



AYSO Area 1C Youth Development Program (YDP) Rules and Regulations

1. **Scope and Application of Rules.** These AYSO Area 1C Rules and Regulations for the Youth Development Program (“YDP”) offered by Area 1C (the “Rules”) shall apply when two or more YDP teams play a combined schedule of soccer games coordinated by AYSO Area 1C (the “Area”). The AYSO National Rules and Regulations and the AYSO Section One Rules and Regulations shall also apply to all such games. Any discrepancy between or among such documents shall be subject to the interpretation and decision of the Area Director of Area 1C (the “Area Director”). The “Kids Zone” program shall be in effect for all YDP games and other activities in the Area. Two levels of play will be offered as follows:
 - a) Blue Flight – Made up of Section and/or Area All-Star Teams, from Under 10 to Under 19. This level will be competitive, with standings kept. End of season Playoffs will be held.
 - b) Red Flight – Developmental, with no standings kept and playoffs for all teams. Divisions offered include Under 10 to Under 14.

2. **YDP Coordinators.** The Area Director shall appoint an Area 1C YDP Coordinator (the “YDP Coordinator”) who shall coordinate the YDP inter-region play for the Area (“YDP”). The YDP Coordinator shall be responsible for scheduling games, maintaining standings, scheduling playoff games and any championship tournaments and all other activities related to YDP as may be determined by the Area Director. Prior to the start of the YDP season, the Area shall conduct a mandatory YDP Coaches Meeting (the “Mandatory Coaches Meeting”). The coach or assistant coach from each YDP team must be present at such meeting. Any YDP team which does not send a coach, assistant coach or other representative to the Mandatory Coaches Meeting shall lose one point in the standings.

Each Regional Commissioner shall appoint a Region YDP Coordinator who shall coordinate the YDP program within that region and act as liaison between the region and the Area YDP Coordinator. Additional duties are given below.

3. **Coach Eligibility.**
 - a) **RC Responsibilities.** Each Regional Commissioner of any region participating in the Area’s YDP program shall be responsible for ensuring that all participating coaches of YDP teams from his/her region have submitted current volunteer applications to the AYSO National office, have completed the AYSO Safe Haven training and are qualified to coach YDP teams. U10 Coach certification or higher is required for Under-10 coaches; U12 Coach certification or higher is required for Under-12 coaches; Intermediate Coach certification or higher is required for Under-14 coaches; and Advanced Coach certification or higher is required for Under-16

and Under-19 coaches. If these requirements cannot be met, the approval of the Area Director and YDP Coordinator is required.

4. **Player Eligibility.**

a) **RC Responsibilities.** Each Regional Commissioner in the Area is responsible for ensuring the eligibility of each player from his/her region on each YDP team from his/her region. Each Regional Commissioner is responsible for ensuring that all players on his/her region's YDP teams are properly registered with AYSO before they play any games. At the request of the Area Director, a player must produce a birth certificate or other proof of age acceptable to the Area Director to verify age eligibility for a given team.

b) **Player Agreement for U-14/U-16/U-19 Players.** Each player participating in the Area's YDP program on an Under-14, Under-16, or Under-19 team shall sign a Player Agreement, in the form provided on the Area website, as a condition of their eligibility to play. Completion of the Player Agreement evidences that the player understands these Rules and will play in a safe, fair and fun manner consistent with AYSO philosophies. The coach of each Under-14, Under-16, or Under-19 YDP team shall maintain copies of the Player Agreements from players on his/her team and shall provide copies to the Area Director or YDP Coordinator upon request.

c) **Player Registration Cutoff Date.** No player will be eligible to play on any YDP team if he or she was not registered 48 hours prior to the team's first game.

d) **Eligibility for Playoffs.** Any player who has not played in at least one-half of the team's season games (excluding any games for which he or she was injured) shall be ineligible to play in the YDP post-season championship tournament.

e) **Forfeit of Games Played with Ineligible Players.** A team shall forfeit any game in which an ineligible player has participated or attempted to participate, and such team, ineligible player, and/or team coach may be subject to additional sanctions imposed by the Area Director as may be deemed appropriate under the circumstances. An "eligible" player for purposes of these Rules is any player who (1) is properly registered with AYSO, (2) is listed on the most current team roster on file with the Area, (3) has signed a Player Agreement, if required, (4) is not currently suspended from playing due to disciplinary action as a result of a sendoff, accumulation of yellow cards or other sanctions imposed by the Area or these Rules, **AND** (5) has a laminated player ID Card at the game in question. An "ineligible player" is any player who does not meet the definition of an "eligible player" for any given game.

5. **Team Formation.** In the event that a region submits more than one (1) team in any YDP division, then such teams shall be balanced in accordance with AYSO rules and regulations. Regional Commissioners and Regional YDP Coordinators shall be responsible for ensuring that if they submit multiple teams in one division that such teams have been balanced in the team formation process. If a region has two teams in the same division, the region must submit to the YDP Coordinator its team

formation procedure and rating system used to form its YDP teams if requested by the YDP Coordinator.

6. **Team Rosters.**

a) **Roster Due Deadlines.** An Area 1C YDP Roster, in the form of an eAYSO Team Roster signed by the Regional Commissioner (“Team Roster”), shall be submitted to the AREA YDP Coordinator by the last Friday of February. No roster form other than the eAYSO Team Roster shall be acceptable. The maximum roster size for Under-10 teams shall be 10 players. The maximum roster size for Under-12 teams shall be 13 players. The maximum roster size for Under-14 teams shall be 15 players. The maximum roster size for Under-16 teams shall be 19 players. The maximum roster size for Under-19 teams shall be 22 players. Teams that have not submitted a signed Team Roster to the AREA YDP Coordinator are NOT permitted on the field, and scheduled games not played as a result of the lack of a Team Roster shall be deemed a forfeit.

b) **Updated Roster Required for Adds and Drops.** Whenever a player or players is/are dropped from or added to a team, a new Team Roster must be submitted to the YDP Coordinator 48 hours prior to the next game scheduled for that team. If a team plays a new player who has not been added to the Team Roster 48 hours prior to any game in which he/she played, such player shall be deemed an ineligible player for all games for which he/she was not on a Team Roster and any such games shall be deemed forfeited by the team. No changes or additions to a Team Roster may be made after the Wednesday immediately following their first game of the YDP season.

c) **Coach Must Carry a Copy of Current Roster.** Each coach must have a copy of his/her current Team Roster, signed by their Regional Commissioner, in the form on file with the Area, at every game. A referee at any game may ask the Coach to produce his/her Team Roster for review, and the coach must provide a copy of his/her Team Roster to the referee upon such request.

7. **Picture ID Card Requirements.** Each coach, assistant coach and player on any YDP team must have a current, AYSO-issued, laminated picture ID card at all scheduled games. The picture ID card shall include the individual’s name, AYSO registration number, date of birth, gender, region, division, applicable season, recent and recognizable picture, and the signature of the Regional Commissioner for the region that the team represents. **Picture ID cards MUST be laminated.**

8. **Picture ID Cards and Lineup Cards at Games.**

a) **Presentation of Picture ID Cards and Lineup Cards to Referees.** Prior to the start of each YDP game, each team’s coach or assistant coach shall submit to the referee a fully completed lineup card and the picture ID cards of all players shown on the lineup card. The full name of all players on a team roster must be listed on each lineup card, even if a player will not be present at that particular game, with an indication of a reason for their absence (sick, injury, suspension, etc.). Players shall be listed in jersey number order on the lineup card. The coach and assistant coach

shall also submit their ID cards to the referee. All picture ID cards must comply with these Rules. The referee will check the players, coaches and assistant coaches against the ID cards, and the referee shall retain possession of all picture ID cards until the conclusion of the game. Unless specifically authorized by the Area Director or the Area YDP Coordinator, to the referee, any player, coach or assistant coach who does not submit to the referee a picture ID card that complies with these Rules shall not participate in that game.

b) **Coach and Assistant Coach ID Cards.** Only coaches and assistant coaches with valid ID cards will be allowed to coach the game and be in the technical area. In the event both the coach and assistant coach of a team are suspended or absent, then only the Regional Commissioner, or his/her designee authorized in writing by the Regional Commissioner and signed by the Area Director or YDP Coordinator using the Temporary Coach Authorization form provided on the Area website, shall be authorized to act as the team coach. A picture ID card is not required for the acting coach in this situation. Any person acting as the team coach of a YDP team pursuant to a Temporary Coach Authorization must present the Temporary Coach Authorization to the referee prior to the start of the game. A picture ID card is not required for the acting coach in this situation. Except as set forth in this section, if there is no authorized coach there is NO GAME, NO EXCEPTIONS.

c) **Retrieval of Picture ID Cards/Retention by Referee.** At the conclusion of each game, it is the coach's responsibility to retrieve the team's picture ID cards from the referee, except that the referee shall retain the ID card of any coach or assistant coach who was expelled or any players who were sent off. The referee shall submit any retained picture ID cards, along with a written Misconduct Report, to the YDP Coordinator. See Section 19 of these Rules for additional Misconduct Reporting requirements.

d) **Return of Retained Picture ID Cards.** The Regional Commissioner or regional YDP coordinator for the team whose ID card(s) were sent to the YDP Coordinator may personally retrieve the ID card(s) from the YDP Coordinator after the associated suspension has been completed. Upon request by one of such individuals, the picture ID cards may be returned by mail. Cards shall not be returned directly to players.

9. **Player Registration Forms.** For each player on their team, coaches must have in their possession at all times a player registration form with an *original* ("wet ink") parent/legal guardian signature. If registration forms are not present at the field, only those players of legal age or those with a parent or legal guardian present at the field will be allowed to play.
10. **Home Team/Game Balls/Sides of Field.** The team listed first on the schedule shall be designated the Home Team. The Home Team shall be responsible for supplying three (3) game balls. Unless otherwise directed by the referee, the Home Team shall occupy the North or West side of the field and the Away Team shall occupy the South or East side of the field. All players, spectators, coaches and others associated with a team must remain on that team's designated side of the field between the penalty areas and at least one meter back from the touch line. On

fields with grandstands on one side of the field only, all spectators shall occupy those grandstands. In no event shall any person remain behind the goal line.

11. **Uniforms.** Uniforms, including goalkeeper's jerseys, must meet AYSO uniform guidelines. All players on each team must wear the same uniform as issued by the region in which they are registered. Each goalkeeper must wear colors which distinguish him/her from the other players (both teams) and referees. It is the Home team's responsibility to change uniform shirts or wear vests if, in the sole opinion of the referee, there is a conflict with uniforms. All YDP coaches are responsible for having in their possession an alternate uniform top or vests in case of a uniform color conflict. In addition, each coach is responsible for having an alternate goalkeeper jersey or vest available in case of a color conflict.
12. **Field Responsibility.** Both teams shall be responsible for helping set up nets, goals and flags on a field when they have the first game of the day on that field. Both teams shall be responsible for taking down the nets, goals and flags and clean up the field area when they have the last game of the day on that field. Each team is responsible for cleaning up its touchline area after each game. Failure to help with field setup or takedown, or failure to clean up the touchlines and field area, may result in the loss of one (1) point in the standings for the offending team, at the discretion of the YDP Coordinator and Area Director.
13. **Games and Competition.**
 - a) **Rules.** All games shall be conducted in accordance with the current FIFA Laws of the Game and decisions by the International Football Association Board, as modified by any exception detailed in the AYSO National Rules and Regulations, Section One Rules and Regulations, and these Area 1C Rules. All Under-10 games shall be played 7 vs. 7, and all Under-12 games shall be played 9 vs. 9.
 - b) **Scheduled Games.** All scheduled games must be played, unless canceled by the YDP Coordinator. Failure of a team to play a scheduled game, including a "friendly" game, may result in a forfeit and the offending team may be assessed a one (1)-point deduction in the standings, at the discretion of the YDP Coordinator and Area Director. Failure to play a scheduled game may result in disciplinary action against the coach or team. Games CANNOT be rescheduled by coaches; only the YDP Coordinator may schedule or reschedule games.
 - c) **Minimum Number of Players.** A minimum of five (5) players shall constitute a team for Under-10 games. A minimum of six (6) players shall constitute a team for Under-12 games. A minimum of seven (7) players shall constitute a team for games in all other age divisions. A scheduled game shall not begin or be continued if one or both teams cannot field the minimum number of eligible players.
 - d) **Ten (10) Minute Grace Period.** The referee shall allow a grace period of 10 minutes after the scheduled game time for players to arrive if and only if a team does not have the minimum number of players. When a team has the minimum number of players the referee should begin the match. If a team is not ready to play within 10 minutes after the scheduled game time, the referee shall not allow the game to

begin. A forfeit will be declared and the offending team may be assessed a one (1)-point deduction in the standings at the discretion of the YDP Coordinator and Area Director.

e) **Games Starting Late.** Referees shall note the late start time of any game on the lineup card. Games that begin late may be shortened by the referee, at his/her discretion, to keep the remaining schedule of games for that field on time. The referee shall notify the coaches, prior to the start of the game, if it will be shortened and by how long it shall be shortened.

f) **Cancellation of Games.** The Area Director, YDP Coordinator, or Regional Commissioner in charge of a particular field, shall have the authority to cancel or terminate games if the circumstances so warrant. They shall also have the authority to terminate a game early due to weather, lighting conditions, field conditions or other similar reasons not otherwise provided in these Rules. **Nothing in these Rules is intended to limit the authority of a referee to take action in accordance with the Laws of the Game applicable to AYSO games or as otherwise provided herein.** In the event a game is cancelled pursuant to this paragraph, it may be rescheduled, if feasible and practical, by the Area Director and YDP Coordinator and Area Director at their discretion.

g) **Picture ID Cards and Lineup Cards.** Picture ID Cards and fully completed Lineup Cards will be submitted to the referee per Section 8 of these Rules. At the completion of the match, the referee shall complete the Lineup card and leave at the field per the local field protocol, and as communicated at the beginning of the YDP season. The Regional YDP Coordinator for any region that hosts any YDP games on any given day shall be responsible for collecting all the lineup cards for all the YDP games played on those fields and submitting those cards to the Area YDP Coordinator.

h) **Running Up the Score.** Any team that wins a game by a goal differential exceeding six (6) goals will lose one (1) point in the standings for each goal above the maximum allowable differential of six.

i) **Game Results Reporting.** Each coach shall be responsible for reporting his/her team's game scores to his/her Regional YDP Coordinator and make sure they are submitted online as directed by the YDP coordinator at the beginning of the season. Each Regional YDP Coordinator is responsible for making sure the scores for all games played by the YDP teams from his/her region have been uploaded to the online scoring system. Each coach shall be responsible for notifying their Regional YDP Coordinator if there is an error in the game score or standings as posted on the Area website. Any such error must be reported to the Area YDP Coordinator within one (1) week after the score for a game has been posted on the Area website. If the error is not reported within such one (1)-week period of time, the game score shall stand, and no adjustments will be made to the standings.

14. Playing Time/Substitutions.

a) **Under-10, Under-12, and Under-14 Games.** Every player shall play at least three-quarters (3/4) of every YDP game at which he/she is present. Substitutions will be by quarters, except that an injured player may be substituted at any time with the referee's permission. In the event that, due to the roster size of the team, a player only plays half of the game, no player will sit out for more than one quarter more than once in a season. Coaches shall provide the referees the names of substituted players at each quarter break.

b) **Under-16 and Under-19 Games.** Every player shall play at least one-half (1/2) of every YDP game at which he/she is present. Substitutions will be by eighths, except that an injured player may be substituted at any time with the referee's permission. The referee stops play every 10 minutes for U16 and every 11 minutes for U19 for substitution opportunities. There is no free substitution.

c) **U16/U19 Substitution Procedure.** Substitutes must be waiting at the halfway line before the referee stops the game for the substitution opportunity. Players must not enter the field of play until referee permission is granted. All substitutions will be monitored by the referee and will be entered on the lineup card that was submitted to the referee prior to the start of the game.

d) **GOAL KEEPER.** Goal keepers are not limited to playing time in the goal.

15. Referees.

a) **General.** The diagonal system of control (3-referee system) shall be used in all games without exception. Decisions of the referees are FINAL and shall not be grounds for any appeal or protest of any game

b) **Blue Flight Referee Scheduling.** Referees for YDP games in the Under 10, Under 12 and Under 14 Blue Flight Divisions shall referee the game before their team plays. The last Blue Flight game of the day will be assigned by the Home Region. When the game before is an Under 10 or Under 12 game, the Home team shall provide two referees and the Visitor team shall provide one referee. When the game before is an Under 14 game, then both the Home team and the Visitor team shall provide one assistant referee each, and the referee will be scheduled by the Regional Referee Administrator on whose region's field the game is scheduled. All three referees for YDP games in the Under 16 and Under 19 Divisions will be scheduled by the Regional Referee Administrator on whose region's field the game is scheduled. Regional Referee Administrators may appoint an Assigner to perform this role, and to coordinate the referee activities.

c) **Blue Flight Referee Absences.** If the scheduled referee is present at the beginning of the game but one or two scheduled assistant referees are not present, then the referee may ask "club linespersons" to complete the three-person referee team and ensure the diagonal system of control. The referee has the discretion to choose "club linespersons" from either sideline. If the scheduled referee is not present at the game, but at least one or two scheduled assistant referees are present, then one of the assistant referees may act as the referee for that game

using “club linespersons” to fill in the three person referee team, provided that both coaches are so notified and both coaches and the assistant referee(s) agree at the beginning of the game. If the coaches and the assistant referees do not agree, then the game will not be played, and the Area will attempt to reschedule the game. If the coaches agree to play the game without the scheduled referee, the score of the game shall be final and any disciplinary actions will stand.

d) **Red Flight Referee Scheduling.** Referees for YDP games in the Under 10, Under 12 and Under 14 Red Flight Divisions shall referee the game that their team plays. Typically, the Home team shall provide two referees and the Visitor team shall provide one referee, however any combination is acceptable provided the referees and both coaches agree at the beginning of the game. If the coaches and/or the referees do not agree, then the game will not be played. If the coaches agree to play the game without the scheduled referee, the score of the game shall be final.

e) **Forfeits.** Referees are not authorized to officiate any game that will likely be declared a forfeit due to Ineligible Players, insufficient number of players, lack of ID Cards, lack of Authorized Coaches, or any other reasons given in these Rules. This includes forfeits to scheduled “friendly” games.

16. Conduct and Disciplinary Action.

a) **Responsibility for Conduct.** Each Regional Commissioner shall be held responsible for the conduct of his/her coaches of YDP teams from his/her region. **The primary responsibility for maintaining discipline and control of the players, coaches and spectators from a team lies with the coach.** Players, coaches and spectators shall display positive aspects of good sportsmanship and conduct at all times, in keeping with AYSO philosophies. **Coaches will be held accountable for the behavior of the players and spectators from their team.** The Area Director shall have the right to remove coaches and assistant coaches of YDP teams for violations of these Rules.

b) **Cautions (Yellow Cards, or Official Warnings to Coaches or Spectators).** The Area will record and keep records of the number of yellow cards received by each team and each player. If any player accumulates four (4) yellow cards during the season, then that player will be suspended from playing in the next game, and may be subject to further disciplinary action.

c) **Player Sendoffs (Red Cards).** A player who is sent off (shown the red card) is disqualified from playing in the remainder of the game, and is ineligible to play in **at least** the next scheduled game. A player who is sent off two (2) times in a single season for violent conduct, use of offensive, insulting or abusive language or action, and/or serious foul play, shall be automatically suspended from further participation in the season, and may be subject to additional disciplinary action. A player who is sent off two times in a single season for other reasons will be subject to disciplinary review by the Area and the imposition of sanctions deemed appropriate under the circumstances. Players who have been sent off shall not be required to leave the vicinity of the field of play if there are safety concerns or other considerations,

provided that the coach shall ensure that a player who has been sent off participates no further, whether by word or action, including after game handshakes. Players who are in any way disruptive in such a case may be subject to additional sanctions.

d) **Coach Expulsions.** If a coach (or, in the absence of the coach, any assistant coach or other person acting as the coach) is expelled during a game, then the referee shall immediately terminate the game, and the other team shall win by forfeit with a score of 1-0. Any coach or assistant coach who is expelled may not coach and may not be present at or near the field for **at least** the next scheduled game, and may be subject to additional disciplinary action as deemed appropriate by the Area Director. A coach who is expelled for a second time during a single season is subject to additional disciplinary action, including suspension from further participation in the season.

e) **Fighting and Profanity.** Players, coaches and teams who engage in fighting before, during or after a game shall be (1) sent off or expelled as appropriate, (2) disqualified from playing in any Area playoffs, (3) immediately suspended from further participation in the season (the length of such suspension subject to Area discretion), and (4) may be subject to additional disciplinary action including suspension from further participation in AYSO. Players who use profanity are subject to discipline under the Laws of the Game as determined by the referee.

f) **Responsibility for Enforcement of Sanctions.** The Area shall maintain official records of sanctions and penalties imposed on coaches and players. Regional Commissioners shall be responsible for ensuring that (1) all infractions regarding participants from their respective regions are accurately tracked; (2) the coaches from their respective regions are administering the appropriate sanctions; and (3) the appropriate sanctions are reported to the Area Director and YDP Coordinator.

g) **Other Behavior.** Any player, coach or spectator who seeks another player, coach, spectator, referee or official for the purpose of taunting or fighting, or threatens the well-being of a player, coach, spectator, referee or official either before, during or after a game either on or in the vicinity of the playing fields or parking areas, including adjacent streets, will be suspended from participation in the remainder of the season, including playoffs, and may be subject to additional disciplinary action including suspension from further participation in AYSO.

h) **Ineligible Player Participation in a Game.** If an ineligible player (as defined in Section 4(e) of these Rules) or coach participates or attempts to participate in a game for which he/she was suspended or otherwise ineligible, then that player's or coach's team shall forfeit the match and be subject to such additional discipline as deemed appropriate by the Area. Coaches shall uphold their responsibility to honor and impose all sanctions and enforce them.

i) **Other Disciplinary Situations.** The Area Director may impose appropriate disciplinary actions for any situations that he/she deems warrant them, even if such situations are not specifically addressed in these Rules.

17. **Standings.** Team standings in each division and/or pool shall be based on points earned by each team. A team shall be awarded three (3) points for a win, one (1) point for a tie and zero (0) points for a loss. No points shall be awarded for goal differential or shutouts. Any team that wins a game by a goal differential exceeding six (6) goals will lose one (1) point in the standings for each goal above the maximum allowable differential of six. A team shall lose one (1) point for a forfeit, including any forfeit of a scheduled “friendly” game, which shall be considered a 1-0 win for the opposing team. Games not played due to “mutual” forfeits shall be recorded as a 0-0 ties, and one (1) point shall be deducted from the standings of each team. A team shall also lose one (1) point for each red card for violent conduct, use of offensive, insulting or abusive language or action, and/or serious foul play that it receives before, during or after any game. A team shall also lose one (1) point in addition to the point lost due to forfeit for each coach expulsion. In the case of ties in the standings, the following tiebreakers will be applied: (a) head-to-head competition; (b) fewest number of goals allowed (which shall be prorated or averaged if the number of games played by each team is not equal); (c) fewest number of accumulated red cards and coach expulsions; (d) coin toss. The Area shall periodically update standings on the Area website. Coaches are responsible for reporting errors to the YDP Coordinator.
18. **YDP Blue Flight Championship Tournament (Playoffs).**
- a) **Tournament Format.** The Area shall determine the playoff format for the Area YDP Blue Flight championship tournament prior to the start of each YDP season. The format will be based on the number of teams in each division and/or pool, and not all teams in a division and/or pool may necessarily qualify. Generally, the format will be based on seeding, depending on the number of points a team has accumulated during pool play. In the event that teams in a division or pool have not played the same number of games, seeding will be determined by points percentage, i.e., the number of points for that team divided by the maximum number of points the team could have earned. Byes may be granted in early rounds for the highest seeded teams, as necessary given the total number of teams participating. The Area YDP Blue Flight championship tournament shall be a single elimination format. Medals or other awards shall be given to players and coaches for 1st through up to 4th place in each division and/or pool.
- b) **Red Flight Tournament Format.** The YDP Red Flight Championship Tournament will include all teams with seeding (and byes as necessary) determined by a random drawing held at the end of the Red Flight season. The Area YDP Red Flight championship tournament shall be a single elimination format. Medals or other awards shall be given to players and coaches for 1st through up to 4th place in each division and/or pool.
- c) **Tournament Overtime Procedures.** No YDP Blue Flight championship tournament game may end in a tie. In the event of a tie at the end of regulation time, the teams shall play two full overtime periods consisting of 5 minutes each (U10/12/14) or 10 minutes each (U16/19). Both Overtime Periods shall be

played to their conclusion and there shall be no "golden goal" or "sudden victory". If a team is playing short because of sendoffs, they will continue to play short during the overtime periods.

d) **Tournament Kicks From The Penalty Mark.** In the event that the score is tied at the conclusion of the overtime periods, the winner shall be determined by taking kicks from the penalty mark consistent with FIFA rules and regulations and the following procedure:

- The referee chooses the goal at which the kicks will be taken giving first consideration to the goalkeepers (i.e., position of the sun and/or condition of the goal area). A separate "shoot out" goal may be designated.
- Only players who are on the field of play at the end of the second overtime period are eligible to take kicks from the penalty mark.
- If, before the kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, it must reduce its numbers to equate with that of its opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility in consultation with the team coach.
- If a player is injured or sent off once the kicks from the penalty mark have begun, the referee should not reduce the number of players taking kicks for the other team.
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
- Subject to the conditions explained below, both teams alternate in taking five kicks each. It is not necessary for either team to designate the five kickers or their sequence order in advance of the kicks from the penalty mark.
- 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 alternating order until one team has scored a goal more than the other from the same number of kicks.
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick. It is not necessary for either team to maintain the same kicking sequence order during this second round of kicks or during any subsequent rounds.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken. 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 any player on that team who will take the goalkeeper's place in the team kicking rotation. The original goalkeeper may not return once they are replaced.
- Only the referee team, eligible players and one coach are permitted to remain on the field of play when kicks from the penalty mark are being taken. Players not participating in the taking of kicks, assistant coaches and spectators shall remain on their respective touch line "behind" the penalty area.

- All players, except the player taking the kick and the two goalkeepers, must remain within the center 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.
 - If the referee determines the kicks can not be completed due to safety factors (darkness, weather, etc.), he/she will utilize a coin toss to determine the winner of the game.
19. **Misconduct Reports.** Referees shall submit to the Area Referee Administrator, with a copy to the Area Director and the YDP Coordinator, a written Misconduct Report, substantially in the form provided on the Area website, in the event of (a) sendoff of any player, (b) expulsion of any coach or assistant coach, and/or (c) conduct on the part of spectators interfering with the control of the game (including any ejections of spectators). Any other noteworthy issues (e.g. game abandonment/termination, field unsuitability, etc.) should be reported by email to the same officials.
20. **Weather and Field Conditions.** If there is any question about whether a field is playable due to weather, or other environmental conditions, coaches and team members should check the Area website at www.ayso1c.org.
21. **Protests.**
- a) **No Protests of Any Referee Decisions.** Referee decisions are final and are not grounds for protest.
- b) **Allowable Protests.** Protests must be in writing and delivered to the Area Director within 48 hours after the conclusion of the protested game. The only protests that will be considered are for the suspected participation in a game by an ineligible player or coach, and/or for violation of AYSO rules and regulations. The Area Director shall have the authority to deny the request because it is not a permitted cause for protest and shall have the authority to determine what action, if any, is warranted under the circumstances. The Area Director may assign a Disciplinary Review Board, if deemed necessary.
22. **Disciplinary Review Board.** If deemed necessary by the Area Director, a Disciplinary Review Board (“Review Board”) may be appointed to hear a protest or take action with respect to any situation that arises with respect to the Area YDP program. The Review Board shall be composed of three (3) individuals selected by the Area Director, or selected by the Assistant Area Director, if the discipline was imposed at the discretion of the Area Director. The Review Board shall hear all appropriate protests and appeals, and shall make a recommendation to the Area Director, or the Assistant Area Director (if the appeal relates to discipline imposed by the Area Director), regarding the subject matter of the Review Board, including, for example, recommending confirmation of the action being protested, or the reduction or increase of any penalties or decisions being protested or appealed.

23. **Fair Interpretation of Rules.** These Rules have been developed to ensure that all YDP games are safe, fair and fun and that the AYSO philosophies carry through the YDP program. The Area message in these Rules is that misconduct, especially violent conduct, serious foul play, and offensive or insulting or abusive language and/or gestures **WILL NOT BE TOLERATED.** The Area Director, YDP Coordinator and any Disciplinary Review Board shall interpret these Rules in a manner that is fair and consistent with AYSO rules and regulations.