

# FALL 2024 COSTA MESA AYSO REGION 120 LEAGUE INVITATIONAL RULES AND REGULATIONS

## 1. GENERAL

- A. In order to qualify for the Fall 2024 AYSO Region 120 League Invitation Tournament all of the team volunteers must have completed all of the required trainings and certifications including a background check and fingerprinting. The team must meet the required team referee points and the Head Coach must have completed and submitted the player evaluation forms for the fall season.
- B. The winning COACH from each game must report the result the SAME DAY. Go to the [ayso120.org](http://ayso120.org) website and follow the link.
- C. The Tournament will be played under FIFA - Laws of the Game and AYSO National Rules and Regulations.
- D. All games will be regulation duration, according to the division being played. The referee is the sole judge of the time for the game. Stoppage time may be added for time lost when the ball is not in play. Substitution breaks are for player substitution; halftime breaks are for everything else...
- E. Coaches must provide the referee with a pre-printed line-up card with the player's name. Player's number can be handwritten. Coaches must be in possession of the Registration Forms for each player at all times (this is always required).
- F. Coaches, players and spectators shall remain on their designated side of the field of play, the home team shall sit on the north or east side of the field and opposite of the opposing team. HOME team is listed first on the schedule. Every coach, player, substitute player and spectator will remain on his or her side of the field during the duration of the game and within the designated area. Coaches will remain within 10 yards on either side of the halfway line. **ALL SPECTATORS AND SUBSTITUTES MUST REMAIN AT LEAST TWO YARDS BACK FROM THE TOUCHLINE AND MAY NOT STAND ALONG THE PENALTY AREA OR BEHIND THE GOAL LINE.**
- G. Each team is responsible for clean up of the general area **after each** game.
- H. The City of Costa Mesa's Mud Line (714-754-5041 ext. 2) will dictate field availability during times of inclement weather. When in doubt, show up to your scheduled field.

## 2. PLAYER'S EQUIPMENT

- A. All uniforms shall be those issued by the Region.
- B. Shin guards must be worn by all players at all times during the duration of the game. Shin guards must be completely covered and *INSIDE* the game sock during the duration of the game.
- C. Sliding pants/bicycle shorts may be worn, but at no time can they extend below the knee. The color of the sliding pants/bicycle shorts must be black or the same color as the uniform shorts. T-shirts, either short or long sleeved, may be worn but must be underneath the jersey.
- D. Knee braces, if worn, must be soft and flexible. Hard-type, plastic, metal or anything considered dangerous to either the player or opponent by the referee may not be worn at any time during the duration of the game. Soft wrap (ACE bandages) will be allowed, but no metal clips can be used.
- E. Hats, bandannas, knee pads, elbow pads and long track suit pants will not be allowed on any player except for the goalkeeper.
- F. Wearing eyeglasses is permitted.
- G. Players with hard casts or soft casts shall not be permitted to play.
- H. No jewelry may be worn by any player (bracelets, ear rings, etc.)

## 3. SUBSTITUTION OF PLAYERS

- A. Substitution shall be in accordance with AYSO National and Costa Mesa Region 120 Rules and Regulations as follows:
  - 1. Approximately midway through the first half.
  - 2. Approximately midway through the second half.
  - 3. AYSO substitution rules will apply in case of injury.
- B. The substitutes may not enter the field until given permission to do so by the referee. All substitutes must enter and exit at the halfway line.
- C. **ALL COACHES**, in all divisions, are responsible for ensuring that each player participates (plays) a **minimum of three-quarters** in all games. All players play 3 quarters before you may play a player the full game. **Games failing to meet the substitution requirements are subject to forfeit.** Our Region 120 referees are instructed to keep track of all player substitutions.
- D. **A single goalkeeper is allowed to play all four quarters of regulation play.**
- E. **A game will be forfeited** if the minimum number of players are not present and ready to play on the field 10 minutes after the scheduled game time. The minimum numbers of players for 10U is 5 players, 12U is 6 players and 14U is 7 players.

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## 4. TOURNAMENT FORMAT

- A. **U10, U12 and U14** Teams will play single elimination.
- B. If a tie exists at the end of regulation time the two teams will participate in Penalties (penalty shoot-out) to determine the winner AYSO-FIFA instructions regarding the taking of Penalties (penalty shoot-out) shall apply. **ONLY PLAYERS WHO ARE ON THE FIELD AT THE END OF THE GAME MAY PARTICIPATE IN PENALTIES.** The number of kickers must be equal at the beginning of the penalty kicks. The kicks are taken alternately by the teams • Each kick is taken by a different player, and all eligible players must take a kick before any player can take a second kick. 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 and the scores are level, kicks continue alternating until one team has scored one goal more than the other from the same number of kicks. The above principle continues for any subsequent sequence of kicks but a team may change the order of kickers once everyone has kicked. Penalties (penalty shoot-out) must not be delayed for a player who leaves the field of play. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick. A player, substitute, substituted player or team official may be cautioned or sent off.

## 5 CHAMPIONSHIP AND ELIMINATION GAMES (Semi Finals, and Finals)

- A. The teams and coaches will participate in a ceremonial walk-on organized by the referee.
- B. If a tie exists at the end of regulation time the two teams will participate in 2 five-minute overtimes. There is no sudden death. There will be a coin toss to determine kickoff or goal. During the overtime periods, the teams are not required to make any substitutions, and the three-quarter playing time rule does not apply. If a team wants to make any substitutions, such substitutions may only be made before the start of each overtime period or to replace an injured player.
- C. If a tie exists at the end of the two five-minute overtimes the two teams will participate in Penalties (penalty shoot-out) to determine the winner AYSO-FIFA instructions regarding the taking of Penalties (penalty shoot-out) shall apply. **ONLY PLAYERS WHO ARE ON THE FIELD AT THE END OF THE OVERTIME MAY PARTICIPATE IN PENALTIES.** The number of kickers must be equal at the beginning of the penalty kicks. The kicks are taken alternately by the teams • Each kick is taken by a different player, and all eligible players must take a kick before any player can take a second kick. 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 and the scores are level, kicks continue alternating until one team has scored one goal more than the other from the same number of kicks. The above principle continues for any subsequent sequence of kicks, but a team may change the order of kickers once everyone has kicked. Penalties (penalty shoot-out) must not be delayed for a player who leaves the field of play. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick. A player, substitute, substituted player or team official may be cautioned or sent off.

## 6. SEND-OFF PROCEDURES (EJECTIONS)

- A. Any player, coach, or spectator who has been sent off, must *immediately* leave the game site area to the referee's satisfaction.
- B. A player receiving a red card shall be expelled from the game, may not be replaced, and is automatically disqualified from participating in their team's next scheduled tournament game.
- C. If the player is sent-off due to fighting, he/she will ***NOT*** be permitted to play in any remaining games of the tournament.
- D. Any coach or spectator being sent-off will be expelled from that game, and will be disqualified from attending or coaching the **next** scheduled game. The coach is **responsible** for the entire parent's/spectator's misconduct.
- E. Depending on the circumstances, stronger penalties may be imposed for any player, coach or spectator send-off.

## 7. CONDUCT

- A. All players, coaches and spectators are expected to demonstrate good sportsmanship throughout the tournament.
- B. Negative or derogatory comments shall not be permitted from the sidelines by coaches, substitutes or spectators. (The Coach sets the tone; the coach is responsible for the sideline conduct.)
- C. Coaches **shall not** enter the field of play unless requested by the referee.
- D. The Regional Commissioner reserves the right to immediately suspend from the tournament any team official, player or spectator that causes damage, injury or disturbance, on or off the field.
- E. **NO ALCOHOL, TOBACCO OR PETS** are permitted on or near the field of play at any time.

## 8. NO GAME PROTESTS

- A. Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute.