

AYSO AREA 10E

2011 INVITATIONAL LEAGUE PLAYOFF TOURNAMENT

U10, U12, U14

INFORMATION FOR COACHES

To All Coaches:

Welcome and congratulations on being invited to participate in this year's Area 10E League Championship Tournament. Play will be over two weekends, as follows:

POOL PLAY

U10 **Saturday December 3rd**
Conejo Creek Park South (east of Highway 23 on the south side of Janss Road)

U12/14 **Saturday December 10th**
Arroyo Vista (west of Moorpark High on Tierra Rejada) and Conejo Creek Park South
Be sure to arrive at the correct location!!

QUARTER-FINALS, SEMI-FINALS, CHAMPIONSHIP FINALS

U10/12/14 **Sunday December 11th**
Conejo Creek Park South

Car-pooling is highly advised for Arroyo Vista!

The weekend of December 17th/18th is reserved for postponements, rainouts etc.

The top teams from Agoura/Westlake Village/Oak Park, Thousand Oaks, Malibu, Simi Valley, Moorpark and Newbury Park will be competing. The winners of this tournament may, at the discretion of the Area Director, be invited to participate in the Section 10 Playoffs early next year.

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

The rules 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 the information in 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. Please remember these playoffs are only secondarily a competition. They are an opportunity to celebrate your team's success in getting here. Please do remember to have fun, and do your best to make sure your team and all other teams have fun too.

Paperwork Required

In addition to coaching duties, Coaches are responsible for maintaining rosters, game cards and medical release forms for their teams.

- 1. Field set-up**
First match of the day must be set up **one hour** (60 minutes) before the scheduled match time. Set-up consists of each team being responsible for setting up one half of the field; this includes two corner flags, one goal, one net and **marking** half of the field, if not already marked.

- 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 the A.Y.S.O Registration form must be completely filled out and signed by the parent; these must be **originals or have original signatures**. These 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.

5. **Dress Code**

- 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 completely covered by the stocking. **Players and their parent(s) or guardian(s) are responsible for ensuring each 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.
- Players are expected to wear the uniforms provided 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 check your opponents' shirt colors on the Area 10E website.

6. **Rosters and Match Cards**

- **Each team must provide a Roster using the AYSO Roster Form on www.eayso.org. No other roster will be allowed. **Each completed roster form must be submitted to and received by the Area Director (ad@area10e.org) prior to the first day of your tournament.****
- Each roster must contain the correct AYSO registration number for each player, and be signed by the Regional Commissioner. If you have any problems obtaining these rosters please call your Regional Commissioner or his/her designee. **Note: players without proper registration numbers will not be permitted to participate in this tournament.**
- Match cards 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 name of Head Coach and Assistant Coach, Team Name. Before each match the card must be completed to include Date, Kick-off Time and the Field code (e.g. AV-5 or CC-3).**

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- Player names must be in order of shirt number and show last name and the first name or initial letter of first name.
- At initial check-in U10 and U12 teams must supply six (6) completed match cards; U14 must supply five (5) cards.

7. Substitution and Injuries

- Substitutions will only 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. **Substitution breaks midway through either half are not considered water breaks. Players must remain on the field and away from the players being substituted. Play will 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. The Coach may be cautioned if this interferes with, or delays, an orderly and timely substitution.
- 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 (not an Assistant 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.
- **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 3 "quarters" of the match. In the situation 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.
- Standard AYSO practice applies to when a player is considered to have played or participated in a "quarter", especially in case of injury.
- When a player plays only 2 "quarters" in one game, he or she must do so for only that one game.
- 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.

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

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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.
- 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. **Coaches are required to wear Identity Badges which will be provided by Area 10E at Check In on the Pool Play day.** They 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 Identity Badges.
- D. **Coaches** are responsible for the conduct of their players, parents and spectators. All are expected to demonstrate positive coaching and good sportsmanship during the entire season.
- 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 **one hour prior to their first match of the Play-Offs**. Teams are only required to check in once. A review of equipment and match cards will also be performed by the referees prior to the start of each game. **Coach ID badges will be distributed at this time.**

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Coaches must have in their possession the following items:

- (1) a correctly and completely signed Player Registration form for each player,
- (2) an accurate team roster prepared using eAYSO which has been either submitted electronically by a Designated Region Board member (e.g. Registrar) or printed and signed by the Regional Commissioner, and
- (3) five (5) completed match cards for U14, six (6) for U10/U12.

Cards must be completed as indicated in Item 6 above.

Each team must be lined up in order of shirt number at the designated check in area, on time, completely dressed, 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

PLEASE BE SURE YOU GO TO THE CORRECT FIELD LOCATION!

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. Teams will compete in league-format pool play (matches may end tied) with eight U10 teams, eight U12 teams and four U14 teams advancing to a single elimination tournament for each of the six divisions. This format will mirror that of the AYSO Section Tournament and will provide a minimum of 3 games for each team.

The top team in each division will, subject to the Area Director's discretion, to advance to the Sunday elimination tournament. For divisions with fewer pools than teams required for the Sunday elimination tournament, the teams with the next highest points (subject to tie-breaks) across all pools in the division will advance, subject to the Area Director's discretion.

Note that it is theoretically possible that a team proceeding to Sunday play may have fewer points than a team, in a different pool, which does not proceed.

POOL PLAY MATCHES (DAY 1)			
Division	U10	U12	U14
Duration	Two 20 minute halves	Two 25 minute halves	Two 25 minute halves
Overtime	None	None	None
Tie-break	Not required	Not required	Not required

- B. Points for Pool Play matches will be as follows:

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 a 1-0 win [seven (7) points] to the team not forfeiting.
7. If a team forfeits a game during pool play then, at the discretion of the Area Director, all games played, or scheduled to be played, against that team will be scored as a Forfeit, 1-0 (7) points.
8. 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)

- C. Tie Breakers

Qualification to advance for play on Sunday will be determined by most points, with ties broken as follows *in order of importance*:

1. Fewest Red cards (Ejections or Send-Offs)
2. Most wins (not used if a forfeit win exists)

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3. Head-to Head result (if played and if all tied teams played each other)
4. Fewest goals scored against the team (not used if a forfeit win exists)
5. Fewest Yellow cards (Cautions)
6. To be determined by Area Director and/or his designee. (See item 18 of these guidelines)

Where the number of teams advancing to the Sunday playoffs exceeds the number of pools in a Division, pairings for Sunday elimination tournament matches will be made by a random draw as soon as all teams advancing have been identified. The draw will be at the Administration Tent. This random draw will help "neutralize" any perceived differences between pools within a division.

The pairings and field assignments will be published at the Saturday location(s) within 30 minutes of the end of the last game or tie-break 'shoot-out'.

The pairings and field assignments will also be published on www.area10e.org by 8pm on Saturday. Sunday kick-off times are not affected by this random draw.

D. Elimination Matches will be as follows:

QUARTER-FINALS (U10/12) AND SEMI-FINALS			
Division	U10	U12	U14
Duration	Two 20 minute halves	Two 25 minute halves	Two 25 minute halves
Overtime	None	None	None
Tie-break	Kicks from the Penalty Mark	Kicks from the Penalty Mark	Kicks from the Penalty Mark

Kicks from the Penalty Mark will be taken in accordance with the Laws of the Game.

Final (Championship) Round:

U10 & U12 - If matches are tied after full time, the game will be decided by the taking of Kicks from the Penalty Mark in accordance with the Laws of the Game.

U14 - 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.

CHAMPIONSHIP FINALS			
Division	U10	U12	U14
Duration	Two 20 minute halves	Two 25 minute halves	Two 25 minute halves
Overtime	None	None	Two full 5 minute halves
Tie-break	Kicks from the Penalty Mark	Kicks from the Penalty Mark	Kicks from the Penalty Mark

- E. 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.
- F. The Half-time interval shall be a minimum of five (5) minutes.
All matches are on a running clock – the referee is not required to account for stoppages.
- G. A match will be considered forfeited if one or both teams are not on the field within five minutes of match time.
- H. 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 may be subject to a minimum of a one (1) match suspension.
- B. Any player or coach who accumulates three (3) cautions during the tournament may be subject to a one (1) match suspension at the discretion of the Area Director. **Accumulation of "Yellow Cards" may be a tie-breaker.**

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13. Red Card Rule

- A. Any player who is sent off (shown the Red Card) is required 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. **Accumulation of "Red Cards" may be a tie-breaker.**
- 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" and/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) may 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 whose team is invited to Section Playoffs, may be required sit out the first match of Section Playoffs. A player or coach who is sent off during his or her 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) MAY ALSO BE SUBJECT TO DISCIPLINARY ACTION FOR THE NEXT SEASON.

14. Noisemakers

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

15. NO PETS of any kind are allowed on, or within 50 yards of, the soccer fields.

16. Rain Rule

If you are in doubt 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 6pm, the day before the tournament. The Area 10E website will also show information if possible.

Match Day Information will be available after 7am.

Rescheduling of matches that are rained out is at the discretion of the Area Director.

17. Protests

While constructive input is always welcome, 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 INFORMATION!
HAVE A GREAT AND ENJOYABLE 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

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Region 42 - Newbury Park

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

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FIELD CONDITIONS (805) 520 1791 Option 4

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