fifteen (10) minutes after scheduled match time will be allowed prior to the Referee declaring a forfeit.
  - b. Failure of a team to play a scheduled match shall result in a forfeit and being awarded 0 Sportsmanship Points for the match not played.
  - c. All-Star Premier and All-Star Select Teams that forfeit a game will be subject to the loss of a wild card for their respective Region the following year.
7. The point system to be used for the Area 1-D Playoffs will be as follows:

Win	6 points
Tie	3 points
Goal	1 point (up to 3)
Shutout	1 point (including 0-0)
Forfeit	9 points (win plus 2 goals plus shutout)

### B. TOURNAMENT RULES

#### 1. Team Designation

The first team listed on the schedule shall be designated the Home team and shall be responsible for supplying one (1) match ball and two (2) backup balls to the match Referee. The Home team shall change colors (including wearing pinnies) in the event of a color conflict with the opposing team.

Side of Field - Unless directed otherwise by the Referee, the Home Team, including home team officials and team supporters/spectators, shall occupy the side of the field listed below; the opposing team and their team supporters/spectators shall occupy the opposite side of the field.

Adams (North Redondo) – South  
Washington (North Redondo) - East  
Marine (Manhattan Beach) - East  
Village (Manhattan Beach) - West  
Anza (Hawthorne) – East  
Alta Vista School (South Redondo) - West  
Parras (South Redondo) - West  
Campus El Segundo - Middle of the Complex (North on the 10U fields)

The League champions will be designated as team “A” and Regional guidelines or policies will determine which team shall be designated as the “wild card” teams or team “B”, “C” or “D”, if applicable. In All Stars, the Regional Commissioner will

determine which team will be designated as team “A”, “B”, “C” and “D”, if applicable.

## 2. Check-In

For the first game of the tournament, the team coach, or designated representative, and all players shall check-in not less than thirty (30) minutes prior to the scheduled match time at the check-in table, forty-five (45) minutes OR MORE prior for games played at a different field than the check-in location. For League and All-Stars this year, all check in will occur at Campus El Segundo.

Coaches are responsible to bring to all games and present the following items at the time of check-in:

- Roster
- Official line-up match card completed on front side
- E-signed player medical release forms

At the initial check-in, coaches will be issued a Coach Authorization Card. The Coach Authorization Card shall be openly displayed on a lanyard worn around the Coach's neck throughout each scheduled match. Failure of the Coach to openly display their Coach Authorization Card throughout each scheduled match shall result in the loss of Sportsmanship Points in the appropriate category. In the case where the Coach has lost his/her card, a new one will be issued upon verification.

Check-In is only required for the first game. After the first game, Coaches will give their completed game cards to the Referee team. Spot checks by Area Board Members will be conducted at the field from time-to-time to ensure compliance with rosters.

Any Coach playing an ineligible player will be subject to discipline by the Area Board and coaching eligibility at the Regional, Area and Section levels may be impacted.

## 3. Coach Training Requirements for League and All Stars

Age specific coach training will be required for Head Coaches and Assistant Coaches as follows:

- 10U – 10U training
- 12U – 12U training
- 14U – Intermediate training

## 4. Format of Play

- a. For 10U, play in both League and All Stars will be 7v7 (50-minute game)
- b. For 12U, play in both League and All Stars will be 9v9 (60-minute game)
- c. For 14U, play in both League and All Stars will be 11v11 (70-minute game)

## 5. Protests

Referee judgment calls are final and not grounds for protest.

Questions concerning players or field equipment must be referred to the Referee prior to the start of the match. The Referee's acceptance of the field and match conditions shall be considered final.

## 6. Disciplinary Action

- a. Any player, substitute or substituted player or Coach (including Assistant Coach) who is sent off or expelled for violent conduct during the regular regional season, Regional playoffs, or Area playoffs will be ineligible to participate in the Section playoffs.
- b. Any player, substitute or substituted player or Coach (including Assistant Coach) who was sent off or expelled for violent conduct during the previous year's Section playoffs will be ineligible to participate in the current year's Section playoffs.
- c. Team members (defined as players, substitutes and/or substituted players) or, Coach (including Assistant Coach) sent off or expelled, including a send-off for receiving a second caution in the same match, shall be suspended from all participation in the remaining current match and the next scheduled match.
- d. Team members sent off for violent conduct, serious foul play or for spitting/biting shall be suspended for one (1) match in

addition to 6-c above.

- e. Team members who are sent off for offensive or insulting or abusive language and/or gestures shall be suspended from all participation for one (1) match in addition to 6-c above. Notwithstanding, the Team Member's Coach may petition the Area Director and the Area Referee Administrator to review the Referee's report (which will identify the words and/or gestures used, and to whom the misconduct was directed). If a finding is made that the language and/or gesture was self-directed or otherwise without malice, the team member may not be subject to this paragraph.
- f. Team members involved in dissent or unsporting behavior before or after the match shall be suspended from all participation for one (1) match in addition, if applicable, to 6-c above. The Area Director may instead impose a two (2) game suspension, depending on the seriousness of the dissent or unsporting behavior. If a suspension of two (2) games is imposed, then the team member who falls under this category will not be eligible to continue to participate in the Section Playoffs.
- g. Team members involved in violent conduct or spitting/biting before or after the match shall be suspended from all participation for two (2) matches in addition to 6-c above, if applicable.
- h. A Coach and/or Assistant Coach expelled for any reason, is subject to further discipline by the Area Director in his or her sole discretion.
- i. All teams are expected to show up for and put forth a maximum effort in each game through the end of the tournament. The Coach and the Region of any team not doing so are subject to sanctions for misconduct.
- j. A Coach or Assistant Coach who withdraws his/her team from a match in progress without consent of the Referee shall be suspended for the next two (2) scheduled matches.
- k. Area 1-D Board Members and Regional Commissioners have the authority to act, as necessary, to forestall or diffuse potentially difficult situations.
- l. Suspensions shall be served in the next scheduled match or matches. If the current tournament ends prior to the completion of the suspension, the suspended individual shall complete serving the suspension in the next available match(es) in any AYSO competition in which he/she participates, including the Section Playoffs. The only exception to this policy is that if a player (not a coach or parent) who is on a League Champion team advancing to Section is suspended at the end of the intervening Allstar tournament for something other than Violent Conduct, such suspension shall not be served with the League team, and instead shall be deferred to the next available competition, including the Section Allstar tournament.
- m. It shall be the responsibility of the Coach, or acting Coach and/or Assistant Coach to ensure that any suspension is served regardless of whether the Referee fails to note it on the line-up card. A Coach and/or Assistant Coach violating this provision shall be suspended for the next scheduled match.
- n. A suspended Coach, including Assistant Coach, may not have any interaction with any team member, opposing team member, or Referee from 30 minutes prior to match start time until the conclusion of the match. A suspended Coach or Assistant Coach is not allowed to be at the field of play or within the boundary fence area or such area as designated by the Referee. Violation of this provision subjects the Coach or Assistant Coach to an additional period of suspension and the team may be subject to forfeiture of the match, as determined by the Area Director.
- o. The Area Director may take additional disciplinary action deemed necessary, in his or her sole discretion, after notice to the potentially affected person.

NOTE: The Referee shall submit a report of all misconduct to the Area Director and Area Referee Administrator. A Misconduct Report is required for all Send-offs and Expulsions; while Cautions and Warnings are only reported on the back side of the line-up card (unless a Send-Off has also occurred in the match). Area 1-D Beach Cities Board Members are encouraged to submit their own written report of any serious misconduct they observe off the field of play. The Referee and/or others present shall complete a Referee Report or Serious Incident Report if the following occurs: fighting occurs between players, adult coaches, parents, or spectators; any member of the Referee team is verbally threatened or physically attacked; or law enforcement is called to restore order.

## 7. Field Set Up and Take Down

- a. Each Team shall be equally responsible for set up of the field. The host Region will supply field equipment.
- b. Field take down (goal nets and flags, and goals, if applicable) is the responsibility of both teams. Failure to take down and store equipment may result in forfeiture.

## 8. Team Standings and Tie Breakers

Team standings shall be posted at the 10U-14U playoff location on the AYSO Area 1D Webpage ([www.ayso1d.org](http://www.ayso1d.org))

**Area 1-D Beach Cities shall utilize a 10-point system structure. The scoring system is as noted in Section II.A Paragraph 7 above.**

The final standings will be determined by dividing each team's total standings points by the number of games played. In the event of a tie for any position in the standings, then the tie breaking rules as described below shall serve as the final determining factor.

Awards will be given to 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place teams.

**League -** The winner (designated as D or D1) of the playoff ladder championship match will move on as the area representative. If there is a Section wildcard, then the loser of the championship match will move on as the wildcard (designated as D2). If there is a second wildcard, then only the teams competing in the semifinals will be considered. The basis of determining the second wildcard (designated as D3) will be the tie breaking rules listed below.

**Premier All-Stars -** In divisions with 6 or more teams, the team obtaining the most points will be the Champion and be designated as D1 in the Section Playoff schedule (see exception below). If there is a Section wildcard, then the team obtaining the second highest points will move on as the first wildcard (designated as D2). If there is a second wildcard, then the team obtaining the third highest points will move on as the second wildcard (designated as D3). The tie breaking rules listed below will be utilized to determine order of finish. In divisions with fewer than 6 teams, there will be a semifinal playoff between the 1<sup>st</sup> and 4<sup>th</sup> place teams, and the 2<sup>nd</sup> and 3<sup>rd</sup> place teams (based on highest points in pool play and tiebreakers) for the right to play in the Championship game. In this case, the winner of the championship game advances as D1, and if there is a wildcard the loser of the championship game advances as D2, and if there is a second wildcard, the team with the highest pool play points as D3. EXCEPTION – in Premier Allstars ONLY, in a division with 6 or more teams ONLY, if 2 (and ONLY 2) teams both win all their games except drawing with each other, AND there is only one Section Playoff berth -- In this case, total points will not determine first versus second, and no tiebreakers will be utilized. Instead, a Championship Game will be scheduled and played to determine the 1<sup>st</sup> place team and Section Playoff berth.

**Select All Stars –** Medals will be awarded based on standings in pool play or playoffs, depending on the size of the division. Placement is based on points earned, with the tiebreakers listed below. There is no advancement to Section.

In the event of a tie for any position in the standings the following tie breaking rules shall be used in the order as listed below:

- a. **HOW THE TEAMS PLAYED AGAINST EACH OTHER:** The team that won the match when they played against each other shall be ahead in the standings.
- b. **SPORTSMANSHIP POINTS:** The team with the highest average sportsmanship points for all matches played shall be ahead in the standings.

**NOTE: If there is a .5 or less difference in average Sportsmanship points per game between the teams, then the next criteria will be used for determining the team standings.**

- c. **“GOALS FOR/GOALS AGAINST” DIFFERENCE:** The team receiving the adjusted highest “goals for/goals against” difference (three (3) maximum per match) shall be ahead in the standings.
- d. **GOALS AGAINST:** The team receiving the lowest number of adjusted goals scored against them (three (3) maximum per match) shall be ahead in the standings.
- e. **GOALS FOR:** The team receiving the highest adjusted total goals (three (3) maximum per match) shall be ahead in the standings.
- f. **NUMBER OF WINS:** The team with the highest number of wins shall be ahead in the standings.
- g. **LOWEST NUMBER OF LOSSES:** The team with the lowest number of losses shall be ahead in the standings.
- h. **COIN TOSS:** The team winning a coin toss shall be ahead in the standings.

## 9. Duration of Matches

- a. 10U matches shall be two (2) halves of twenty-five (25) minutes each.

- b. 12U matches shall be two (2) halves of thirty (30) minutes each.
- c. 14U matches shall be two (2) halves of thirty-five (35) minutes each.
- d. Half-time period shall be a minimum of five (5) minutes, as designated by the Referee.

#### 10. Playing Time and Substitution

All registered players in attendance at AYSO 1-D matches must participate and play at least three quarters of the match, and one-half of any extra time, unless due to injury or send off. Each player must play at least one period in extra time. The only exception to this rule is during League play for 10U teams with a roster size greater than 10, 12U teams with a roster size greater than 12, or 14U teams with a roster size of 15. In these cases, all players must play 3/4 of the game to the extent possible, but 1 or more players will only be able to play half of the game. In these cases, **NO PLAYER MAY PLAY THE FULL GAME.**

Such participation is controlled as follows:

1. Approximately midway through each half the Referee shall permit substitution. This normally occurs during a regular stoppage in play, and the game 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 game is resumed with a dropped ball.
2. Substitutions may also be made at half-time and at the start of any extra time periods or due to injury.
3. When the Referee signals for substitution, the coaches should have all substitutes leaving the game immediately report to the Referee or the designated assistant Referees, who shall note on the lineup cards those team members substituting.
4. During such stoppages, the coach of each team may substitute any number of team members, or none, including previously substituted team members, as long as all eligible team members meet the minimum playing requirements.
5. The Referee shall allow for any time lost due to substitution or other cause by stopping his/her watch or adding playing time. (See AYSO National Rules and Regulations 2010 Article I.B.3. regarding reducing the length of halves to permit proper substitution.)
6. 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 game.
  - d. An injured/ill player missing future quarters due to such injury/illness should be marked "I" each such quarter
7. Late arriving team members (marked "L" each quarter not present at the beginning of such quarter) 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".

Signed line-up cards must be completed (including sportsmanship) by the Referee and forwarded to the Area Playoff Director or designee.

#### 11. Officiating

- a. Each Region, through the Regional Referee Administrator or his/her designee, shall furnish qualified Referees, in standard uniforms, for matches assigned by the Area Referee Administrator. If the Referees are not on the field five (5) minutes prior to the scheduled beginning time of the match, the teams shall immediately notify the Area representative.

#### 12. Size of the Ball

10U	Size 4
12U	Size 4
14U	Size 5

#### 13. Professional Photography

- a. The Area Director is the only individual to authorize a professional photographer to take pictures of players in action during the Area Playoffs.

### III. TEAMS

- A. Team rosters are required for all teams participating in the Area Playoffs. Each roster will include proof of volunteer status for the current year, and all required training and certifications including age-appropriate coach training. **Only "Activated" SportsConnect Tournament rosters in jersey number order will be accepted.**

All-Star 10U team rosters shall be limited to 9 players and conduct the match in an 7v7 format. 12U All-Star team rosters will be limited to 12 players and conduct matches in a 9v9 format while 14U rosters will be limited to 14 players max and play will be 11v11. The roster limitation at the Area level is intended to accommodate ¾ play by all participants. Failure to follow this rule will eliminate the team from the Section One Tournament regardless of finish in the area tournament.

All team rosters shall be presented to the Area Tournament Director in advance of the first match. League rosters cannot be changed – adding or deleting players from the fall season team roster is not allowed. All Star rosters are the only rosters that may be amended any time prior to the first match in which that team competes.

## B. PROPER DRESS

1. Players are required to wear the AYSO uniform as issued by the Region in which they are registered. Names on jerseys are not allowed. Additionally, each player's socks shall be of the same color and, with the exception of the goalkeeper, match the socks of the other team members. Each goalkeeper wears colors that distinguish him/her from the other players (both teams), the Referee, and the assistant Referees.
2. The Referee shall be solely responsible for determining if color conflicts would hinder her/his ability to differentiate between the teams. Changes may be required, as directed by the Referee, and in such case the Home team shall wear alternate jerseys or pinnies.
3. During inclement weather the following additional guidelines shall be observed:
  - a. Players may wear sweatshirts, sweat pants, and/or similar garments. It is not required that all team members wear sweats.
  - b. Sweatshirts shall be worn under the team jersey. Hoods on hooded style shirts must be tucked in the jersey, not outside or on the head.
  - c. Sweat pants shall be worn under the team shorts.
  - d. No hard-bills caps/hats (e.g., baseball cap) may be worn, but soft stocking caps are permitted.



## APPENDIX A

### SPORTSMANSHIP GUIDELINES

The Area 1–D Playoff Director will record from the game card points in five categories that reflect the level of Sportsmanship shown by each team. These categories are (1) Conduct of Players; (2) Conduct of Coaches; (3) Conduct of Spectators; (4) Uniform Appearance; and (5) Courtesy Toward Referees. **All teams will start with the maximum five (5) points in each category (except in the Uniform Appearance category where the maximum is three (3) points).** When warranted, points will be deducted from the appropriate category.

The Referee team shall list the points awarded to each team on the back of the official Area 1–D line–up card at the end of the match. Only that information on the card shall be considered. If no points are listed, then the team shall be awarded the maximum Sportsmanship points.

The Area 1–D staff representative(s) shall attach information as required informing the Area Director of additional circumstances that may affect point totals. Examples include: lack of cooperation at check–in, wrong line–up card, failure to remove trash from spectator areas after a match, and display of poor attitudes anywhere in the tournament complex before, during, or after the match.

#### Criteria for Reductions of Sportsmanship Points

**Five (5) points** will be **lost** from the respective Conduct categories:

- when a player, coach, or spectator is sent off (red card) or expelled;

**One (1) point** will be **lost** from the respective Conduct categories for each observation:

- when a player, or coach is cautioned (e.g., yellow card);
- when trash is left behind by a team after the match.

**One (1) point** will be **lost** from the Coach category for each observation:

- when the match card is improperly filled out– **one (1) point to be deducted for each error up to a maximum of three (3) points;**
- when a coach persistently is outside of the coaching area;
- when coach lists an assistant coach on the match line–up card who has failed to be included on the official roster;
- when a team runs up the score in a manner which is embarrassing to the other team.

**One (1) point** will be **lost** from the Uniform category for each observation:

- when any player is not in a regulation uniform.

**One (1) point** will be **lost** from the Conduct of Spectators category for each observation:

- when spectators express repeated disagreement toward members of the Referee team overcalls;
- when spectators continue to interfere with assistant Referee(s) after being requested to move;
- when spectators intentionally decline to move to their designated side of the field or move to the opponent’s side of the field during the match;
- when spectators use artificial noisemakers (air horn, bull horn, etc.).

**One (1) point** will be **lost** from the Courtesy Toward Referees category for each observation:

- repeated disagreement by players, coaches or spectators;
- continual interference with assistant Referee(s) after being requested to move;
- Intentional delay in beginning the match or second half after Referee’s whistle.

**One (1) point** may be **regained** for any one point deduction when the Referee team notices before, during, or after a match, a particular action by players, coaches, or spectators which is exemplary of AYSO standards of good sportsmanship. Referees will attempt to note such action on the match line–up card.

**APPENDIX B**  
**EXTRA TIME PROCEDURES**

During Area 1-D League Pool Play and All-Star Play of the Area 1D Tournament, all games that end in a tie will be recorded as a tie and each team will receive the appropriate points. In Elimination rounds, any game that ends in a tie will be resolved by extra time periods. If, at the end of two extra time periods, the score remains tied, Kicks From The Mark (KFTM) shall be used to determine the winner.

Extra Time Rules:

- a. **All players must play in at least one extra time period, except due to injury or send off.**

Substitution shall occur at the start of each extra time period.

- b. **Elimination Phase** Extra time must be played as the result of a draw (tie) at the end of regulation time. Two (2) extra time periods shall be played as follows:

10U	5 minutes
12U	7 minutes
14U	9 minutes

Both extra time periods are played to completion. If the score remains tied at the end of extra time, Kicks From The Mark, in accordance with the procedure laid down by the International Football Association Board and published by FIFA, shall be taken to determine the winner.

- c. **Kicks From The Mark (KFTM)**

In the case of a tie at the conclusion of the two extra time periods, the winner shall be determined by the taking of Kicks From The Mark as follows: each team shall alternately take five kicks at the same goal; each one shall be taken by a different player; the team scoring the most goals shall be declared the winner. Should both teams score the same number of goals, the taking of kicks shall continue in the same order (each kick being taken by a different player until all players on the field at the end of the second extra period have been used) until such time as both teams have taken an equal number of kicks (not necessarily five) and one team has scored a goal more than the other. This team shall be declared the winner.

If all players of each team have been used and the match is still tied, then the taking of kicks shall continue in accordance with the Laws of the Game.

The goalkeeper may be changed after any kick. Only the players on the field at the termination of the last extra time period may take kicks: none of these players may be exempted from taking a kick if the number of kicks required to be taken equals or exceeds the number of players on the field.

If one team is playing short (likely due to injury or a send-off of one or more players), then the opposing team shall reduce their number of players allowed to take a kick to the same number of players taking kicks on the opposing team before the taking of the first of the Kicks From The Mark.