



American Youth Soccer Organization

Area 1-P - Serving Regions in the Greater Los Angeles Area
19 - Culver City; 20 - Santa Monica; 69 - Pacific Palisades; 70 - West Los Angeles; 76 - Beverly Hills; 78 - Hollywood/Wilshire; 514 - Los Angeles Central; 1031 - South Los Angeles; 1567 - Los Feliz; and, 1595 - Watts

AYSO AREA 1-P

DIVISIONS U10 THROUGH U14

League Champion and All Star Playoff & Tournament Rules

2013 - 2014 Season

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These rules do not supersede AYSO National Rules and Regulations or Section One Rules and Regulations, but are intended to cover those situations not addressed in the AYSO National Rules and Regulations or Section One Rules and Regulations. Area 1-P rules shall prevail in case of conflict. Unless otherwise noted, these rules will cover all three lower divisions (U10, U12, and U14).

The League Champion Playoffs and All Star Tournaments will be conducted under AYSO National Rules and Regulations, Section One Rules and Regulations, these Area 1-P tournament rules, and applicable Area 1-P Guidelines. Any variations to these rules or the Guidelines used by individual regions during the regular season are not in effect during the tournament except as required by a particular region with respect to its teams. (Variations not in effect can include such things as not having the same player as goal keeper the entire game, etc.) If your region requires your team to adhere to regional variations during Area play, then that is for your team only and does not apply to the opposing team.

1. PARTICIPATION

Each region participating in the Area 1-P League Champion playoffs and All Star tournament may submit one team as the region representative in Divisions U-14 through U-10, unless a provision has been made for Wild Card teams. The League playoffs and All Star tournament will be to determine Area 1-P Champions.

The League playoff tournament is a continuation of the primary season for League teams and the All Star tournament is secondary play in accordance with the AYSO National Rules and Regulations.

Regions that have failed to submit the required player registration fees to the National Support and Training Center by November 1st. or carrying past due balances over 60 days or have not paid Area player fees by December 1st. shall be ineligible for participation.

All Division U-14 will play games of sides with 11 players versus 11 players. Division U12 League teams will play games with sides of 9 players versus 9 players. All Division U-10 will play games with sides of 7 players versus 7 players.

2. ELIGIBILITY

Player Eligibility Requirements

Each Regional Commissioner (RC) is responsible for ensuring the eligibility of the players from his/her respective region and for assuring and representing that each player is properly registered. (*Nat. III.E.*)

The Area Director (AD) or Designee will be responsible to see that each player is properly registered. (*Sec. II.G.*)

The Regional Commissioner (RC) or Designee will be responsible to see that each player has played in at least three-quarters (3/4) of the total number of games for which that player's team was regularly scheduled (including any "non-standings" games), absent any special circumstances such as in Sec.II.G.

Any player determined to have participated on two league teams concurrently, shall not be eligible to participate in any League or All Star team in the Area 1-P or Section One League playoffs or All Star tournaments.

Any player who was not properly registered and assigned a team as of October 31, 2011, or who has not played at least three quarter's of the season's games, is ineligible to play.¹

If a player has played in a game and is later found to be ineligible, the team shall forfeit each game in which such player participated.

¹ If a region's regular season play is still continuing as of January 1, 2013, a player is not eligible if the player has not played in at least three quarter's of the season's games as of January 1, 2013.

Pursuant to the request of the Area Director, each player must produce a Birth Certificate or other Proof of Age and that proof shall be provided to the AD or the AD's designee prior to the first League playoff or All Star tournament game, as the case may be. (*Nat. III.E.*) Each Regional Commissioner shall be responsible for providing appropriate Proof of Age for each player on a League or All Star roster.

Any player or coach who was ejected for violent conduct during the regular regional season, regional playoffs, or area playoffs is ineligible to participate in the Area and Section playoffs. (*Sec. II.G.1*)

Team Eligibility - Roster Size

There shall be no more than 15 and no less than 12 players registered per team in Division U-14 All Star and League. There shall be no more than 12 and no less than 10 players registered per team in Division U-12 All Star and League. There shall be no more than 10 and no less than 8 players registered per team in Division U-10 in both League and All Star games except as provided below.

In connection with League teams, if the Regional Commissioner for a League team obtained permission from the Area Director to exceed the maximum roster size set forth in the prior paragraph, such teams shall be eligible to play in the Area Playoffs with the larger roster.

Teams with expanded rosters **are eligible** to participate in Section Playoffs.

All Star Roster Additions and Replacements

In the case of All Stars teams, and only during the Area 1-P All Star Tournament, eligible players may be added to a team roster until the maximum number of permitted players for a team in the applicable division has been reached. The RC's permission is required to add any eligible player.

In addition, in circumstances deemed appropriate by the Regional Commissioner, in consultation with the Area Director and/or Tournament Director, a replacement player may be added only if a team member permanently drops, and only with the approval of the Regional Commissioner. After a player has been replaced or dropped from the roster, the replaced team member may not be returned to the roster.

In order to be eligible to compete as part of a team for the Section One Tournament, any added player must have been added prior to the first game of the final day of the Area All Star Tournament.

A violation of the above rule may result in the ineligibility of the team as determined by the AD and Tournament Director.

All Star players may only compete in the Division (i.e., BU14, GU14, BU12, GU12, BU10, GU10) in which they participated during the regular season. (*Sec. V.C.*)

3. SCHEDULES

Playoff schedules and brackets will be developed and published by the designated responsible Tournament Director.

Playoff brackets will be arranged by a random drawing for positions by the Area 1-P Regional Commissioners, or by any other method agreed to by the RCs.

4. FIELD RESPONSIBILITY

It will be the responsibility of both teams, should the teams be asked by the hosting region or Tournament Director, to set up nets and goals and chalk/line the fields.

IMPORTANT: Both teams shall be responsible for sending at least one volunteer to work at the field monitor tents for the hour before each scheduled game for such team. The volunteers shall

sign in with the field director at the field monitor station. If the assistance of such volunteer is not needed, the field director will so advise the volunteer when they check in for duty.

The breakdown of the field will be the responsibility of both teams when they have the last game on the schedule, if so designated.

Fields that are to be used in Area Playoffs must be properly set-up and marked and should have crowd control lines and coaching boxes marked clearly. (Nat. I.E.5 and Nat. I.G.2)

5. REGISTRATION PROCEDURE – ROSTERS, PROOF OF AGE, LINE-UP CARDS, ETC.

A coach or other representative from every League and All Star team shall be required to register the team at the registration session scheduled by the Area Director or Tournament Director. The Registration Night for the 2011-2012 season will be held Thursday, January 17, 2013 from 6:00 PM to 8:00.

Anytime between 6:30 p.m. and 8:00 p.m., the coach or other representative for every League and All-Star team must provide the following to the tournament officials registering teams.

- a. two (2) original eayso team rosters prepared “on line” (see below) signed by the Regional Commissioner and 2 copies;
- b. proof of age (birth certificate, passport, etc) for each player;
- c. a player registration (medical authorization) form for each player containing an original signature by the player’s parent or guardian; and
- d. a signed “Kids Zone Pledge” for each player (available from the Area 1-P Web site and at www.ayso.org) (may be faxed signature).
- e. **(League Only)** Pre – printed games cards (from eayso).

At registration, tournament officials will review the required paper work and “register” each of the teams. The Area 1-P pins will be given to the team representatives at the registration session.

The player registration forms and proof of age documents will be returned to the coach.

If documents are missing at registration, the coach will be required to provide the missing documents at or before the time of check in for the first game.

EAYSO ROSTERS must be submitted to the Tournament Director. League Team Rosters shall be submitted by Sunday, 1/5/14. All Star Rosters shall be submitted by Saturday, 1/11/2014. In addition every coach needs to log into the Area website at www.ayso1p.org and go to the Team Status page that will be prominently advertised on the site and register themselves and team name.

All changes to the roster made subsequent to January 17, 2014, will need to be followed by printing out three copies of the revised roster, having it signed by the RC, and sending them to the Area Director, at the address provided at the end of these rules.

6. CHECK-IN PROCEDURE PRIOR TO GAMES

Check-in for First Game

One (1) hour prior to a team’s first scheduled game time, coaches shall present themselves along with the entire **game ready** team to the tournament official at the check-in area. At check-in, the coach must present a player registration (medical authorization) form for each player with an original “wet”

signature by a parent or guardian of such player. The coach shall advise the tournament official if any player is missing and shall provide an **explanation of any absences** for notation on the game card. Each player's identity will be verified and uniforms and other equipment will be inspected.

In order to verify a player's identity, the player may be asked one or more questions based on information appearing on his/her registration form or on the team roster, to insure that the player on the roster is the player presented.

After the check-in procedure and verification of the player's identity, each player will have their hand stamped. This will allow team check-in at every subsequent game will go very quickly, as the players will not need to be asked any verifying information. Any player whose hand stamp disappears during the playoffs will be required to resubmit to the verification process.

Late arriving players must be checked-in at the registration area and verified.

After check-in is completed, any changing of uniforms will require a new check-in. Any changing of players is prohibited and will result in the team's forfeit of that game.

Any attempt to present a player as being someone else or a "ringer", whether caught at check-in or anytime later, will result in the team forfeiting that game, the suspension of that player, and the immediate suspension of the coach and may result in the team becoming ineligible to continue in area playoffs. Further sanctions may be imposed by the area or region, up to a suspension for all future AYSO activities, etc.,.

Check-in for Subsequent Games

Each coach and his/her entire **game ready** team must report for check-in with the field official **at least 30 minutes** before the start of every subsequent game. It is the coach's responsibility to report for the check-in. The coach shall advise the field official if any player will be missing for the entire game and shall provide an **explanation of any absences** so that it can be noted on the game card. Teams will be checked in either by the field officials or by the referees at least 15 minutes prior to each scheduled game time.

FAILURE TO HAVE A REGISTRATION FORM WITH AN ORIGINAL "WET" SIGNATURE OF A PARENT OR GUARDIAN FOR ANY PLAYER WILL RESULT IN THAT PLAYER BEING INELIGIBLE TO PLAY!

7. COIN TOSS

Except for the preliminary rounds of the All Star Tournament, the referee shall conduct a standard coin toss. **In lieu of a coin toss for the preliminary rounds of the All Star Tournament, the home team will choose the direction in which it wants to attack and the visiting team will kick off.**

8. PLAYER PARTICIPATION

8.1 In all **League games** teams are required to play all players for three-quarters before any player may play four quarters.

8.2 This rule supersedes the AYSO national policy requiring all players to play at least half of the game, and all regional policies concerning player participation.

8.3 The amount of game time that a player can play the keeper position is not regulated by these rules. Teams are required to follow the policy of their own regions.

9. UNIFORMS

Your attention is directed particularly to the section of the AYSO National Rules and Regulations describing proper uniforms and equipment. *(Nat. VI)*

There will be strict observance of the AYSO dress code. All team participants must be uniformed in the same **Region-issued** regulation color/style jersey, shorts, and socks. Remember: AYSO requires the AYSO logo on the front of the uniform (and goalkeeper shirt).

The Area Director, Tournament Director, or other Playoff Official, must rule on any variance of this rule.

Player's names or other markings not specifically authorized shall not appear on the uniforms.

Shin guards of an appropriate size must be worn, completely under the issued uniform sock.

If any player is found to be in improper uniform, it must be corrected before the offending player(s) shall be allowed to play. Decisions of the Playoff Official regarding uniforms are final and may not be appealed. In case of inclement weather, garments may be worn under uniforms provided they are all of the same style, length, and color and do not constitute a color conflict. It is **NOT** required that all team members wear sweats or other garments under their uniforms.

The Playoff Official at the game site shall determine Player uniform correctness, while player uniform and equipment safety is the sole jurisdiction of the referee.

No jewelry will be permitted. In particular, pierced earrings must be removed – taping over is not acceptable – or the player will not be eligible to play.

10. UNIFORM CONFLICT

NOTE: In the case of uniform conflict (referee's decision is final) either the home team shall change jerseys or **both teams** shall wear scrimmage vests ("pinnies"). If there are an insufficient number of sets of pinnies to allow both teams to wear them, **the teams shall flip a coin to determine which of the two teams shall be required to wear the pinnies.**

All-Star Play: The home team shall change their team jerseys or wear scrimmage vests in the event of a color conflict. For those regions with established "Region Colors", those "Region Colors" shall be recognized and the other team shall wear scrimmage vests to distinguish the teams. The home team is the team listed first on the schedule.

11. GRACE PERIOD

A minimum of seven (7) players shall constitute a team for U14 and U12 division teams and a minimum of five (5) players shall constitute a team for U10 division teams. A scheduled game shall not commence or be continued if one or both teams cannot field and maintain the minimum number of eligible players. *(Nat. I.A.2)*

Coaches Please Read: At least 15 minutes prior to the scheduled kickoff time for the game, each team shall proceed to the correct sideline area (see 13 below) for such team in order to be ready to begin the game at the scheduled time or as soon thereafter as the field becomes available. A grace period of five (5) minutes shall be allowed by the referee in charge of the game, this period to commence at the scheduled kickoff time for the game, or, if later, as soon as the field becomes available. If one or both teams are not ready to play within five (5) minutes after the scheduled game time, or, if later, as soon as the field becomes available, the referee shall cancel the game and shall advise the Tournament Officials of the facts relating to the cancellation.

12. HOME TEAM – North or West Side of Field

The home team is the team listed first in the schedule. **Where possible, the home team and its coaches and spectators shall occupy the North or West side of the field with opposing team, coaches and spectators on the opposite side of the field.**

13. CROWD CONTROL

It shall be the responsibility of the Coach, parents and the team to keep all non-participating players and spectators behind the crowd-control line and between the two penalty area lines at all times except wherein stated. (See #12) (*Nat. I.G.2*) Where possible, there shall be one team, its coaches, and spectators on each side of the field.

14. COACHES AND ASSISTANT COACHES

One coach and one designated assistant coach may be between the crowd-control line and the touchline, limited to ten (10) yards on either side of the center-line, that is the technical area. (*Nat.E.5*) *Coaches and assistant coaches will deliver game strategy, instruction, and encouragement from the technical area and will display their ID badges so that tournament officials, referees etc will properly identify them as team officials. Coaches and assistant coaches are expected to conduct themselves in a manner consistent with the principles of AYSO and to maintain control of their respective sidelines. The delivery of coaching instructions to players is limited to the two coaches.*

15. GAME BALLS

Each team shall provide one regulation game ball to the center referee prior to the start of the game. The center referee shall be the final judge as to the balls' suitability and which ball shall be used.

16. SUBSTITUTIONS

In all games, quarter substitution will be used, as required by AYSO National Rules and Regulations (*Nat. I.C.*). For substitutions during games decided by overtimes or kicks from the mark, see paragraph 18.3 below.

In order to maintain the scheduled game times, the clock will run during quarter substitutions, and the game may be shortened by the referee or in accordance with the direction of the AD, the Tournament Director, or the Field Director.

17. ALL STAR COMPETITION FORMAT

Teams will play two (2) games per day in the preliminary rounds on January 25 and 26, 2014, with a minimum, when possible, of three (3) hours between the start times of games. During preliminary round play, there will be NO OVERTIME PERIODS. TIES STAND. Teams earn points per game based on the schedule below. The game pairings for the preliminary rounds were chosen through use of computer software that assigned teams at random.

Based on points earned during the preliminary rounds, teams will be ranked in order to determine the game pairings for the quarterfinal round games played. The games will be paired as follows: 1st v 8th; 2nd v 7th; 3rd v 6th; and 4th v 5th. The Tournament Director, with the advice of the scheduler, may make adjustments to deal with divisions with fewer than or more than eight (8) regions participating.

The winners of the quarterfinal games will advance to the semifinal round with games to be played in the morning of Sunday, February 3, 2013. The championship games and the 3rd place games will be played in the afternoon of Sunday, February 3, 2013.

Quarterfinal, semifinal, championship and 3rd place games, will be played with overtime periods and kicks from the mark, if needed, as specified in the Tournament Rules.

POINT SCORING SYSTEM:

An accumulated point system will be used for preliminary round games with points awarded as follows:

Win = 6 points

Tie = 3 points (0-0 tie scores 3 points, no shutout point)

Loss = 0 points

Shutout = 1 additional point

Goal differential = 1 additional point each goal differential, up to a maximum of 3 points.

(Differential = Goals by winning team *minus* goals by opposing team)

Forfeit = Scored as 3-0 (10 points)

Maximum points per game = 10

No Show/Forfeit: Minus 1 point for non-appearance at a game.

Red Card/Ejection/Send Off: Minus 2 points for each send off/ejection of a player, coach, or assistant coach.

Failure To Set-Up Or Take Down The Field and/or Failure To Pick Up Trash: Minus 1 point for each occurrence. (A warning will be given after which the failure to do the foregoing will result in a deduction of 1 point.)

Failure To Provide Required Field Monitors Prior to Each Game Pursuant to the Tournament Rules: Minus 1 point for each occurrence. (The Area 1-P Tournament Rules provide: "IMPORTANT: Both teams shall be responsible for sending at least one volunteer to work at the field monitor tents for the hour before each scheduled game for such team. The volunteers shall check in with the field director at the field monitor station. If the assistance of such volunteer is not needed, the field director will so advise the volunteer when they check in for duty.")

Tie Breaker, if necessary, to determine ranking after preliminary rounds:

1. Head to Head
2. Fewest Goals Allowed
3. Greatest Goal Differential (will consider only up to 3 goal difference per game)
4. Fewest number of send-offs/ejections of players and coaches
5. Coin Toss

18. LENGTH OF GAMES:

18.1 League Champions Playoffs (January 18 and 19, 2014)

Preliminary, Quarter-finals, semi-finals, Championship and 3rd place games (i.e., January 19, 2014):

U10 – 25 minute halves, 50 minutes total

U12 – 30 minute halves, 60 minutes total

U14 – 35 minute halves, 70 minutes total

Half-time in all games: 5 minute minimum - 10 minute maximum, at the referee's discretion.

18.2 All Star Playoffs

Preliminary round games (January 25 and 26 2014):

U10 – 25 minute halves, 50 minutes total

U12 – 25 minute halves, 50 minutes total

U14 – 30 minute halves, 60 minutes total

Quarter-finals, semi-finals, Championship and 3rd place games (February 1 and 2 , 2014):

U10 – 25 minute halves, 50 minutes total

U12 – 30 minute halves, 60 minutes total

U14 – 35 minute halves, 70 minutes total

Half-time in all games: 5 minute minimum - 10 minute maximum, at the referee's discretion.

18.3 Ties and Overtime:

All Star Playoffs Preliminary Round Games: No overtime. Ties stand.

All Star Playoffs and League Champions Playoffs =- All Preliminary, Quarterfinal, Semifinal, Championship and 3rd Place Games: If a tie exists at the end of regulation time, the tie will be resolved as follows two overtime periods shall be played in accordance with the chart below. If a team is playing short because of ejections, they will continue to play short during the overtime periods.

U10 = two five-minute overtime periods

U12 = two six-minute overtime periods

U14 = two seven-minute overtime periods

With breaks:

Between the end of regulation play and the first overtime period: a maximum of 5 min.

Between the first and second overtime period: a maximum of 2 min.

Between the second overtime and shots-from-the-mark: a maximum of 5 min.

Substitutions are only allowed prior to the start of the first overtime period and between periods. No free substitution is permitted. *(Nat.I.C.1.a)*

In the case of a tie at the conclusion of the two overtime periods, the winner shall be determined by the taking of kicks from the penalty mark. Note that, 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 coach or team captain has this responsibility.

Only the Head Coach and one assistant coach from each team will be permitted on the field to confer with their teams prior to or during the taking of kicks from the penalty mark. All other assistant coaches must remain behind the crowd control lines. **In the spirit of team camaraderie and sportsmanship, players (i.e., substitutes) who are not eligible to participate in kicks from the penalty mark may join their teams in the center of the field but shall remain ineligible to otherwise participate in kicks from the penalty mark.**

19. WINNER DETERMINATION

The declared winner shall advance in its bracket.

The winners of the Area playoff may be awarded Area patches and may advance to the Section One Tournament. Only the first place winners may advance to the Section One Tournament unless there is provision for Wild Card entries in such division. In connection with the advancement of League teams,

the provisions of this paragraph are subject to the Section One Tournament roster size limitations set forth in paragraph 2 of these Tournament Rules.

20. CONDUCT

Remember that AYSO soccer should be fun for everyone. Respect the players, your opponents, their coaches and parents and, most of all, the referees. Offer the referees water and oranges at half time and game's end. Anyone exhibiting unsporting behavior will be asked to leave the fields. Please pick-up all trash, we loose our permits for littered fields; we have no maids. **NO DOGS OR OTHER PETS OF ANY KIND ARE ALLOWED AT THE FIELDS. NO EXCEPTIONS!**

21. EJECTIONS (Red Cards/Send-offs)

Violent conduct, use of offensive, insulting or abusive language or action, serious foul play, and/or disruptive conduct toward opponents, referees or officials will not be tolerated. It is the responsibility of each coach to counsel their players and spectators regarding positive and sportsmanlike conduct at all times. It is not the referee's responsibility to control unruly players and spectators ---- it is the responsibility of the coach!

Coaches must take swift action during the course of the match if one of their players begins to show signs of disruptive or unsporting behavior towards an opponent or an official. This action should include warning and/or removing the player from the field of play until the coach is satisfied that the player is capable of resuming participation in the match. Removing a player from the field must be done in compliance with the Laws of the Game (i.e., obtain referee's permission if during play or at usual substitution time).

Players, spectators, and coaches who are asked to leave the match shall leave the field and the area around the field immediately. With respect to players younger than 18 years of age, the prior sentence shall be subject to consideration of safety and other concerns. The referee shall, with discretion, suspend the match until this is complied with, or shall terminate the match, if necessary.

Players, coaches, or spectators who are sent off (ejected) prior to, during, or after a match for violent conduct, serious foul play, and/or insulting or abusive language or action will be suspended from all participation in the remainder of the match and from the entire NEXT TWO matches, including Section playoffs.

Players, coaches of spectators who are sent off or ejected for violent conduct shall be suspended for the remainder of the Area and Section playoffs.

If it is determined that any coach did not comply with the National Rule that requires that each player play at least one-half, or three-quarters of the game, as applicable, the team shall be deemed to have forfeited the applicable game and the coach shall be suspended from all participation in the NEXT TWO matches, including Section playoffs.

Players, coaches or spectators who are sent off prior to, during or after a match for any other reason will be suspended from all participation in the remainder of the match and from the entire NEXT match including All Star play and Section playoffs.

Upon the Area Director's evaluation, which may be made in consultation with the Tournament Director, the Area Referee Administrator, the Area Coach Administrator, the center referee of the game in question, and others as deemed appropriate by the Area Director, such persons may receive additional game suspensions or full suspension from participation in all subsequent matches for the remainder of the season including Section playoffs, or such suspension may be reduced. Additionally, a region may choose to extend the suspension beyond the next match and is encouraged to closely monitor the behavior of their teams.

Outrageous conduct by any player, coach or spectator may result in suspension from AYSO.

Any team member or coach who is sent off (ejected), or shown the red card, for fighting shall be suspended from all further participation from the Area playoffs and All Star tournament for the 2013-2014 season and is ineligible to participate in the Section playoffs and All Star tournament.

Any player or coach who seeks another player, spectator, referee or official for the purpose of taunting or fighting, or threatens the well-being of a player, spectator, referee or official either before, during or after a match either on or in the vicinity of the playing fields or parking areas, including adjacent streets, will be suspended from all further play during the season, including, without limitation, All Star play and Section One playoffs.

Any suspension shall be served in its entirety, and if necessary will carry over into subsequent play, e.g., final League Champions playoff game to All Star play, Section playoffs, tournament play or the following year's season.

The Area Director or, in the case of a conflict, the designee of the Area Director, may also decrease or increase any suspension to any length, up to and including expulsion from AYSO.

NOTE: Punishment and/or Penalties Relating to Ejections: The Regional Commissioner, or designee thereof, may file an appeal in writing outlining why punishment and/or penalties relating to an ejection should not take place. Such written appeal must be received by the Area Director or the Tournament Director within 24 hours of the ejection and may be subject to administrative review. A decision on the appeal shall be rendered prior to the PLAYER'S next game and shall be final. (This rule may be modified to suit game limitations.)

22. REFEREE REPORTS

Referees shall submit a written report in the event of:

- Any Red Card, Send-off or Ejection of any Team Member (player/coach/assistant coach).
- Conduct on the part of Spectators interfering with the control of the game (including any ejections).
- Abuse of the substitution rule (i.e. improper substitutions, teams not playing all players one half of the game)
- Other significant problems (i.e. game abandonment / termination, field unsuitability, etc.).

23. PROTESTS

No protests will be allowed.

24. DISCIPLINARY FORFEIT

Without limiting any other rule or guideline, if a player is found to have participated in a game for which that player is not a registered team member or for which game the player was not otherwise eligible to play, that team shall forfeit the game in which the player participated, the player shall be suspended, and the offending coach shall be suspended. Additional actions may be taken, including declaring the team ineligible to continue in area and/or section play.

25. APPEALS COMMITTEE

The Appeals Committee shall be comprised of at least three persons selected by the Area Director or, in the case of a conflict, the Assistant Area Director or other designee of the Area Director, and may include

one or more independent Regional Commissioners, the Area Referee Administrator, the Area Coach Administrator, the Tournament Director, the Area Director, and/or the Assistant Area Director, or any other person deemed appropriate.

Without limiting the other provisions in these rules, the Appeals Committee shall hear all appropriate appeals, and shall have the power to recommend to the Area Director, or designee of the Area Director, that any penalties or decisions being appealed be confirmed, reduced or increased.

The meeting will be held in a timely manner; the place to be designated by the Area Director or, in the case of a conflict, the Assistant Area Director or designee.

26. CERTIFICATION

GAMES ARE NOT OFFICIAL UNTIL SO STATED BY THE AREA DIRECTOR OR DESIGNEE.

27. ARTIFICIAL NOISEMAKERS

Artificial noisemakers, such as, but not limited to, air horns, cow bells, drums, megaphones, etc., are not allowed. Electronic devices used to communicate between the players and the coaches or spectators are not allowed.

28. WEATHER, RAIN DELAYS AND OTHER ISSUES RELATING TO FIELD CONDITIONS OR AVAILABILITY

In case of rain or other inclement weather, check the www.ayso1p.org website, Area 1P Facebook or Twitter for messages. Also, attempt to contact your Regional Commissioner. If there is no message on the website regarding rain or other weather conditions, assume all games will be played as scheduled. If in doubt, go to the field for play. **DO NOT ASSUME THAT BECAUSE IT IS RAINING AT YOUR HOUSE THAT THE GAMES ARE CANCELED: CALL AND CHECK.** Do not forfeit because you made a wrong assumption. Rained out games may be shifted to the next weekend or played at night during the week. You will be notified of the rescheduling of your games.

Games may have to be rescheduled, canceled or moved to different locations for a number of reasons, including but not limited to the weather, field conditions and the fact that Area 1-P and the regions hosting the games are providing the fields and venues used in the competition under permits and licenses granted by the owner of the owners of the fields and venues, including Los Angeles County and various cities and school districts, that may suspend or cancel permits. Area 1-P reserves the right to reschedule games and make other adjustments to the competitions to deal with any circumstances that prevent the completion of games according to the original published schedule.

29. RESULTS

Game results will be posted on the Area 1-P website.

QUESTION REGARDING THE ABOVE

David Martin
Area 1-P Director
Email: davidimartin@ca.rr.com
TEL: (213) 703-5046

-- OR --

Vonda Stone
Area 1-P Tournament Director
Email: vonda_stone@yahoo.com
TEL: (310) 849-0568

PLEASE CHECK THE AREA 1-P WEBSITE AT WWW.AYSO1P.ORG FOR CURRENT SCHEDULES, SCORES, AND OTHER PLAYOFF AND TOURNAMENT INFORMATION.