

AYSO AREA 10E

2011/2012 ALL-STARS INVITATIONAL TOURNAMENT

U10, U12, U14

INFORMATION FOR COACHES

To All Coaches:

PETS OF ANY KIND ARE NOT ALLOWED AT THE PLAYING FIELDS

We risk the loss of our Field Permits if this is ignored

This document is subject to change. Please check the Area 10E website (www.area10e.org) regularly – the document footer will show the latest revision date and time. Most updates will be for clarification. Significant changes will be noted on the website.

Introduction

Welcome and congratulations on being invited to participate in this year's All-Stars Program. It is planned to be a three weekend event. All teams participate in "Pool Play" January 7th/8th and 14th/15th. All teams will also participate in the single-elimination tournament on January 21st/22nd. Teams from Agoura/Westlake Village/Oak Park, Thousand Oaks, Malibu, Simi Valley, Moorpark and Newbury Park will be competing. The winners of this tournament (at the discretion of the Area Director) may be invited to participate in the Section 10 Playoffs in Bakersfield on March 3rd/4th 2012.

PLEASE ALSO SEE THE 'RAIN RULE' (SECTION 16 BELOW) – JANUARY 28th/29th IS RESERVED FOR POSTPONED MATCHES.

Please note the 'three quarter' rule for players – see Section 7

The Rules and Regulations, described below, that we will be using this year have been agreed upon by all of the Regional Commissioners, and they will be enforced. **Please read and understand this document. It could make a difference between a fun, positive experience and a disappointing one.**

Mission Statement

Our goal is to provide a recreational environment that is fun, healthy and competitive for all who wish to play. We believe this is the right of every player enrolled in our program. In addition, we wish to protect these players from those who choose to violate their rights, via mean-spirited play, unsporting behavior and/or undue or malicious outside interference.

Paperwork Required

In addition to coaching duties, Coaches are responsible for maintaining game cards and Registration Forms (which must include original "wet" signatures) for their teams and players. Coaches are also advised to obtain a copy of the approved team roster.

Please remember these playoffs are only secondarily a competition. They are primarily an opportunity to celebrate your team's selection as All-Stars in your AYSO Region. Please do remember to have fun, and do your best to make sure your team and all other teams have fun too.

1. Field set-up.

Fields for the first match of the day must be set up **one hour** (60 minutes) before the scheduled match time by the teams assigned to that field and match. Set-up consists of preparing one half of the field; this includes two corner flags, one goal, one net and **marking** lines on half of the field, if they are not already marked.

PETS ARE NOT ALLOWED AT THE PLAYING FIELDS.

2. Field take-down.

Teams in the last match of the day will take down the nets and put them in the net box or bag, collect the corner flags and return these items to the storage bin or other location as directed by the Field Director. Do not leave these items on the field, as they may be stolen or vandalized and your team may be responsible for their replacement.

3. Medical Releases

The coach's copy of each player's A.Y.S.O Registration form must be completely filled out and signed by the parent or guardian; these must be **originals or have original "wet" signatures**. These forms will be checked prior to the match and any player who does not have a properly completed form will not play. A team arriving without forms must provide them by match time or "forfeit the match".

No Forms, No Play, No Excuses, No Exceptions

4. Trash, Debris, Condition of Fields and Facilities

We have been granted the privilege to use the various soccer fields by the various hosting Parks and Recreation Departments and/or School Districts. It is our responsibility to maintain these fields, bathroom facilities, parking lots and surrounding areas in good condition. If bathrooms are not kept clean, they will be locked and unavailable for our use. Likewise parking lots may be closed, and fields may be unavailable to us in the future. It is imperative to keep all facilities in good condition and free of debris.

We Need Your Help!!! It takes a lot of volunteer hours to put on an event of this magnitude. We can't rely on the same few who year after year get here early and stay late to ensure a successful tournament. Specifically, we are looking for volunteers to help mark the lines on fields, set up nets and goals, collect trash during the day and then ensure the take-down of nets, goals and the gathering of trash and debris at the end of the day. If you would like to volunteer please report to the Administrative tent.

5. Dress Code

In general, the FIFA guideline is that "The wearing of any kit item on the field of play is subject foremost to the referee's authority as defined in the Laws of the Game."

- **Uniforms must have the AYSO logo and must conform to the prevailing AYSO National Rules Dress Code. This information is available from your Regional Commissioner.** The Uniform may not bear the player name or team name by any application of lettering, silk screening, etc.
- All team members must be uniformed in the same color and style of jersey, shorts and socks with the sole exception that the goalkeeper may have a different jersey when in goal. The goalkeeper's jersey does not need the AYSO logo, as long as the player also has the team jersey with the logo
- Shin guards are mandatory and must be worn under the stocking and be completely covered by the stocking. Each player, his or her parent(s) or guardian(s) and his or her Coach are collectively responsible for ensuring the player wears reasonably protective shin-guards as described in Law 4.
- Bicycle pants or similar, if worn, shall be the predominant color of the shorts or black or white. **EVERYONE ON THE SAME TEAM** wearing them must match in color, i.e. ALL black, ALL white or ALL the predominant color of the shorts.
- Boxer or similar shorts shall not be visible and shall not hang below the uniform shorts.
- Knee braces are acceptable, upon inspection and approval by referees; all metal or hard parts of the braces must be padded.
- Face paint, glitter or other such ornaments are considered dangerous (i.e. can get in a player's eyes, nose or mouth) and unsporting towards opponents and will not be allowed. Fingernails must be trimmed or be covered with bandages or everyday (e.g. 'knit') gloves. Visible adornments (e.g. attached using piercings or clips) are not permitted and must be completely removed. This is a safety matter and is not negotiable. The decision of the Referee is final.
- Players are expected to wear the uniforms provided or approved by their AYSO Region. Uniforms must have the AYSO logo, as specified in the prevailing AYSO National Rules Dress Code. This information is available from your Regional Commissioner.
- **Players not in proper uniform must correct the problem with their uniform, PRIOR TO THE START OF THE MATCH, or the player will not be allowed to play until the problem is corrected**
- Any player whose uniform is non-compliant will be asked to leave the field until the problem is corrected. Referees are obliged to enforce all Laws, including Law 4.

- In the event of conflicting uniforms, the **home** team (i.e. the team listed first on the official game schedule) will be responsible for changing jerseys. Bibs may be provided by the hosting site, but please be sure to check your opponents' shirt colors on the Area 10E website.

6. Rosters and Match Cards

ROSTERS

Each team must electronically provide a Team Roster using the eAYSO Team Roster Form on www.eayso.org.

No other roster will be allowed.

Each completed Team Roster form must be emailed to and received by the Area Director (ad@area10e.org) by December 30th 2011. **Changes subsequently approved by the Region must have the complete updated eAYSO Team Roster re-submitted prior to the first day of your tournament.**

Each roster must contain the correct AYSO registration number for each player, and be approved by the Regional Commissioner. Please verify with your Regional Commissioner or his/her designee that the most recently submitted roster is correct.

Note: players and/or coaches without valid AYSO registration numbers will not be able to participate in this tournament.

MATCH CARDS

Only Match Cards with the All-Stars logo may be used, and must be filled out completely and legibly. This means complete and accurate information including Division (e.g. U12B), Team Identifier (e.g. 121-C) as per the schedules, full names of Head Coach and Assistant Coach and Team Name. Before each match the card must be completed to include Date, Kick-off Time and Field code (i.e. Letter or number per the schedule). Player names must be in order of shirt number and show the full first and last name (e.g. Jane Smith, not J. Smith).

Match cards will be issued to Coaches who have been approved and who are represented at the Mandatory Coach Meeting.

7. Substitution

Substitutions will be allowed at approximately half way through the first half, at the beginning of the second half and approximately half way through the second half (commonly known as "quarter substitutions" in accordance with AYSO National Guidelines). Coaches must have their players ready to enter the field and know which players are coming off. Due to very tight game schedules and the fact that time will not be stopped for substitutions, unorganized sideline habits will be subject to caution. **Substitutions midway through either half are not considered water breaks. Players must remain on the field and away from the players being substituted. Play may continue as soon as substitutions are made whether players are ready or not.** Players may come to the sideline at any time during the match to receive water. It is not necessary to gather all players together at the break. If this interferes with or delays an orderly substitution the Coach may be cautioned.

| AYSO Section 10 - Substitution for 3/4 Play | | | | | |
|---|-------------------------------|---------------------------|--|-----------------------------------|---------------------------------------|
| Division | Number of "quarters" required | Number of players on team | Number who will play only 2 "quarters" | Number who will play 3 "quarters" | Number who will play all 4 "quarters" |
| U14 11 v 11 | 44 | 15 | 1 | 14 | N/A |
| | | 14 | N/A | 12 | 2 |
| | | 13 | N/A | 8 | 5 |
| | | 12 | N/A | 4 | 8 |
| | | 11 | N/A | N/A | 11 |
| U12 9 v 9 | 36 | 12 | N/A | 12 | N/A |
| | | 11 | N/A | 8 | 3 |
| | | 10 | N/A | 4 | 6 |
| | | 9 | N/A | N/A | 9 |
| U10 7 v 7 | 28 | 10 | 2 | 8 | N/A |
| | | 9 | N/A | 8 | 1 |
| | | 8 | N/A | 4 | 4 |
| | | 7 | N/A | N/A | 7 |

IMPORTANT: The official wording from **Section 10** regarding equitable playing time is as follows in blue:

Except as noted below, all registered players in attendance at the start of a match shall play at least **three (3) quarters** of each game, excluding overtime, unless injured or ill. Any questions or special situations should be brought to the attention of the Tournament Director or designee or to the Referee during the game.

No player may play all four (4) quarters until all players have played three (3) quarters of each game. Roster sizes may require some players to be out two (2) quarters. No player may be out two (2) quarters more than once, until all players have been out two (2) quarters during the tournament.

Any coach found to have violated this rule **will be** immediately suspended for a minimum of one game. This penalty will carry over to any additional post season participation by the coach should the suspension occur during the last game of the tournament. Additional penalties may also apply such as forfeiture of game and/or expulsion from the tournament.

IMPORTANT: In the spirit of "Everyone Plays", no player may play a fourth "quarter" unless all other players on the team will have played at least three "quarters" of the match. The sole exception is that in the scenario where the number of players on a team does not permit one or more players to play more than half of a match (i.e. two "quarters"), no player may play more than three "quarters" except in the case of bona fide injuries. Each coach must therefore comply with the paragraph in **bold blue** above.

Each coach is expected to ensure equal playing time for all his or her players across all matches played in the tournament Pool Play, and also in the elimination tournament phase if his or her team advances from Pool Play. The Coach must ensure that he or she initial the team's line-up card at the end of each match, confirming the player participation as marked by the Assistant Referee.

PLAYER PARTICIPATION: It is our desire to cater to the player who is committed to the AYSO experience. Every effort should be made to give such a player the opportunity to play in the Area 10E All-Stars program as opposed to a player who participates in multiple sports or will have schedule conflicts because of commitments to other organizations or activities.

For this reason, all players in the Area 10E All-Star program must play in at least five (5) matches and ten (10) 'quarters' of the preliminary rounds of play ("Pool Play") in order to be eligible for the associated All-Star Playoff tournament. This requirement is reduced to four (4) matches and eight (8) 'quarters' for teams playing only six (6) preliminary matches. Players who do not meet these minimum requirements for reasons other than injury, illness, family obligations or for reasons otherwise brought to the attention of the Area Director and noted on the "Game Card" will be considered ineligible for further participation in the elimination rounds of the All-Star Tournament. It is the responsibility of the player's Coach to ensure that the reason for a player's absence is accurately and adequately documented on the relevant "Game Card" prior to the end of the game.

Standard AYSO practice applies to when a player is considered to have played or participated in a "quarter", especially in case of injury.

The FIFA convention for injuries will be enforced. In the case of an injury or similar situation requiring on-field attention (e.g. a coach entering the field of play) the injured player will be required to leave the field of play. The player may either be substituted (and must stay out until the next substitution break) or re-enter the field of play ONLY when invited to do so by the Referee (or by an Assistant Referee if so authorized by the Referee). The only exception to the player being required to leave the field is for a goal-keeper. If the goal-keeper is the injured player, he or she may receive on-field attention and, if deemed fit to continue playing, is not required to leave the field of play.

A coach whose team does not, in the opinion of and at the discretion of the Area Director or his designee, comply with the spirit of the above may be formally cautioned for each violation or suspended or his or her team may not be permitted to participate in the single-elimination tournament.

8. Jewelry

No jewelry of any kind is allowed on players during any match - this includes, but is not limited to, earrings, necklaces, bracelets, rings, friendship bracelets, string or other ornaments used in decoration or piercing. Medical bracelets may be worn if they are properly secured, covered by tape or band and deemed not to cause a safety hazard upon inspection of the referee. If in the opinion of the referee there is a safety hazard, then the coach will hold the bracelet until the end of the match. **No pony tail bands with metal will be allowed.**

9. Coaching

- A. A maximum of two coaches is allowed per team, both of whom must be certified for AYSO Safe Haven. **Every coach must be trained and certified for the division in which he or she is coaching.** Coaches not properly trained will not be allowed to participate in the Area 10E tournament.
- B. Nominated coaches must be validly registered with AYSO and appropriately certified for the division in which he or she is coaching. **Coaches not properly trained will not be allowed to participate in the Area 10E tournament.**
- C. **Each Coach and Assistant Coach is required to wear the All-Stars Identity badge which will be provided by Area 10E at the pre-season Mandatory Coach Meeting.** The badge must be worn so as to be clearly visible to Area 10E staff at practices and matches and to match officials while at the match venue. **The only people allowed to be in a team's "technical area", to give instruction to their players and to confer with the referee team are coaches of the team wearing their Area 10E All-Stars Identity badges.**
- D. **Coaches** are responsible for the conduct of their players, parents and spectators. All are expected to demonstrate positive coaching or encouragement and good sportsmanship during the entire program.
- E. **Coaches** are responsible for ensuring that their players and substitutes are dressed according to Sections 5 and 8 above.
- F. The permitted coaching area extends ten (10) yards on either side of the center line – the limits of center circle may be used as an approximation. **All coaches and spectators must stay on their own side of the field and at least 3' (one yard) from the playing area.**
- G. Coaches and spectators shall not enter the field of play unless requested to do so by the referee, **even for a player who is "down"**.
- H. The Home Team is the team listed first on the "Schedule", i.e. "Home" versus "Visitor". **The "Home Team" players, coaches and spectators will occupy the North or East side of the field as designated by the referee or field director. This applies to ALL locations.** The Visiting Team will occupy the South or West side of the field as directed. **This is the Area 10E Tournament convention for all fields and all locations – coaches familiar with Arroyo Vista should especially take note of the orientation.**
- I. **Coaches must ensure that all spectators remain on their team's side of the field, at least 18 yards from either goal line, at least 3' (1 yard) from the touchline, and away from the goal area at all times. NO spectator coaching from the sidelines will be allowed.**

10. Check-In

Number of Players

The minimum number of players allowed for a match to be played, the maximum number of players "on the field", and the required roster size, are as follows:

| DIVISION | MINIMUM NUMBER OF PLAYERS TO PLAY | MAXIMUM NUMBER OF PLAYERS "ON THE FIELD" | MAXIMUM NUMBER OF PLAYERS ON ROSTER |
|----------|-----------------------------------|--|-------------------------------------|
| UNDER 10 | 5 | 7 | 10 |
| UNDER 12 | 6 | 9 | 12 |
| UNDER 14 | 7 | 11 | 15 |

A team that cannot field the minimum number of players within a period of 5 minutes after scheduled game time (in uniform, on the field and ready to play) will be deemed to have forfeited the match.

Teams are required to check in prior to the beginning of their first match of the tournament. **Check-in time is one hour before your first match.** Teams are only required to check in once. A review of equipment and game cards will also be performed by the referees prior to the start of each game.

Coaches must have in their possession the following items:

- (1) a correctly and completely signed AYSO Player Registration form for each player
- (2) Area 10E game cards completed according to the instructions in Paragraph 6 above.
The number of game cards should equal the number of matches the team could play through to the Final

A team roster, appropriately approved, must have been electronically submitted to the Area Director by the team's Regional Commissioner or his/her appointed delegate. It is suggested that the Coach obtain a copy of that document in case of questions regarding eligibility.

Each team must be lined up in order of shirt number at the designated check-in area, on time, completely dressed for play, and ready to play.

Each player should be holding his or her own registration form for check-in.

Rosters and game cards will be collected by Administrative Staff and will be returned to Coaches after being verified. Late arrivals and players absent from check-in will be noted on game cards. These players must check in as soon as they arrive in order to be eligible to play.

11. Schedule and Format of Play

The Area 10E All-Star Tournament will be conducted the following weekends, weather and environment permitting:

| | | |
|------------|------------------------------------|-----------------------------|
| Pool Play | Saturday, January 7 th | Arroyo Vista Park, Moorpark |
| Pool Play | Sunday, January 8 th | Arroyo Vista Park, Moorpark |
| Pool Play | Saturday, January 14 th | Arroyo Vista Park, Moorpark |
| Pool Play | Sunday, January 15 th | Arroyo Vista Park, Moorpark |
| Tournament | Saturday, January 21 st | Arroyo Vista Park, Moorpark |
| Tournament | Sunday, January 22 nd | Arroyo Vista Park, Moorpark |

PLEASE ALSO SEE THE 'RAIN RULE' (SECTION 16 BELOW) – JANUARY 28TH/29TH ARE RESERVED FOR POSTPONED MATCHES.

As teams may play several games during the day, please consult the schedule for your location and game times.

Schedules will be available on the Area 10E website, www.area10e.org

Format of play will be as follows:

- A. Pool play will precede the elimination tournament according to the published schedule. This Pool Play format will consist of at least five (5) games total for each team, and is used solely for determining seeding (berths) for the single-elimination tournament.

U14B, U14G, U12B and U12G divisions play as a single league. U10B and U10G are each split into two pools, but will be merged into a single league for seeding purposes.

The following shows the currently planned number of teams per division and the number of Pool Play matches:

| | | |
|----------------------------|---------------------------|---------------------------|
| UNDER 10 BOYS | UNDER 12 BOYS | UNDER 14 BOYS |
| 14 (8 matches) | 10 (8 matches) | 6 (8 matches) |
| UNDER 10 GIRLS | UNDER 12 GIRLS | UNDER 14 GIRLS |
| 13 (7 or 8 matches) | 9 (7 or 8 matches) | 7 (6 or 7 matches) |

If a division consists of an odd number of teams, it is possible that certain teams will play one “Pool Play” game less than others. In these divisions, the teams that played the greater number of games will have their total points adjusted by a factor e.g. 7/8 if some play 8 matches. This adjusted total will be used for seedings for the single elimination tournament.

Durations of matches during “Pool Play” seeding rounds will be as follows:

| | | |
|-------------------|-------------------|-------------------|
| UNDER 10 | UNDER 12 | UNDER 14 |
| 48 minutes | 50 minutes | 60 minutes |

B. Points for Pool Play matches will be as follows **(subject to revision before the first day of Pool Play)**:

1. Six (6) points for each win
2. Three (3) points for each tie
3. One (1) point for each positive goal differential to a maximum of three (3) points
4. One (1) point for a shutout (including ties – i.e. a 0 to 0 tie will be worth 4 points to each team)
5. Zero (0) points for a loss
6. A forfeited match shall count as seven (7) points for the team not forfeiting, with a score of 1-0.

The maximum number of points a team may achieve per game is ten (10). (Example: a 3 to 0 victory yields 6 points for the win, 3 points for goal differential, and 1 point for the shutout for a total of 10 points)

Tie Breakers

1. Fewest red cards (including sending-off or ejection of players, substitutes, coaches and spectators)
2. Head to Head competition, if all tied teams played each other
3. Most wins
4. Fewest goals scored against the team
5. Fewest yellow cards
6. To be determined by Area Director and/or his designee. (See item 18 of this document)

C. Single-elimination tournament matches will be as follows:

Durations of elimination matches will be:

| | | |
|-------------------|-------------------|-------------------|
| UNDER 10 | UNDER 12 | UNDER 14 |
| 48 minutes | 50 minutes | 60 minutes |

Preliminary and Semifinal Rounds – If matches are tied after full time, the winner will be determined by the taking of kicks from the penalty mark in accordance with the Laws of the Game.

Final Round - If matches are tied after full time, there will be two (2) complete 5 minute overtime periods with teams switching sides after the first 5 minute period. If the match is still tied at this point the winner will be determined by the taking of kicks from the penalty mark in accordance with the Laws Of The Game.

- D. All games must be played within the allotted time. The next game on the schedule must start on time and any delays will be subtracted from the match at hand. The referee’s time-keeping is final and may not be protested.
- E. Half time interval shall be a minimum of five (5) minutes. **All Matches are on a running clock.**
- F. A match will be considered forfeit if one or both teams are not on the field within five (5) minutes of match time.
- G. It is expected that each team will play all of its scheduled matches. Failure to do so without a valid and verifiable reason that is communicated in a timely manner to the Area Director or his designee may result in disciplinary action against the coach or team within the discretion of the Area Director.

12. Yellow Card Rule

- A. Any player or coach who receives 2 cautions (yellow cards) in one match will be considered to have received a red card and will be subject to a minimum of a one (1) match suspension.
- B. Any player or coach who accumulates three (3) cautions during the tournament will be subject to a one (1) match suspension.

13. Red Card Rule

- A. Any player who is sent off (shown the red card) will have to leave the field of play. If a parent or guardian is available the player must leave to the parking lot or to a similar location designated by Area Staff where he or she cannot influence the match. The player may also sit at the Administration Tent away from the field of play, where there will be adult supervision. The player is not eligible to participate in the traditional handshake at the conclusion of the match.
- B. Any coach or adult who is sent off or ejected must leave the field of play to the parking lot or to a similar location designated by Area Staff where he or she cannot influence the match. Games may be suspended until the adult is clear of the playing area. "Area Staff" or local law enforcement may escort the person out of the area.
- C. The player or coach who was sent off (in the case of a player, shown the red card; a coach will be asked to leave the area) will not be allowed to attend at least the next match in which he or she would have participated.
- D. Any player or coach who is sent off (in the case of a player, shown the red card, or in the case of a coach, asked to leave) **two times** during the tournament may be disqualified from future Area and Section Play. A player or coach sent off for violent misconduct or foul or abusive language could be suspended from further Area or Section play. A player or coach who is sent off during their last match of the tournament and their team goes to Section playoffs, the player or coach will sit out the first match of Section playoffs. A player or coach who is sent off during their last match of the tournament may be subject to disciplinary action as well as disciplinary action the next season.

NOTE: A PLAYER OR COACH WHO RECEIVES TWO SEND OFFS (RED CARDS) COULD ALSO BE SUBJECT TO DISCIPLINARY ACTION FOR THE NEXT SEASON.

14. Noisemakers

Artificial noisemakers are to be considered disruptive, taunting and not in the spirit of fair competition. Items such as (but not limited to) cow bells, horns or air horns, megaphones and other artificial noisemakers are not allowed.

15. NO PETS of any kind are allowed on or near the soccer fields.

16. Rain Rule

If you are in doubt as to whether matches will be played due to rain, please call your Regional Commissioner or the Area Hot-Line at (805) 520-1791 Option 4, after 6:30am on the day of the tournament.

The Area 10E website will also show information if possible.

Rescheduling of matches that are rained out is at the discretion of the Area Director. The weekend of January 28th/29th is reserved for this contingency.

TEAMS ARE EXPECTED TO BE FULLY COMMITTED TO PLAYING ALL MATCHES IN ORDER TO COMPLETE THE AREA 10E ALL-STAR PROGRAM. TEAMS WHO DEFAULT ON POSTPONED MATCHES MAY BE SANCTIONED AND REFUSED PERMISSION TO PARTICIPATE IN OTHER POST-SEASON PLAY.

17. Protests

While constructive input is always welcomed, there will be no formal protests whatsoever!!!

18. The "Catch-22" Rule

Any situation or subject not covered in these rules will be decided upon by the Area 10E Director and the Area 10E Referee Administrator, who reserve the right to stop any match at any time, for any reason.

**THANK YOU FOR YOUR COMPLIANCE WITH THE LETTER AND SPIRIT OF THIS DOCUMENT!
HAVE A GREAT TOURNAMENT!!!**

CONTACTS:

If you have any questions regarding play, your match, or anything covered or not covered herein, please contact your Division Director or Regional Commissioner.

Region 4 - Agoura/Westlake

Jim Lyon Regional Commissioner

RC004@area10e.org
(818) 707-8557

Region 9 - Thousand Oaks

Doug Overton Regional Commissioner

RC009@area10e.org
(805) 907-6593 cell

Region 42 - Newbury Park

Leslie Gilder Regional Commissioner

RC042@area10e.org
(805) 410-2976 cell

Region 121 - Simi Valley

Russ Platamone Regional Commissioner

RC121@area10e.org
(805) 791-6333

Region 363 – Moorpark

Bill Gratke Regional Commissioner

RC363@area10e.org
(805) 794-7621 cell

Region 759 – Malibu

Rick Erickson Regional Commissioner

RC759@area10e.org
(310) 753-8425 cell

Area 10E - Eastern Ventura County and Western Los Angeles County (Website: www.area10e.org)

Richard Pagliarli Area Director

or aad@area10e.org
(805) 520 1791 Option 3

Bruce Levy Assistant Area Director

or brucelevy@area10e.org
(805) 341 3095

Steve Cooper Referee Administrator

or ara@area10e.org
(818) 606-7526 cell

AREA 10E Website – www.area10e.org

email: postseason@area10e.org

FIELD CONDITIONS (805) 520 1791 Option 4