

Area 1D Playoff Tournament Information for Referees

Safe, Fun, and Fair

➤ SPORTSMANSHIP GUIDELINES

Each team starts out with a total of 23 points, 5 each for conduct of players, conduct of coaches, conduct of spectators, courtesy towards referees, and 3 for uniform appearance.

Criteria for reduction of sportsmanship points:

- ◆ Five (5) points from respective conduct categories:
 - when a player, coach, or spectator is send off (red card) or expelled
 - when offensive, or insulting or abusive language and/or gestures is used towards another player or anyone else.
- ◆ One (1) point from respective conduct categories:
 - when a player or coach is cautioned (yellow card)
 - when trash is left behind by a team after the match
- ◆ One (1) point from the coach category:
 - when a coach persistently is outside of the coaching area
- ◆ One (1) point from the uniform category for each observation:
 - when any player is not in a regulation uniform
- ◆ One (1) point from the spectator category for each observation:
 - when spectators express repeated disagreement toward members of the referee team over calls
 - when spectators continue to interfere with asst. referee(s) after being requested to move
 - when spectators intentionally decline to move to their designated side of the field or move to the opponents side of the field during the match
 - when spectators use artificial noisemakers (air horn, bull horn, etc)
- ◆ One (1) point from the courtesy toward referees category for each observation:
 - for repeated disagreement by players, coaches, or spectators
 - continual interference with asst. 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.*
- ◆ Other deductions for errors on line-up cards etc. will be deducted by area staff.

➤ NUMBER OF PLAYERS

- ◆ U10 games will be played 9 v 9 format; minimum 7 players needed for each team
- ◆ U12 & U14 will be played 11 v 11 format; minimum 7 players needed for each team

➤ SUBSTITUTION

- ◆ All players must play $\frac{3}{4}$ of every game, excluding arrival time and overtime. If a player arrives during the first quartet, the player must play a minimum of two of the remaining three quarters. If a player arrives during the second or third quarter, the player must play a minimum of one quarter.
- ◆ Standard AYSO substitutions (approx. $\frac{1}{2}$ way through first half, halftime, & approx. $\frac{1}{2}$ way through 2nd half).
- ◆ Though not required, it is strongly recommended that the coach or acting coach substitute any player receiving a caution at the quarter.
- ◆ 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 injured player is credited with a quarter's play regardless of the actual time played. The coach may choose to play short thereby allowing the injured player to return during the quarter in which the player was injured.

➤ GAME DURATIONS

U10 = two twenty-five (25) minute halves;
U12 = two thirty (30) minute halves;
U14 = two thirty-five (35) minute halves

Half-time period shall be a minimum of five (5) and maximum of ten (10) minutes as designated by the center referee.

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➤ **OVERTIME**

- ◆ If in case of a tie at end of regulation, two (2) complete overtime periods shall be played as follows:
 - U10: two 5-minute halves
 - U12: two 7-minute halves
 - U14: two 9-minute halves
- ◆ These are not “golden goal” overtime periods. Should a team score, the match will continue until both overtime periods are completed. If extra time periods result in a tie, the match will be recorded as tie. No kicks from the mark in the league round robin pool play. However, in league elimination phase (semi-finals and finals), kicks from the penalty mark shall be taken to determine a winner.
- ◆ Free substitution is permitted during extra time periods. The referee shall be informed before any proposed substitution at the following times
 - Prior to a throw-in by the team in possession only. If the team in possession substitutes, the opponents may also substitute.
 - Prior to a goal kick by either team
 - After play has been stopped for injury by either team
 - At halftime
 - A cautioned player may be substituted at the time the caution is issued. It is strongly recommended that the coach or acting coach substitute any player receiving a caution.
- ◆ If a team is playing short because of ejections, they will continue to play short during the overtime periods.

➤ **LINE UP CARDS & COACH'S CARDS**

- ◆ Coaches will present their line-up cards at the check-in area. Referees will pickup approved line-up cards before the match.
- ◆ Coaches and assistant coaches will be issued by the area a Coach Authorization card which must be openly displayed on a lanyard worn around the coach's neck throughout each scheduled match. Failure to openly display their coach authorization card throughout the match shall result in loss of sportsmanship points.

➤ **PROPER DRESS**

- ◆ Players are required to wear their AYSO uniform. Each player's socks shall be of the same color and except for goalkeeper, must match the other team members. Sportsmanship points are to be deducted for each violation.
- ◆ The referee shall be responsible for determining if color conflicts would hinder a fair call. If ruled by the referee, the home team will change or wear pinnies.
- ◆ During inclement weather
 - Players may wear sweatshirts, sweat pants, and/or similar garments. It is not required that all team members wear sweats.
 - Sweatshirts shall be worn under the team jersey. Hoods must be tucked in the jersey, not outside or on the head.
 - Sweatpants shall be worn under the team shorts.