



AYSO AREA L

Rules & Regulations

Everyone Plays

Open Registration

Balanced Teams

Positive Coaching

Good Sportsmanship

Player Development

AYSO Area 11L -- Regions 41, 84, 85, 86, 87, 111, 630, 889, 1422, & 1455

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1. GENERAL

- 1.1. All Area 11L play (9U -19U) shall be conducted in accordance with current FIFA Laws of the Game and USSF & AYSO Policies, Bylaws, Rules and Regulations, as applicable. The Area 11L Rules and Regulations as contained herein are intended to compliment the aforementioned rules and to cover Area specific rules, requirements, and issues.

All Area 11L play (5U-8U) shall also be conducted in accordance with current FIFA Laws of the Game and USSF & AYSO Policies, Bylaws, Rules and Regulations, as applicable.
- 1.2. Matches involving players from multiple, (two or more), regions within Area 11L, or players both inside and outside Area 11L shall be considered inter-play, and are subject to approval by the Area Director, and fall under the jurisdiction of the Area 11L Rules and Regulations.
- 1.3. The format for each inter-play program shall be governed by these guidelines.
- 1.4. The Area 11L Rules and Regulations shall be reviewed on an annual basis, usually prior to the start of the fall season, with revisions published as deemed necessary.
- 1.5. Issues or subjects not covered by these Rules and Regulations shall be resolved at the discretion of the Area Director or his designees.
- 1.6. The Area Director, with the approval of the Area Board, may agree each season to participate in programs that include AYSO Sections, Areas or Regions outside of Area 11L. In such cases, rules for those programs will be agreed in advance, and will be binding on the Area for its participation in such program.

2. JURISDICTION

- 2.1. The Area 11L Board of Directors shall consist of Executive Members (Area Director and Regional Commissioners) as voting members and staff as non-voting members.
- 2.2. One half (rounded up if necessary) of the Regional Commissioners (or their delegated representatives) then in office shall constitute a quorum and a simple majority of one vote per region shall carry any resolution by the Area 11L Board of Directors. The Area Director's vote shall serve as a tiebreaking vote only.
- 2.3. Staff shall include Area Referee Administrator(s), Area Coach Administrator(s), Secretary, Treasurer, Scheduler, and/or any other positions as designated by the Area Director.
- 2.4. Each Regional Commissioner has jurisdiction over all games played in their region and is responsible for the support of all inter-play scheduled within his region.
- 2.5. Unresolved regional disputes shall be resolved by the Area Director through mediation or by an executive ruling, should mediation fail.
- 2.6. Any information posted to the Area 11L Website www.ayso11L.org will be considered an official communication for Area 11L administered programs. It is the responsibility of all AYSO members in Area 11L to monitor the website for all applicable information.

3. GAMING CIRCUITS

- 3.1 Area 11L can provide gaming circuits as needed for fall, spring, winter, or other programming as needed and approved by the Area Board.
- 3.2 The program will be administered by Area 11L and fall under the jurisdiction of the Area 11L Director ("Area Director") and any conflicts shall be resolved by the Area Director, or his designee.

- 3.3 Team fees are \$100 per team for teams within Area 11L gaming circuit and such fees shall be paid by each participating region. Area 11L's Treasurer will issue an invoice to each invoice.
- 3.4 Tournaments hosted by the Area may have their own Tournament Rules of Competition that are specific to that tournament. If the Tournament Rules of Competition are silent, then the Area Rules and Regulations will be the governing document for any disputes.

4. PLAYER ELIGIBILITY

- 4.1. Each Regional Commissioner is responsible for their region's compliance with player eligibility requirements. Player eligibility as specified herein shall be in accordance with AYSO National Bylaws, Policies and Rules & Regulations, and verified by the AYSO National electronic database system.
- 4.2. The effective date of age determination shall be calendar year or the registrant's age as of December 31 in the same year as the end of AYSO competition and end of Membership Year in accordance with US Soccer Player Development Initiatives mandates. Any variance requested by Regions or Areas must have Section Director approval, comply with US Soccer mandates, be memorialized in the Region's or Area's Policies and Protocols, and be duly registered with AYSO's National Office.
- 4.3. Divisional placement of players shall be based on their age as of December 31 of a given year. A player in an (X)U division must be under X years of age on January 1. For example, a player in 12U cannot have had his 13th birthday on or before December 31st. Regions that are conducting a 5U program may apply for approval to accept players that have not yet turned 4 years of age as of the first day of play within their region.
- 4.4. Failure by a coach to prove eligibility of a player on a team may result in the expulsion of the coach, or the entire team from regional and/or post season play, or such other disciplinary action as deemed appropriate by the Area Director.
- 4.5. For Spring season play the following factors shall be taken into consideration as relates to player placement/eligibility:
- a. Children of Regional volunteers who have fulfilled their required volunteer participation during the previous fall season shall be given placement preference.
 - b. Regions shall attempt to fill all spring teams from players within their Region.
 - c. If vacancies still exist, Regions shall attempt to fill teams with AYSO players from neighboring Regions who have played in the preceding fall season and are currently not placed on a spring team in their home Region.
 - d. Area 11L shall facilitate this process and the Regional Commissioners must concur to any player move.
 - e. If all of the above contingencies have failed to fill vacancies on a Region's spring team(s), the applicable Region may seek to add players who did not play in AYSO during the preceding fall season.

5. COACH ELIGIBILITY

- 5.1. All coaches need to have completed the applicable age appropriate coach training as well as possess a current Coach Safe Haven certification prior to being assigned to a team. In addition, all coaches must have a current year volunteer application on file and complete

CDC Concussion Awareness training California State law. The deadline for completion and submission to the Area Director, for approval, of these requirements shall be specified by the applicable program guidelines. The Area Director, with Staff, will review the list of coaches for the program and advise of any training or certification deficiencies, if any, to the applicable Regional Commissioner.

- 5.2. If the deficient coach fails to obtain the necessary training or certification per the specific program guidelines, his/her Region will be given forty-eight (48) hours to select a qualified replacement coach for the team in order for the team to be accepted into the specific program.
- 5.3. The AYSO National Support and Training Center volunteer database shall be the source of determining the coach’s current training, certification and volunteer status.

6. TEAM ROSTERS & ID CARDS FOR INTER-PLAY

- 6.1. Team rosters for teams participating in inter-play must be received by the Area Director upon request by stated deadlines, must be in the AYSO National electronic database system format and shall include the signature of the Regional Commissioner.
- 6.2. Team roster changes, for teams participating in Inter-play or Area playoffs, require the approval of the Regional Commissioner and the Area Director. Copies of all such revised rosters shall be forwarded to the Area Director immediately. No revisions to rosters can be made after week 6 of any season gaming circuit.
- 6.3. Prior to the start of each competition (season, playoff or tournament) the Area Staff may publish rules designating the requirements for that competition with respect to ID cards for coaches and players, and with respect to check-in procedures for players and Referees.
- 6.4. For each team participating in an inter-play program, a team representative must have a team roster, copies of AYSO Registration Forms (medical release forms), and (unless photo ID cards are excluded for that competition pursuant to paragraph 6.3) photo ID cards for each coach at all AYSO sponsored events (games, practices, scrimmages, parties etc.).
- 6.5. Properly completed and laminated ID cards, pursuant to the requirements of paragraph 6.3 and a matching lineup card that shows players’ numbers, full names and sorted by player number, shall be presented to the Referee by each team prior to the start of each inter-play match.
- 6.6. Coaches must wear their ID cards easily visible on their upper body during all games. ID Cards **MUST** be worn pursuant to paragraph 6.3.

7. TEAM FORMAT

The maximum number of players on a team in inter-play shall be twenty (20) for divisions 16U – 19U, fifteen (15) for division 14U teams, twelve (12) for division 12U, and ten (10) for division 10U. The number of players on a team may only exceed the aforementioned number if approved by the Area Director, with notification to the applicable Regional Commissioners.

- 7.1. At no time is inter-play recruitment of players allowed without the prior approval of each of the Regional Commissioners concerned and concurrence by the Area Director. Recruitment without prior approval can and will result in disciplinary action by the Area Director.
- 7.2. The following are the team sizes per the National Rules and Regulations:

Age	Players per	Maximum	Minimum
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Division	team on field	Max no. of team members	Min no. of team members
19U	11-a-side	20	12
16U	11-a-side	20	12
14U	11-a-side	15	12
12U	9-a-side	12	10
10U	7-a-side	10	8
8U	4-a-side (No goalkeepers)	6	5
6U	4-a-side (No goalkeepers)	6	5
AYSO School yard Soccer	4-a-side (No goalkeepers)	6	5

8. INTER-PLAY FIELD PROVISION AND SET-UP

- 8.1. Each region with teams participating in an inter-play program shall supply adequate fields, based on the formula of $\frac{3}{4}$ game time slots per participating team. A game slot is defined as regulation time for that age group plus twenty-five minutes to accommodate half-time and a fifteen minute gap between games.
- 8.2. Participating regions are responsible for properly preparing all fields used. Field set-up and take down is the sole responsibility of the hosting region.
- 8.3. Field markings shall be as specified in the *AYSO Laws of the Game* and the *AYSO National Rules and Regulations*, and in particular shall include both a coach’s technical area (10 yards on each side of the halfway line) and a spectator restraining line (3 yards off of the touch lines and running the length of the field between the two penalty areas).

9. UNIFORMS

- 9.1. All uniforms and equipment shall be in accordance with AYSO National Rules and Regulations.
- 9.2. The Referee is the final authority on the safety of any player’s uniform and equipment.
- 9.3. All players must wear shin guards of an acceptable size and quality during games, practices and scrimmages, covering half of the leg from the knee down as a minimum, and worn completely under the socks.
- 9.4. Braces meeting the requirements of AYSO National Rules and Regulations may be worn during games, if deemed safe and allowed by the Referee.
- 9.5. Players shall not be allowed to practice or participate in any game with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify the player from practice or in any game.
- 9.6. The Home team in a match is responsible for wearing uniform jerseys (or scrimmage vests) that clearly distinguish them, in the opinion of the referee, from the other team. In the case of a jersey color conflict, the home team is responsible for changing, if requested by the Referee.

- 9.7. Players must wear the uniform jersey number shown on the team's official roster. Players may not exchange jerseys.
- 9.8. The goalkeeper on each team must wear colors (jersey or scrimmage vest) that clearly, in the opinion of the referee, distinguish the goalkeeper from the referee and players on both teams.

10. GAME OFFICIALS: REFEREES AND ASSISTANT REFEREES

- 10.1 Requirements to Referee:
 - a. Be an AYSO trained and certified referee.
 - b. Have a current volunteer application on file at the National Office.
 - c. Be AYSO Safe Haven and CDC Concussion Awareness certified.
 - d. Be in good standing with their Region, Area and Section in AYSO.
- 10.2 The AYSO National database (~~eAYSO~~) shall be the source of determining the referee's current badge level and volunteer status.
- 10.3 Referees must be approved by the applicable Regional Referee Administrator (RRA) and / or Area 11L Referee Staff. The Area Referee Staff will create a database of referees validated to officiate Area 11L inter play program matches and will advise validated referees of match signup protocols.
- 10.3. All inter-play games shall be officiated using the Diagonal System of Control, i.e. one referee and two assistant referees. The Dual (two-man) System of Control is **NOT** allowed.
- 10.4. The use of "club linesmen" is encouraged when an insufficient number of trained, neutral assistant referees are available.
- 10.5. Referee game assignments shall be accomplished by an "open" website based system monitored by the Area Referee Administrator or their designate. Unless otherwise approved by the Area Referee Administrator, Referees shall be a minimum of two years older than the oldest players in the division to which they have been assigned. The Area Referee Administrator shall have the final authority over all referee game assignments and may make changes as deemed necessary.
- 10.6. The Area Director may from time to time specify additional requirements for Referees for inter-play games.
- 10.5 Match assignments require the following:
 - a. 10U: Regional referee or higher.
 - b. 12U: Regional Referee or higher.
 - c. 14U: Intermediate Referee or higher.
 - d. 16U Girls – Intermediate referee or higher (center) Referee.
 - e. 16U Boys and all 19U: Advanced or higher level (center).
- 10.6 Hosting Regions are responsible for providing a minimum of three (3) badge level appropriate referees, per team to cover Spring Season Program matches.

11. MATCH CONDUCT

- 11.1. All matches shall be played at the time and place, and against the scheduled opponent. Before the start of the match, only the Area Director shall have the authority to cancel a scheduled inter-play match. At match time, if playing conditions are deemed unsafe, the referee has the authority to suspend the match.

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- 11.2. If either of the teams are not ready to play at the scheduled time of kick-off, the Referee may allow a grace period of up to ten (10) minutes before abandoning the match. When matches in progress are running later than fifteen (15) minutes from scheduled completed times no grace period shall be allowed.
 - 11.3. A team not ready to play at the scheduled time shall forfeit that match and the score shall be recorded as a 0-1 loss for the forfeiting team. 3 points to the winning team, subject to paragraph **Error! Reference source not found.6.**
 - 11.4. The coaches, substitutes, and spectators of the two teams shall watch the match from opposite sides of the field of play unless the Referee requests, or gives permission for them to be on the same side, in which case they will remain on separate ends of the field. Home teams shall have the choice as to side, or end, of field they will occupy. Coaches will remain in the Technical Area as marked on the field (10 yards on either side of the halfway line) or if not marked, as indicated by the Referee. Teams and spectators shall remain behind the spectator restraining line, or three yards away from the touchline in the absence of a spectator line.
 - 11.5. Coaches are responsible for reporting match scores and Red Card Send-Offs to the Area website. The Referee is responsible for reporting all misconduct, including all cautions or send-off of players, coaches, or spectators or any other incidents of concern including unsafe conditions.
 - 11.6. If the Referee terminates a match before completion because of actions by players, coaches and/ or spectators, the match shall be deemed a forfeit by the offending team and shall be recorded as a 0-1 loss for the forfeiting team, i.e. 3 points for the winner.
 - 11.7. If the match termination is due to actions by both teams, or if it is undetermined, the match shall be deemed a forfeit by both teams and shall not be recorded in the standings.
 - 11.8. If a match is abandoned or suspended prior to completion due to inclement weather or any other unforeseen circumstances, the match score will stand as recorded by the Referee, provided one half or more of the regulation match time has been played at the time of suspension.
 - 11.9. If less than one-half of the regulation match time has been played at the time of the match abandonment or suspension, the match may be rescheduled and played in its entirety at a later date and time. If the match is not rescheduled for any reason, the game shall stand as a NOT- PLAYED match, irrespective of the score at the time of game suspension.
 - 11.10. If a tie exists at the time of match abandonment or suspension and a winner of the match must be determined, the remainder of the regulation game time shall be rescheduled and played at a later date and time. Only games rescheduled by the Area Director, or his designee, shall be counted in the standings.
 - 11.11. Matches that do not have a neutral Referee (center) assigned by 6:00 PM two days prior to the match may be played as a scrimmage.
No referee may sign up for their own child's team match until after 9:00 PM two days prior to that weekend's matches.
If a qualified 3-person referee crew is not signed up 6:00 PM 1 day prior to the schedule match, the match may be played as a scrimmage.
16U / 19U matches require a Referee and two Assistant Referees.
14U /12U matches require a Referee and at least one Assistant Referee.
 - 11.12. If a full 3-person referee crew signs up, and one of the referees fails to show for the match,

Club linesmen may be used and the Referee will file a Match Incident Report.

11.13. Any games cancelled for the above reasons will be recorded as follows.

- “Friendly” or “Seed” games
- Remain on the schedule as “Postponed” or “Cancelled.”
- Postponed does not guarantee that a game will be rescheduled.
- “League” or “Medal” games
- Recorded as a forfeit against the home team.
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11.14 Coaches are responsible for the behavior of their touchline and spectators at all times.

12. SCORING METHODOLOGY

12.1. Points shall be awarded as follows:

- a) Win: 3 points
- b) Tie: 1 point
- c) Loss: 0 points

12.2. A maximum of three (3) points may be awarded to a team in any one match.

12.3. In a 0-0 tie, each team shall be awarded 1 point.

12.4 Point deductions for send-offs of any player, coach, or spectator, in any match shall be:

- Spectator Send Off: 1 point deduction and automatic 1 game suspension**
- Coach Send Off: 1 point deduction and automatic 1 game suspension**
- Player Send Off: 1 point and automatic 1 game suspension**

The Area Misconduct Review Committee can make recommendations to the Area Director for further sanctions if so needed.

12.50. If a tie exists at the conclusion of pool play, the final pool standing shall be decided by considering the following tie breakers, in this order a-e:

- a) Head-to Head Play (outcome of the match involving the tied teams);
- b) Goal Differential: goals scored, less goal allowed, max differential of three goals per match;
- c) Team with highest number of goals scored (counting no more than three goals more than their opponent in any match);
- d) Team with lowest number goals against;
- e) Coin flip.

12.51. A tie is an acceptable result in pool play matches and shall be recorded as such.

12.52. No team shall be allowed to benefit themselves in pool play scoring by their own forfeit, such as assuring their final standing above another team. If necessary, scores shall be adjusted to avoid such benefit.

13. SUBSTITUTION OF PLAYERS

13.50. Substitution shall be allowed for all 16U and 19U matches and for all divisions in overtime play. Substitutions may be made by either team whenever the ball is not in play (i.e. before any restart), solely with the permission of the Referee. Referees are urged not to allow substitutions to disrupt the flow of a match. An attempt to use substitutions to disrupt the flow of or to waste time in the match by a coach or other team official may be considered Misconduct by the Referee.

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- 13.51. A coach desiring to substitute must notify the assistant referees before the time for substitution, as Referees are encouraged to facilitate rapid restarts.
- 13.52. A substitute may not enter the field until (a) the player he is replacing has left the field, and (b) permission to enter has been given by the Referee. While players may leave from any point on the field with the Referee's permission, substitutes may enter only at the half line.
- 13.53. If a Coach or other adult is asked by the referee to enter the field to attend to an injured player, that player must leave the field and may be substituted with a replacement player at that time. Any injured player who is substituted out of a match in this manner may be substituted back into the match at the next substitution opportunity. If the injured player is not substituted, he may re-enter from anywhere on the field, with the exception the goal lines, at any time with the permission of the referee. Referees are urged to allow re-entry by such a player at the earliest time which will not interfere with the flow of a match.
- 13.54. Each Coach is responsible for ensuring that each player on their team plays a minimum of one half of the playing time for which they are present. 16U and 19U teams are encouraged, but not required, to have a timekeeper who will assist the coach in meeting this requirement. Failure to comply with the minimum playing time requirement may result in disciplinary action.

14. 9U, 10U, 12U AND 14U LEAGUE (AREA) PLAY-OFFS

- 14.50. Regional representation, (by age/gender bracket) in Area 11L playoffs must be declared by the third Monday in November of a given year. Teams will be accepted on an invitational basis and must represent the seven AYSO philosophies.
- 14.51. At least one team will be accepted from each region. Wild card teams will be added to bring pools in each division to target sizes, as required. Wild card teams must be established league teams from the regular season. Selection of wild card regions shall be on a "blind" draw basis by the Regional Commissioners. No more than one wild card team will be selected from any region without the approval of the Area Director.
- 14.52. Play-offs shall be in a tournament style format. The winning team from each division shall be the Area Champion. The Area Board shall determine participation of age/gender brackets in the Section 11 Tournament and only invite teams who represent the AYSO philosophies. In the event a team selected to play in the Section 11 Tournament declines the opportunity to participate, a replacement team shall be selected in the order of the final standings.

15. SMALL-SIDED MATCHES

- 15.1. US Soccer has mandated for its member associations small-sided matches as part of the Player Development Initiatives. Match play shall be governed by the *FIFA Laws of the Game* as modified by AYSO (with permission), the *AYSO National Rules & Regulations* and the age appropriate AYSO Coach Manual. Small - sided games are permitted for all divisions.
- 15.2. **HEADING THE BALL**
Consistent with the US Soccer mandates on heading the ball, heading is banned for all division players 11U (12U and below for programs without single age divisions) and below in both practices and matches.
- 15.3 Heading for players in 14U is limited to a maximum of thirty (30) minutes per week with no more than 15-20 headers, per player. There is no restriction on heading in matches.

- 15.4. An indirect free kick will be awarded to the opposing team if a player age 10 or younger, deliberately touches the ball with his/her head during a match. The indirect free kick is to be taken from the place where the player touched the ball with his/her head.
- 15.5. An indirect free kick awarded to the attacking team inside the opposing team's penalty area, must be taken on the penalty area line at the point nearest to where the player touched the ball with his/her head.
- 15.6 Neither cautions nor send-offs shall be issued for persistent infringement or denying an obvious goal scoring opportunity related to the heading infractions.
- 15.7 **THROW-INS**
For 6U, the throw-in is replaced with the pass-in. Opposing players must be at least two yards from the ball until it is kicked. Training of throw-in technique may begin at 8U and up. For 8U, each Region shall have the discretion to use either throw-ins or pass-ins to restart play.
- 15.8 **GOALKEEPER PUNTS**
For 9U to 10U, the goalkeeper shall not punt or drop kick the ball.
An indirect free kick will be awarded to the opposing team at the spot of the offense if a goalkeeper for 9U to 10U deliberately punts the ball during a match. An indirect free kick awarded to the attacking team inside the opposing team's goal area must be taken on the goal area line at the point nearest to where the goalkeeper punted the ball.
- 15.9 **BUILD-OUT LINE (9U AND 10U)**
The build-out line shall be placed across the field equidistant between the top of the penalty area and the halfway line.
The opposing team must move behind the build-out line for a goal kick or when the goalkeeper has possession.
The goalkeeper or the player taking the goal kick or distributing the ball from the goal area, does not have to wait for the opposing players to move behind the build-out line to put the ball into play. When the ball is put into play from the goalkeeper or from the goal kick, it may be played on either side of the build-out line. After the ball is put into play, the opposing team may cross the build-out line and play may resume as normal. The first touch is from the goal kick or the pass from the goalkeeper. Law 16 is not altered or modified. The ball is in play from a goal kick after the ball is kicked and leaves the penalty area.
The build-out line shall be used as the line to determine offside. Players cannot be penalized for an offside offense between the halfway line and the build-out line.

16. MISCONDUCT – CAUTIONS AND EJECTIONS

- 16.1. For every match played in Area 11L which is abandoned or terminated by the referee, or in which misconduct occurs, it is the responsibility of the Referee to submit a written Misconduct Report via the Area Match Reporting system (<http://Matchtrak.AYSO11L.org>) no later than 10 pm after the conclusion of the match Every region in Area 11L is required to have at least one individual administrator qualified to use the Match Reporting system. The Match Reporting system shall be the only official means for referees to report misconduct issues. The misconduct reporting system shall also be used to report serious injuries, and other significant match-related incidents. In the event of Misconduct by a spectator, Referees are instructed not to resume play until they have identified the spectator by name

so that name may be included in the misconduct report.

- 16.2. There is **no** mandatory "cooling off" period for cautioned players. It is recommended that, at the coach's request and with the Referee's permission, a cautioned player, or any player having difficulty controlling his emotions, may be substituted.
- 16.3. The Referee must also report any behavior by coaches and/or spectators on or off the field that seriously interferes with the match by filing a Match Report in Matchtrak.
- 16.4. Referees shall **not** retain any ID Cards from players or coaches who have been sent-off.
- 16.5. The penalty for a player or coach send-off (Red Card) from the field for any reason in an inter-play match shall be a minimum one (1) match suspension. Such suspension shall be served in the first match (not scrimmage) that is played following the match of the incident. Based on the contents of the Referee Match Report or other reported factors, at the discretion of the Area Director or his designee, the length of any suspension may be increased and other disciplinary measures applied if deemed warranted (e.g. serious foul play, violent conduct, and the use of offensive, insulting or abusive language directed at any referee). Refer to Section 12.4.
- 16.6. Should any person sent off by the Referee refuse to leave the field when requested to do so, the match shall be suspended until the situation has been resolved. If it is not resolved in what the Referee considers a reasonable amount of time, the match shall be terminated and a Match Report is to be filed via the Matchtrak misconduct reporting system.
- 16.7. A player serving a suspension may attend the team's next scheduled match as a spectator. They may not be in uniform and may not participate with their team in any manner.
- 16.8. An adult serving a suspension may not be present at the match (including pre and post-match activities) or participate in any manner.
- 16.9. In the event a suspended player, coach, or spectator participates in a match for which they have been suspended, the match shall be recorded as a 1-0 forfeit in favor of the opposing team. For each such event, the original suspension must be served at the next match played by the team, and an additional 1 game suspension must be served at the following match for violation of the original suspension.
- 16.10. Send-Offs (Red Cards) and/or Cautions (Yellow Cards) issued in Area 11L inter-play matches are not subject to appeal. The decisions of the Referee are final.
- 16.11. The Area Director, with the assistance of the Area Referee Administrator and the Area Coaching Administrator, together with the respective Regional Commissioners, may review all misconduct issues resultant from inter-play matches that are not resolved at the regional level in a timely manner.

APPENDIX A

**PROCEDURES
FOR TAKING OF KICKS
FROM THE PENALTY MARK**

PROCEDURES FOR TAKING OF KICKS FROM THE PENALTY MARK

- A.** If required per the specific program guidelines, taking of kicks from the penalty mark will be conducted per the Laws of the Game, with the following additions.
- B.** The coach of each team will provide the Referee with a list showing the sequence of players to take the kicks. Players eligible to participate are those that were on the field at the end of regulation time.
- C.** Ineligible players may remain on the field but must be distinctly separated from eligible players participating in the kicks. Spectators will remain off the field, behind the touch lines, no closer to the goal line than 18 yards, and in areas approved by the Referee. Coaches may remain in the coaches' areas or join their team on the field.

The following text is from the Laws of the Game and is NOT part of the Area 11L Rules. It is included here for reference and to provide the readers of this document with complete guidance for these procedures.

Kicks from the Penalty Mark -- Procedure

- ***The Referee chooses the goal at which the kicks will be taken.***
- ***The Referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.***
- ***The Referee keeps a record of the kicks being taken.***
- ***Subject to the conditions explained below, both teams take five kicks.***
- ***The kicks are taken alternately by the teams.***
- ***If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.***
- ***If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.***
- ***A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules.***
- ***With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark.***
- ***Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.***
- ***An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.***
- ***Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.***
- ***All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle.***
- ***The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal***

- line where it meets the penalty area boundary line.*
- *Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken.*
 - *When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the Referee of the name and number of each player excluded. The team captain has this responsibility.*
 - *Before the start of kicks from the penalty mark the Referee shall ensure that only an equal number of players from each team remain within the centre circle and they shall take the kicks.*

APPENDIX B

MISCONDUCT REVIEW PROCEDURES

MISCONDUCT REVIEW PROCEDURES

- A.** The purposes of a Misconduct Review are (a) to protect the program from improper behavior by participants, (b) advise such participants on specifics regarding such improper behavior, and (c) recommend sanctions when and where appropriate
- B.** The Area Director, or his designee, shall arrange for the review and determine a time and location. Unless special circumstances prevail, the hearing shall be accomplished within fourteen (14) days of the reported misconduct.
- C.** The Area Director, or his designee, shall serve as the Hearing Chairman and shall decide upon (a) the members of the Area Disciplinary Committee for that hearing, (b) the attendees, (c) the order in which the attendees speak, and (d) the duration of individual comments. In general, members of the Area Misconduct Review Committee at a specific hearing shall not include any individuals involved in the incident or from the home region of the subject of the hearing. A parent, guardian, or other responsible adult, (with written parental consent), who is not a member of the Misconduct Review Committee must accompany each attendee under the age of eighteen (18).
- D.** The team coach is required to attend the Misconduct Review involving (a) players, (b) parents, or (c) other spectators from their team.
- E.** The Area Misconduct Review Committee shall deliberate and reach a decision on the issue at hand, following the Misconduct Review, and the Area Director, or his designee, shall notify the concerned parties in writing of the resulting action within five (5) days following the hearing.