



## AREA 2B 12U - 14U 2017 RULES AND REGULATIONS American Youth Soccer Organization

### 1. Organization

- 1.1. The Area 2B Board of Directors shall be responsible for approving the Area 2B 12U – 14U Rules and Regulations.
- 1.2. All Inter-Regional Area 2B games shall be conducted in accordance with AYSO National Rules and Regulations, Section 2 Rules and Regulations, Area 2B Rules and Regulations, the current IFAB Laws of the Game and International Board Decisions, as contained therein.
- 1.3. The League Director shall manage the league.
- 1.4. The League Director will be responsible for:
  - 1.4.1. Scheduling
  - 1.4.2. Ensuring compliance with these rules and regulations
  - 1.4.3. Managing the League, as described in these rules and regulations
  - 1.4.4. Maintain and distribute league standings.
- 1.5. The Area Director shall have the authority to suspend players and coaches for violating League and AYSO rules.
- 1.6. Regional Commissioners are responsible for:
  - 1.6.1. Balanced Regional teams.
  - 1.6.2. Appointing a 12U - 14U Regional Coordinator.
- 1.7. The 12U - 14U Regional Coordinators are responsible for:
  - 1.7.1 Tracking game cards.
  - 1.7.2. Informing the region of league standings.
  - 1.7.3. Turning the game scores into the League Director and League Scheduler within 72 hours of the games.
- 1.8. The League Board shall be composed of the Area Director, the League Director, the Scheduler/Scorekeeper, and a Region Coordinator from each region. The League Board is responsible for administering the league in accordance with these Rules and Regulations.



- 1.9 The Area Director retains the right to interpret and apply the rules to the optimum benefit of all participants.

## 2. Coaches

- 2.1. Only Positive, Instructive and Encouraging coaching, in accordance with AYSO National Rules will be allowed. Failure to adhere to these principles will result in disciplinary action and possible exclusion from the Area tournament.
- 2.2. Coaches and Assistant Coaches must have at least age appropriate certification, 2012 or later Safe Haven training and CDC Concussion Awareness training **prior** to the start of the season. Teams with coaches who are not certified to these minimum certification requirements will not be eligible to coach in the Area Tournament or other postseason play.
- 2.3. Coaches, or a team representative, must attend the mandatory coach meeting at the beginning of the season. Refer to Section 13.2 of these Rules and Regulations for consequences.
- 2.4. Coaches must ensure substitutes are at least one yard back from the touchline at all times.
- 2.5. Coaches must give the referee the following materials 15 minutes before scheduled kickoff time to facilitate the team check-in.
  - 2.5.1. A properly filled out game card (AYSO Perforated Official Line-up form, item# AY-CS004P, AYSO Store), listing all players on the roster, with complete first and last names, and players listed in numerical order.
  - 2.5.2. Properly validated (RC Signature, League Stamp and laminated) Coach, Assistant Coach and player passes using Official AYSO Player Cards. (AYSO Player ID Cards, item # AY-CS003, AYSO Store).
- 2.6. Coaches, players and parents are responsible for the field and surrounding area to be left in a clean state.
- 2.7. Coaches must report any injury, which forces a player not to play and/or to require medical attention. The report must be turned in, along with the players pass, to the Regional Commissioner or Regional Safety Director. If an injury report was filed, then a doctor's release must be turned into the Regional Commissioner or Regional Safety Director before the player's



pass is returned and the player returns to play. Minor injuries are exempt from this requirement.

- 2.8. Each coach is responsible for reporting their game scores to their Region Coordinator within 24 hours of the game.
- 2.9. The home team is responsible for turning in the game cards to their respective coordinator.
- 2.10. In the event a player is removed from play for observed signs or symptoms of a concussion, that player cannot return to play for the remainder of the day, and can only return to AYSO activities with an AYSO participation release form signed by that player's parent or guardian. The player will also be required to provide a medical release form mandated by state law. (In California, it is required by a licensed healthcare provider that is experienced in concussions.) An incident report is required when any symptom of concussion is present.

### **3. Referees**

- 3.1 The diagonal system of control will be used at all league games. This means a Referee and two Assistant Referees. Referees should be properly certified (Referee must be a minimum Regional Referee certification). If no assistant referees are available, club linespersons shall be used.
- 3.2. Referees are scheduled by the Regional Referee Administrator for the home team's region.
- 3.3. Referees are to arrive 15 minutes prior to the scheduled start time.
- 3.4. In the event that a properly certified Referee does not show up for a game within a 15 minute grace period of the start time of a league scheduled game, the home team shall forfeit the game with a score report 1-0 in favor of the visiting team.
- 3.5. The referee shall not allow a player to play if the player does not have a properly stamped, signed and laminated player pass (ID card). If the pass is not stamped, signed and laminated, the player or players shall not play until this requirement is fulfilled. Players must also be properly attired. This shall include a region issued uniform and, in the case of players wearing sliding shorts, must match the rest of the team or the major color of the uniform. The shin guards must be of the appropriate size for the player.



- 3.6 The referee must check to be sure the Coach and Assistant Coaches passes (ID) are stamped and laminated.
- 3.7 The referee shall not start play if in his or her opinion the field is unsafe. If the coach cannot correct the problem in 15 minutes after the start of the scheduled kickoff, the game will be suspended.
- 3.8 The referee shall retain the player pass of any player that receives a red card or two yellow cards in the same game. The referee shall retain the coach pass of any coach who has been ejected from a game, or has displayed any conduct, which is not in accordance with AYSO philosophies.
- 3.9 It is the responsibility of the Referee to file a written misconduct report (Game Report) and any player or coach pass retained on all send offs to the home field Regional Referee Administrator within (24) hours after the conclusion of the game in which the offense(s) occurred. The player or coach passes should accompany the game report. The Regional Referee Administrator will forward a copy of the written misconduct report within (24) hours to the Area Referee Administrator who will forward the written misconduct report within (24) hours to the Area Director and League Director.
- 3.10 All decisions by the referee are final and cannot be protested.

#### **4. Fields**

- 4.1. Each region is responsible for the preparation of their fields so that:
  - 4.1.1. It is properly marked in accordance with Law 1 of the laws of the game.
  - 4.1.2. It is safe to play on.
  - 4.1.3. It is the appropriate size for the age group playing on it.
  - 4.1.4. Goal posts match and are regulation size.
  - 4.1.5. Corner flags, nets and game balls are supplied by the home team.
  - 4.1.6. No dogs are allowed on or near the fields. Service animals as defined by ADA requirements are exempted.

#### **5. Scheduling**

- 5.1. The Area Director shall announce the play dates for the regular season, the Area Tournament and the participants for the Section Tournament.



- 5.2. Games shall be played at designated times and locations and should start on time and end on time, according to league schedule.
- 5.3. Rescheduled games will only be allowed with **prior** permission from your League Director and league scheduler. If **prior** permission is not issued, **both** teams shall receive a loss.
- 5.4. If a team cannot field 6 players in the 12U Division, 7 players in the 14U Division, does not have their medical release forms and have the player and coach passes, the referee shall delay the start of play for 15 minutes after the scheduled kickoff time. If at the end of the 15 minutes the team is unable to resolve the problem, the team shall forfeit the game.
- 5.5. A master schedule will be posted on the Area website -AYSO2B.org.
- 5.6. In case of rainouts, it is strongly recommended that rained out games be played the following Sunday (8 days later) as long as fields are available.
- 5.7. The League Director must be notified in order to permit the rescheduling of games. The League scorekeeper must also be notified of game changes.
- 5.8. To check for field closures, refer to the following phone numbers and also the regional websites.

1. Brisbane	415-812-4603	<a href="http://www.brisbanesoccer.org">www.brisbanesoccer.org</a>
2. Daly City	650-991-2870	<a href="http://www.dalycityayso.org">www.dalycityayso.org</a>
3. Millbrae	650-697-0750	<a href="http://www.millbraeayso.org">www.millbraeayso.org</a>
4. Pacifica	650-738-8727	<a href="http://www.ayso157.org">www.ayso157.org</a>
5. San Bruno	650-873-2976	<a href="http://www.sanbrunoayso.org">www.sanbrunoayso.org</a>

## 6. Player Substitutions and Team Size

- 6.1. All eligible players in attendance at the beginning of the game must participate and play at least half of the game, excluding overtime.
- 6.2. If an eligible player arrives during the first quarter, the player must play a minimum of two (2) of the remaining three (3) quarters.
- 6.3. If an eligible player arrives during the second or third quarter, the player must play a minimum of one (1) quarter.
- 6.4. All coaches are encouraged to play each player for 3 quarters of each game before any player plays four quarters of the game.



- 6.5. Keepers may play more than ½ a game in goal.
- 6.6. The AYSO National rule allowing a maximum of 12 players for 12U and 15 players for U4U shall be strictly enforced.
- 6.7. League rules supersede regional rules and requirements for Area play. Regional requirements do not apply to visiting teams.

## **7. Players Equipment**

- 7.1. Players shall be prohibited from entering the field of play unless they are properly attired with a regulation AYSO issued uniform consisting of a numbered shirt, shorts and socks, which are covering the shin guard of the appropriate size for the age group.
- 7.2. In the event that opposing teams have uniforms of similar color, it is the duty of the home team to put on pinnies of a contrasting color.
- 7.3. Jewelry of any kind is prohibited and may not be covered with tape or a Band-Aid. The only exception is a medical information bracelet.
- 7.4. Soft elastic wraps, such as ace bandages, knee or elbow wraps, may be permitted by the referee. No hard type of plastic, metal or anything else considered dangerous to any player may be worn during the game. Knee braces must be covered with a soft protective cover.
- 7.5. Referee has final say in permitting a player to play based on uniform or equipment (see Section 3.5).

## **8. Injuries**

- 8.1. A player seen bleeding must leave the field of play until the bleeding has stopped and there is no blood on the player or the uniform.
- 8.2. The referee may stop the game at his or her discretion to deal with an injury.
- 8.3. A player who leaves the field because of an injury may be replaced, or the team may play short until the player is ready to return to the field of play.



## 9. Conduct

- 9.1. Alcoholic beverages are strictly prohibited at all times. Persons violating this rule will be asked to leave the area and reported to the RC of the region.
- 9.2. Smoking of any kind by participants or spectators is strictly prohibited.
- 9.3. Players, coaches, parents and spectators will conduct themselves in a manner that supports the philosophies of AYSO.
- 9.4. Players and coaches shall be on one side of the field and spectators shall be on the other.
- 9.5. Spectators must remain at least 2 yards away from the touchline, and at least 18 yards from the goal line. Spectators will not be allowed to be positioned behind the goal line.
- 9.6. Coaches and his/her players are restricted to the technical area: an area extending ten (10) yards on one side of the Center Line and back at least one (1) yard from the Touchline. Only two coaches with league approved (RC signed, stamped and laminated) passes per team will occupy this area during the game and remain on their own half of the field.
- 9.7. Negative comments and complaints about the game officiating are prohibited and shall be controlled by each team coach.
- 9.8. Foul or abusive language directed toward any individual shall not be tolerated.

## 10. Games

- 10.1. The Area Director shall determine the outcome of any game terminated for any reason before the completion of the allotted time.
- 10.2. Running up the score is considered as unsporting behavior and is not permitted. There will be **no notification** given to a team for running up the score. If a team runs up the score a **second** time they will be **eliminated** from the Area tournament. A team is considered to have run up the score when it wins by more than a **5** goal differential.
- 10.3. There will be no protests.
- 10.4. The league will make every effort that all teams play the same number of games during the season.



- 10.5 There is a potential of a team to have a bye or playing two games in one day at any point of the season.
- 10.6 Due to field availability, scheduling conflicts, number of teams within a division, and other unforeseeable circumstances, there may be teams that play one more game than other teams within their division.
- 10.7 If a team plays an extra game as compared to other teams within their division, one of the games will be randomly drawn to not count at the end of the season. The team's coach will participate in the random draw with the league director and a designee by the Area Director. This action should be conducted prior to the final posting of the league standings for determination of team invitations to the Area 2B end of season tournament.

## 11. Cautions, Send Offs, Ejections and Disciplinary Actions

- 11.1. A player receiving a red card or two yellow cards in the same game will be suspended for the following game. Players sent off for violent conduct will be suspended for a minimum of the next two games and shall be required to appear before the Area disciplinary committee before returning to play. (Area Director will decide who will be selected for the committee).
- 11.2. A player receiving **TWO RED CARDS** during the season shall be required to appear before the Area Disciplinary Committee to determine the required disciplinary action, which may include suspension for the rest of the season and all of the post season play.
- 11.3 A coach ejected from a game will automatically be suspended for the rest of the game in which they were ejected **and** for the next league game (a 1 game suspension).
- 11.4. A player receiving a red card or a coach being sent off during a match shall have his or her card retained by the referee and turned in to the Area Director. The player or coach must make an appointment with the Area Director to get the card back. A player or coach playing before he or she has met with the Area Director and has not been returned their card shall be suspended for the rest of the season and postseason.
- 11.5. The Area Director may suspend a player or coach for a longer time if it is deemed appropriate. The Area Director may refer any disciplinary action to the Area Disciplinary Committee for review.



## 12. Team Rosters and Player Identification Passes

- 12.1. Every team must submit a Blue Sombrero team roster, signed by the RC, to the League Director prior to the start of the season.
- 12.2. There will be no changes to a team roster after the **team's third** league game is played. If any changes are made a revised and signed Blue Sombrero roster must be submitted to the League Director by the team's third game.
- 12.3. Valid registration forms (medical release forms) must be carried by coaches in order for players to participate in games.
- 12.4. All players must have valid player identification passes stamped and laminated by the league in order to participate in games.
- 12.5. Failure to prove the eligibility of one or more player's' on a team, or falsification of same, will result in the forfeiture of any games played with ineligible players. In addition, the coach will receive a one game suspension. Further disciplinary action shall be at the discretion of the Area Director.

## 13. Season Standings

- 13.1. Game points will be scored as follows:
  - 13.1.1. Three (3) points for a win.
  - 13.1.2. One (1) points for a tie.
  - 13.1.3. Zero (0) points for a loss.
  - 13.1.4. Forfeits will be scored as a 1-0 win
  - 13.1.5. **Any coach or assistant coach ejected from a game will result in a loss of two (2) points for the team. Points will be deducted at the end of the season.**
- 13.2. If a team plays an extra game as compared to other teams within their division, one of the games will be randomly drawn to not count at the end of the season. The team's coach or designated representative will participate in the random draw with the league director and a designee by the Area Director. This action should be conducted prior to the final posting of the league standings for determination of team invitations to the Area 2B end of season tournament.
- 13.3. The Coach, Assistant Coach or team representative must attend the coaches meeting at the start of the season. **Teams will be given 3**



**points for attending the meeting. Team representatives can only represent one team. A coach / asst. coach with multiple teams can represent up to 2 teams.**

- 13.4. You must e-mail your regional coordinator your game score in the within 24 hours following manner:

Game Number	Home Team	Score	Visitor	Score
101	SB01	2	PA05	2

**Make sure to include the game number and your team number. Please check the Area website for the standings. [AYSO2B.org](http://AYSO2B.org)**

#### **14. Area Tournament**

- 14.1. The number of teams for each division to be invited to the Area Tournament will be determined by the Area Director at the beginning of the season.
- 14.2. The teams from each division with the highest number of points at the end of the regular season will be invited to the Area Tournament.
- 14.3. In the event that one or more teams are tied for points at the conclusion of the season, the tie-breaker to determine which team(s) will be accepted to the Area Tournament will be in the following order:
- 14.3.1 Head to Head competition (Note: this tie-breaker ONLY applies when ALL tied teams involved have played each other.)
  - 14.3.2 Least number of red cards
  - 14.3.3 Least number of improperly filled game cards
  - 14.3.4 Least goals scored against
  - 14.3.5 Most goals scored (up to 3 per game)
  - 14.3.6 Most shutouts
  - 14.3.7 Least number of Yellow cards
  - 14.3.8 Least number of games forfeited
  - 14.3.9 Coin toss
- 14.4. The Rules and Regulations and format for the Area Tournament will be provided to the teams invited to the Area Tournament prior to start of tournament play.



## 15. League Board

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