

# GUIDELINES

AYSO Section 11  
16U/19U PROGRAM

MY2022

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## SECTION 11 16U/19U PROGRAM GUIDELINES SUMMARY

### JURISDICTION:

- The Section 11 16U/19U Program is a primary program.

### PLAYER ELIGIBILITY:

- Players must have registered in the AYSO National Office player database. Players may be simultaneously enrolled and participate on an AYSO Extra, AYSO United or other club teams.
- Younger players may “play up”, but older players are not allowed to “play down”.

### INELIGIBLE PLAYERS

- Any team using an ineligible player will forfeit all games the player participated in.
- May result in the expulsion of the player, coach, and/or the entire team.

### COACH ELIGIBILITY

- A currently registered AYSO volunteer.
- AYSO Advanced Coach certified.
- Safe Haven certified.
- Concussion Awareness certified.

### REGIONAL SUPPORT (Officiating)

- Participating Regions are responsible for providing sufficient referees for the Region’s home games each week.
- Games that do not have a Referee assigned by Thursday at 9:00 PM prior to that weekend’s play may be subject to forfeit by the home team.

### REGIONAL SUPPORT (Fields)

- a. Field assignments shall be entered in MatchTrak no later than 21 days before the scheduled game day.

### ID CARDS

- a. Players & coaches must have player ID cards signed by the RC & laminated.

**PLAYER REGISTRATION FORMS** - At all games, coaches must have AYSO Player Registration Forms for each participating player. These Forms contain sensitive personal information and may not be requested by or shown to the referee or opposing team's coaching staff. Nonetheless, Player Registration Forms must be on hand at all events (games, practices, scrimmages, parties, etc.) in which the team participates.

- b. Teams that fail to provide required documentation sufficient to participate in the game (at least one properly credentialed coach, a minimum number of players with proper ID cards, and a proper lineup card) are subject to forfeit the game, pending review of the Program Administrator, the Section Director, or her delegate.

### TEAM ROSTERS

- a. Players may be added to a 16U/19U Program team at any time during the season if they comply with all eligibility requirements.
- b. Inter-regional recruitment of players during a membership year is not permitted without the prior approval of each of the Regional Commissioners and Area Directors concerned. Recruitment without prior approval may result in sanctions. The Program Administrator may convene a review board in such instances.
- c. Coed teams are not permitted without written approval from the Section Director or designee. Coed teams, when approved, will play in the Boys division.

### ROSTER SIZE & GAME FOREMAT

- a. Participating Regions may enter teams in the 16U and 19U divisions as follows:
- b. The maximum number of team members allowed on a 16U team will be eighteen (18) and teams will play 11 v 11. Games shall last 80 minutes (40-minute halves)
- c. The maximum number of team members allowed on a 19U team will be twenty-two (22) and teams will play 11 v 11. Games shall last 90 minutes (45-minute halves)

### UNIFORMS

- a. All uniforms and equipment shall be in accordance with AYSO National Rules and Regulations. This includes the Uniform Specifications found at AYSO's National website.
- b. Teams should be provided with uniforms similar to those provided to other Fall Standard Primary Program teams. An alternate-color jersey is recommended, as the home team in a game is responsible for wearing jerseys (or scrimmage vests) that clearly distinguish them from the other team. In case of color conflicts, the home team is required to change uniform colors.

## GAMES – SCHEDULING & RESCHEDULING

- a. The teams in each division may be separated into distinct flights by a means determined by the Program Administrator. Flights may be determined by Geography. Specific variances to this plan will be determined by Area Directors, the 16U/19U Program Administrator, and the Section Director.
- b. The game schedules, results, and standings for the 16U/19U Program will be posted (or linked) on the Section 11 website.
- c. **Inter-Area games (i.e., those involving two teams from different Areas) may not be scheduled to kick off prior to 9:00 AM.**
- d. All games shall be played as scheduled (date, time, and venue) with no exceptions. Under no circumstances should coaches attempt to contact one another to discuss rescheduling a game. Teams participating in unapproved reschedules will receive a “double forfeit,” be sanctioned, and may be deemed ineligible for postseason play.
- e. There are very few valid reasons for rescheduling a game. Aside from city/school-directed closures (typically due to weather), all requests for reschedules must be approved by the Section Director or designee.
- f. The only valid source of game information (date, time, venue, field open/closed) is MatchTrak. Local “mud lines” are not to be relied upon for field status determination. Unless and until MatchTrak indicates that a game is postponed, the game is presumed to be played.
- g. In cases of games cancelled by adverse weather conditions (rain, poor air quality, or act of God), every effort will be made to reschedule the game to be played before the end of the regular season. The Program Administrator has the authority to reschedule games or declare a forfeit should there be an unfair advantage by not rescheduling a game.
- h. If a game has been approved for a re-schedule, the game should be re-scheduled by the “home” team as soon as possible. All approved re-schedule game requests, must be submitted to John Castreje (jcastreje@gmail.com) as soon as possible.
- i. All (rescheduled) games shall be posted no later than 72 hours prior to the newly scheduled kickoff unless otherwise approved by the Program Administrator.

## GAMES – SCORE REPORTING

- a. Coaches are responsible for reporting game scores to the designated schedule/standings website as soon as reasonably possible (ideally within 24 hours of completion of the game). SCORE Password: **play4fun**
- b. In the case of an incorrect score report, the coach shall follow the link included in the erroneous score-report email to initiate a correction. Do not reply directly to the score-report email or forward/initiate a new email to correct scores.

## GAME DAY REQUIREMENTS

- a. Sideline assignments of players, coaches, and spectators shall be solely determined by the hosting Region's regulations. The home team coach is the authoritative source of direction.
- b. Both teams shall be present and ready for pre-game check-in no later than 15 minutes prior to the scheduled kick-off time. If either of the teams is not ready to play at the scheduled kick-off time, the referee may allow a grace period of up to ten (10) minutes before abandoning the game. In any case, the referee may, at his sole discretion, shorten both halves of the game to accommodate a late start.
- c. The referee is to report all suspensions or terminations of games due to field closures and any other area of concern including unsafe conditions in the Referee Game Reporting System within twenty-four (24) hours of the game.
- d. The referee may terminate or suspend a game for reasons of safety (including unsafe field conditions, bad weather, or darkness), for any serious infringement of the Laws, or because of interference by spectators. The referee must report fully on the events.
- e. In the case a game is abandoned prior to Full Time, the Section Director or delegate has the authority to declare a winner, a forfeit, or a replay of the game in its entirety as follows:
  - a. If a team did not have enough players ready to play at the scheduled time (after a grace period, referee determined), their opponent will be awarded a 1-0 forfeit.
  - b. If an entire team fails to appear for a scheduled game, the Program Administrator will investigate the cause of the no-show. If warranted, the coach of the no-show team may be charged with coach misconduct (failure to conduct themselves responsibly before the game) and be subject to all the consequences of coach misconduct, including loss of 1 point in the league standings.
  - c. If the game termination is due to the actions of both teams the game shall be deemed a "double forfeit" (loss by both teams) and will count in the computation of average points per game in determining the standings.
  - d. If less than one-half of the regulation game time had been played at the time of the game suspension, the game will be rescheduled (field space permitting) and played in its entirety at a later date and time. If the game cannot be rescheduled, it will be considered a "game not played" for purposes of standings.
  - e. If a game termination occurs prior to completion for any reason, the game score may stand as recorded by the referee, provided one half or more of the regulation game time had been played at the time of suspension. In these cases, the Section Director has authority to determine it a "game not played"

(and may be rescheduled) in cases where coach, player, or spectator misconduct directly led to the termination.

- f. Coaches are fully responsible for their sideline. This includes themselves, Players, Parents and Spectators. At no time may any of these individuals negatively comment or disrespect at any time your opponent Coaches, Players, Spectators and especially the match referees.
- g. It is the responsibility of the Coach to keep the game competitive and respect the game. Specifically, running up the score is a serious violation of the Philosophies of AYSO. A score differential of 7 or more, is considered “running up the score”. Coaches who are in violation of this guideline may be suspended for failure to adhere to the Philosophies of AYSO and failure to adhere to the Coach Code of Conduct.
- h. Teams MUST show for all scheduled games. Ultimately, the coach is responsible to make sure that his/her team has enough players to compete in a match. If a team does NOT have enough players to successfully start a game (7) seven, then said team, must contact the Program Manger IMMEDIATELY at [jcastreje@gmail.com](mailto:jcastreje@gmail.com). The Program Manger will determine if the game is a forfeit or postponement. No shows of a team or a team that does not communicate that he/she does not have enough players to compete within 24 hours of match time, may be suspended.
- i. Teams not having a full squad, is NOT a reason for cancellation of a match.

## STANDINGS

- a. A maximum of three (3) points shall be awarded to a team in any one game as follows:
  - a. Win = 3 points
  - b. Draw = 1 point
  - c. Loss = 0 points
  - d. A one (1) point deduction for each red card (send-off) received by a player.
  - e. A one (1) point deduction when a coach or assistant coach is expelled for failure to conduct themselves in a responsible manner (before, during, or after the game).
  - f. A one (1) point deduction when a spectator is expelled for failure to conduct themselves in a responsible manner (before, during, or after the game).
  - g. A one (1) point deduction for using an ineligible player in a game (in addition to the zero-point loss/forfeit).
- b. Standings will be determined by average points per game (total points earned divided by number of games played).
- c. Tie breakers for season standings shall be as follows:
  - a. Head-to-Head Play (outcome of the game(s) involving the tied teams).
  - b. Goal Differential: goals scored less goals allowed, maximum differential of three (3) goals per game.
  - c. Team with highest number of goals scored, maximum of five (5) goals per game.
  - d. Lowest point deductions for misconducts and send-offs.
  - e. Random draw (coin toss)
- d. Awards will be given to the top teams based on the final league standings.

## POSTSEASON TOURNAMENT

- a. Each Area in Section 11 is invited to send one team per division to participate in the Section 11 16U/19U Playoffs.
- b. The criteria for determining which teams in each Area will advance to the Section 11 16U/19U Playoffs will be left to the Area Director's discretion.
- c. Only teams meeting all postseason play eligibility requirements will be invited to postseason play.
  - a. Teams that have two or more reported games of a coach and/or spectator being expelled for failure to conduct themselves in a responsible manner will not be eligible to participate.
  - b. Player participation is limited to those who are on the approved roster during the regular season.

## PLAYER SUBSTITUTION

- a. U16 & 19U divisions shall conduct monitored substitution using the prescribed

reporting mechanism of a monitoring sheet to record such substitutions to ensure that all players play a minimum of half of the game.

## MISCONDUCT

- a. It is the responsibility of the referee to submit a written Match Report within 24 hours after the conclusion of the game in which a player caution or send-off occurred. The referee must also submit a Match Report when a coach or spectator is warned or expelled for failure to conduct himself/herself in a responsible manner (before, during or after the game).
- b. If players, spectators or coaches refuse to immediately leave the field when requested to do so by the referee, the game 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 game shall be abandoned, and the referee must submit a Match Report.
- c. There is no mandatory “cooling off” period for cautioned players (also defined by FIFA as “sin bins”). 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 at the earliest opportunity.
- d. Send-Off’s (Red Cards), Cautions (Yellow Cards), and Coach/Spectator expulsions or reports of irresponsible behavior issued in games are not subject to appeal.
- e. Suspensions:
  - a. The penalty for a player send-off (Red Card) shall be a minimum one (1) game suspension. Referees shall not retain any Player ID Cards from players who have been sent-off.
  - b. The penalty for coaches or spectators being expelled for failure to conduct themselves in a responsible manner shall be a minimum one (1) game suspension.
  - c. Disciplinary Review shall be conducted by the team’s home Region/Area in cases of send-offs related to abusive language, serious foul play, violent conduct and any reported coach or spectator expulsion/irresponsible behavior. Additional sanctions shall be reported to the Section Director, Program Administrator, and Section Referee Administrator.
  - d. The length of any suspension may be increased, and other disciplinary measures applied if deemed warranted in accordance with the AYSO due process procedure.
  - e. Suspensions shall be served in the first game (not scrimmage) that is played following the game of the incident.
  - f. A player serving a suspension may attend the team’s next scheduled game as a spectator (not in uniform) but may not participate in any manner.
  - g. A coach or spectator serving a suspension may not be present at the game (including pre-game and post-game activities) or participate in any manner.



- f. In the event a suspended player, coach, or spectator participates in a game from which he/she has been suspended, the game shall be recorded as a forfeit in favor of the opposing team. For each such event, the original suspension must be served at the next game played by the team, an additional one (1) game suspension must be served at the following game, and the coach of such team must serve a one game suspension.
- g. The applicable Area Director(s), with the assistance of the Area Referee Administrator(s) and the Area Coach Administrator(s), together with the respective Regional Commissioners, shall review all inter-regional disputes or disciplinary issues not resolved at the Region level. Any disciplinary action taken must be communicated to the Section Director, 16U/19U Program Administrator and Section Referee Administrator within 96 hours of the game in which the incident occurred. Disciplinary Review Panels may be called if deemed necessary by the Area Director(s) or the Program Administrator.