



AYSO AREA 11-L

Rules & Regulations

Everyone Plays

Open Registration

Balanced Teams

Positive Coaching

Good Sportsmanship

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

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1 GENERAL

- 1.1 All Area 11-L play (U9 – U19) shall be conducted in accordance with current FIFA Laws of the Game and USSF & AYSO Policies, Bylaws, Rules and Regulations, as applicable. The Area 11-L Rules and Regulations as contained herein are intended to compliment the aforementioned rules and to cover Area specific rules, requirements, and issues.
- 1.2 All Area 11-L play (U5 – U8) shall be conducted in accordance with current FIFA Laws of the Game and USSF & AYSO Policies. Bylaws, Rules and Regulations, as applicable. However, individual Regions may create a unique format of play to best suit the needs of players in these divisions with the concurrence of the Area Director
- 1.3 Matches involving players from multiple regions within Area 11-L, or players both inside and outside Area 11-L shall be considered inter-play, and are governed by these Area 11-L Rules and Regulations.
- 1.4 The Area 11-L Rules and Regulations shall be reviewed at least on an annual basis, generally prior to the start of the fall season, with revisions published as deemed necessary
 - 1.4.1 Issues or subjects not covered by these Rules and Regulations shall be resolved at the discretion of the Area Director or his designees.
- 1.5 The Area Director, with the approval of the Area Board, may agree each season to participate in programs that include AYSO Sections, Areas or Regions outside of Area 11-L. In such cases, rules for those programs will be agreed in advance, and will be binding on the Area for its participation in such program.

2 JURISDICTION

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

3 PLAYER ELIGIBILITY

- 3.1 Each Regional Commissioner is responsible for his region's compliance with player eligibility requirements. Player eligibility as specified herein shall be in accordance with AYSO National Bylaws, Policies and Rules & Regulations and verified by the AYSO National Support and Training Center.
- 3.2 Eligible players must have registered with AYSO as of October 1st of a given year (August 1 – July 31).
- 3.3 Divisional placement of players shall be based on their age as of July 31st of a given year. A player in a U-X division must be under X years of age on July 31st. For example, a player in U-12 cannot have had his 12th birthday on or before July 31st.

- 3.4 Failure by a coach to prove eligibility of a player on a team may result in the expulsion of the coach, or the entire team from regional and/or post season play, or such other disciplinary action as deemed appropriate by the Area Director.

4 TEAM ROSTERS & PLAYER ID CARDS FOR INTER-PLAY

- 4.1 Team rosters for teams participating in inter-play must be received by the Area Director no later than two (2) weeks prior to the first playing day and shall include:
- Regional and divisional identification.
 - Coach's and Assistant Coach's names, address, home, work and mobile phone numbers and email addresses.
 - Player information: name, address, phone number, birth date, and AYSO Registration Number.
 - Team number, uniform colors and team name (if available).
 - Signature of the Regional Commissioner certifying players and coaches.
- 4.2 No team without a properly completed team roster submitted to the Area Director shall be allowed to participate in any Area 11-L inter-play.
- 4.3 Team roster changes during the regular season &/or pool play are allowed if approved by the Regional Commissioner. Copies of all such revised rosters shall be forwarded to the Area Director immediately. No revisions will be accepted less than one (1) week before the start of the Area Playoffs.
- 4.4 Prior to the start of each competition (season, playoff or tournament), the Area Staff may publish rules designating the requirements for that competition with respect to ID cards for coaches and players, and with respect to check-in procedures for players and Referees.
- 4.5 For each team participating in an inter-play program, a team representative must have a team roster, copies of AYSO Registration Forms (medical release forms), and (unless photo ID cards are excluded for that competition pursuant to paragraph 4.4) photo ID cards for each participating player and coach at all AYSO sponsored events (games, practices, scrimmages, parties etc.).
- 4.6 Coaches shall prepare photo ID cards for each player and for up to two (2) coaches on teams participating in an inter-play program unless photo ID cards are excluded for that competition pursuant to paragraph 4.4. The photo ID cards shall bear the name, recent photo, date of birth (for players), AYSO ID number, Region number and the signature of the Regional Commissioner. EACH PHOTO ID CARD MUST BE PROPERLY LAMINATED.
- 4.7 Properly completed and laminated ID cards for all players and a maximum of two coaches and a match lineup card (showing player numbers and full names and sorted by player number) shall be presented to the Referee by each team prior to the start of each inter-play match.
- 4.8 Coaches must wear ID cards easily visible on their upper body during all games. Cards may be clipped on jackets or shirts, or worn on neck lanyards

5 FIELD PROVISION AND SET-UP (INTER-PLAY)

- 5.1 Each region with teams participating in an inter-play program shall supply adequate fields, on Saturday and/or Sunday, including a two (2) hour time slot for each U-16 or U-19 team, and a one and a half (1 ½) hour slot for each team in lower divisions scheduled to play within a given Region for each weekend of the season.
- 5.2 Participating regions are responsible for properly preparing all fields used. Field set-up and take down is the responsibility of the hosting region.
- 5.2.1 Field markings shall be as specified in the Laws of the Game and AYSO National Rules and Regulations, and in particular shall include both a coach's technical area and a spectator restraining line (3 yards off of the touch lines and running the length of the field between the two penalty areas).

6 TEAM FORMAT

- 6.1 The maximum number of players on a team in inter-play shall be eighteen (18) for divisions U-16 - U-19, fifteen (15) for divisions U-12, - U-14 teams and twelve (12) for division U-10. The number of players on a team may only exceed the aforementioned number if approved by the Area Director, with notification to the applicable Regional Commissioners,
- 6.2 Guest/transfer players are not allowed during regular season play.
- 6.3 At no time is inter-play recruitment of players allowed without the prior approval of each of the Regional Commissioners concerned and concurrence by the Area Director. Recruitment without prior approval may result in disciplinary action by the Area Director.

7 UNIFORMS

- 7.1 All uniforms and equipment shall be in accordance with AYSO National Rules and Regulations.
- 7.2 The Referee is the final authority on the safety of any player's uniform and equipment.
- 7.2.1 All players must wear shin guards of an acceptable size and quality during games, practices and scrimmages, covering half of the leg from the knee down as a minimum, and worn completely under the socks.
- 7.2.2 Braces meeting the requirements of AYSO National Rules and Regulations may be worn during games, if deemed safe and allowed by the Referee.
- 7.2.3 Players shall not be allowed to practice or participate in any game with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify the player from practice or in any game.
- 7.3 The Home team in a match is responsible for wearing uniform jerseys (or scrimmage vests) that clearly distinguish them, in the opinion of the referee, from the other team. In the case of a jersey color conflict, the home team is responsible for changing, if requested by the Referee.
- 7.4 Players must wear the uniform jersey number shown on the team's official roster. Players may not exchange jerseys.
- 7.5 The goalkeeper on each team must wear colors (jersey or scrimmage vest) that clearly, in the opinion of the referee, distinguish the goalkeeper from players on both teams.

8 GAME OFFICIALS: REFEREES AND ASSISTANT REFEREES

- 8.1 All inter-play games shall be officiated using the Diagonal System of Control, i.e. one referee and two assistant referees. The Dual (two-man) System of Control is **not** allowed.
- 8.1.1 The use of "club linesmen" is encouraged when an insufficient number of trained, neutral assistant referees are available.
- 8.2 Regional Referee Administrators shall assign "neutral" Referees of appropriate skill and ability to all inter-play pool play games assigned to their region by the Area Referee Administrator. Unless otherwise approved by the Area Referee Administrator, Referees shall be a minimum of two years older than the oldest players in the division to which they have been assigned.
- 8.3 Whenever possible, game officials assigned to inter-play play-off games shall come from outside the regions represented by either team.
- 8.4 The Area Director may from time to time specify additional requirements for Referees for inter-play games.

9 GAMES

- 9.1 All games shall be played at the time and place, and against the opponent, scheduled. Before the start of the game, only the Referee, the hosting Regional Commissioner or the Area Director shall have the authority to cancel a scheduled inter-play game.
- 9.1.1 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. When games in progress are running later than fifteen (15) minutes from scheduled completed times no grace period shall be allowed.
- 9.1.2 A team not ready to play at the scheduled time shall forfeit that game and the team shall lose by a score of 1-0, i.e. 8 points to the winning team, subject to paragraph 10.4.
- 9.2 The coaches, substitutes, and spectators of the two teams shall watch the match from opposite sides of the field of play unless the Referee requests, or gives permission for, them to be on the same side, in which case they will remain on separate ends of the field. Home teams shall have the choice as to side, or end, of field. Coaches will remain in the Technical Area as marked on the field, or if not marked, as indicated by the Referee. Teams and spectators will only be allowed in areas approved by the Referee.
- 9.3 Coaches are responsible for reporting game scores and send-offs to the Area website. The Referee is responsible for reporting all misconduct, including the cautions or send-off of players, coaches, or spectators or any other area of concern including unsafe conditions as specified in paragraph 12.1.
- 9.4 If the Referee terminates a game before completion because of actions by players, coaches and/ or spectators, the game shall be deemed a forfeit by the offending team and shall be recorded as 1-0, i.e. 8 points for the winner, subject to paragraph 10.4.
- 9.4.1 If the game termination is due to actions by both teams, or if it is undetermined, the game shall be deemed a forfeit by both teams and shall not be recorded in the standings.
- 9.4.2 If a game is abandoned or suspended prior to completion due to inclement weather or any other unforeseen circumstances, the game score will stand as recorded by the Referee, provided one half or more of the regulation game time had been played at the time of suspension.
- 9.4.3 If a tie exists at the time of game abandonment or suspension and a winner of the game must be determined (e.g. League and/or All-Star Play-off games), the remainder of the regulation game time shall be rescheduled and played at a later date and time.
- 9.4.4 If less than one-half of the regulation game time had been played at the time of the game abandonment or suspension, the game may be rescheduled and played in its entirety at a later date and time. If the game is not rescheduled for any reason, the game shall stand as a NOT-PLAYED game, irrespective of the score at the time of game suspension.
- 9.5 Only games rescheduled by the Area Director, or his designee, shall be counted in the standings.

10 SCORING OF POOL PLAY GAMES

- 10.1 For standing in pool play, points shall be awarded as follows:
- a. Win 6 points
 - b. Tie 3 points
 - c. Loss 0 points
 - d. Shut Out 1 point
 - e. Goals For 1 point per goal (3 point maximum)
- 10.1.1 A maximum of ten (10) points may be awarded to a team in any one game.
- 10.1.2 In a 0-0 tie, each team shall be awarded 4 points.
- 10.1.3 **THREE POINTS WILL BE DEDUCTED FOR EACH SEND-OFF (EJECTION) RECEIVED BY A PLAYER, COACH OR SPECTATOR IN ANY MATCH, INCLUDING NON-STANDINGS MATCHES.**

- 10.2 If a tie exists at the conclusion of pool play, the final pool standing shall be decided by considering the following tie breakers, in this order:
- Head-to Head Play (outcome of the game involving the tied teams);
 - Goal Differential: goals scored, less goal allowed, max differential of three goals per game;
 - Team with highest number of goals scored (counting no more than three goals more than their opponent in any game);
 - Team with lowest number goals against; and
 - Shoot Out: taking of kicks from the Penalty Mark in accordance with procedure in Appendix A.
- 10.3 A tie is an acceptable result in pool play games and shall be recorded as such.
- 10.4 No team shall be allowed to benefit themselves in pool play scoring by their own forfeit, such as assuring their final standing above another team over which they have a 9 point lead prior to the forfeit. If necessary, scores shall be adjusted to avoid such benefit.

11 SUBSTITUTION OF PLAYERS

- 11.1 Free substitution shall be allowed for all U-16 and U-19 games and for all divisions in overtime play. Free substitutions may be made by either team whenever the ball is not in play (i.e. before any restart), with the permission of the Referee. Referees are urged not to allow substitutions to disrupt the flow of a match. An attempt to use substitutions to disrupt the flow of the match by a coach or other team official may be considered Misconduct by the Referee.
- 11.1.1 A coach desiring to substitute must notify the assistant referees before the time for substitution, as Referees are encouraged to facilitate rapid restarts.
- 11.1.2 A substitute may not enter the field until (a) the player he is replacing has left the field, and (b) permission to enter has been given by the Referee. While players may leave from any point on the field with the Referee's permission, substitutes may enter only at the half line.
- 11.2 If a Coach or other adult enters the field to attend to an injured player, that player must leave the field and may be substituted with a replacement player at that time. Any injured player who is substituted out of a game in this manner may be substituted back into the game at the next substitution opportunity. If the injured player is not substituted, he may re-enter at any time with the permission of the referee. Referees are urged to allow re-entry by such a player at the earliest time which will not interfere with the flow of a match.
- 11.3 Each Coach is responsible for ensuring that each player on his team plays a minimum of one half of the playing time for which he is present. Upper division teams are encouraged, but not required, to have a timekeeper who will assist the coach in meeting this requirement. Failure to comply may result in disciplinary action.

12 MISCONDUCT – CAUTIONS AND EJECTIONS

- 12.1 For every match played in Area 11-L which is abandoned or terminated by the referee, on in which misconduct occurs, it is the responsibility of the Referee to submit a written Misconduct Report via the Area Match Reporting system (<http://Matchreport.AYSO11L.org>) no later than the morning after the conclusion of the game. Every region in Area 11-L is required to have at least one individual administrator qualified to use the Match Reporting system. The Match Reporting system shall be the only official means of reporting misconduct by referees. Regional Referee Administrators are expected to arrange for those volunteer referees that do not have regular access to the Internet to be able to input reports via telephone to a volunteer that does have Internet access. In the event of Misconduct by a spectator, Referees are instructed not to resume play until they have identified the spectator by name so that name may be included in his report.
- 12.2 There is **no** mandatory "cooling off" period for cautioned players. It is recommended that, at the coach's request and with the Referee's permission, a cautioned player, or any player having difficulty controlling his emotions, may be substituted.

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- 12.2.1 The Referee must also report any behavior by coaches and/or spectators on or off the field that seriously interferes with the game.
- 12.2.2 Referees shall **not** retain any Player ID Cards from players or coaches who have been sent-off.
- 12.3 The penalty for a player or coach sent-off (Red Card) from the field for any reason in an inter-play game shall be a minimum one (1) game suspension. Such suspension shall be served in the first game (not scrimmage) that is played following the game of the incident. Suspension for Serious Foul Play and Violent Conduct shall be a minimum of two (2) games. Based on the contents of the Referee Match Report or other factors, at the discretion of the Area Director or his designee, the length of any suspension may be increased and other disciplinary measures applied if deemed warranted (e.g. offensive, insulting or abusive language directed at a referee).
- 12.3.1 Should violators of the penalties set forth in this section refuse to leave the field immediately 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 terminated and the incident reported to the Area Referee Administrator.
- 12.3.2 A player serving a suspension and not in uniform may attend the team's next scheduled game as a spectator, but may not participate in any manner.
- 12.3.3 An adult serving a suspension may not be present at the game (including pre and post game activities) or participate in any manner.
- 12.3.4 In the event a suspended player or coach participates in a match for which he has been suspended, the game shall be recorded as a 1-0 forfeit in favor of the opposing team subject to paragraph 10.4. For each such event, the original suspension must be served at the next game played by the team, an additional 1 game suspension must be served at the following game, and the coach of such team must serve a 1 game suspension.
- 12.4 Send-Off's (Red Cards) and/or Cautions (Yellow Cards) given in Area 11-L inter-play games are not subject to appeal. The decisions of the referee regarding facts connected with play are final.
- 12.5 The Area Director, with the assistance of the Area Referee Administrator and the Area Coaching Administrator, together with the respective Regional Commissioners, shall review all disciplinary issues resultant from inter-play games that are not resolved at the regional level in a timely manner.
- 12.6 Disciplinary hearings may be called if deemed in the best interests of the program by the Area Director, or if requested in writing in accordance with Appendix B attached hereto.

13 INTER-PLAY FORMAT

13.1 U-16 AND U-19

- 13.1.1 Regular season inter-play will be conducted as "round-robin" pool play to determine individual team standings within an age group. Pools within an age group shall be combined to determine the overall standings. Scoring shall be in accordance with Section 10 herein. A tie is an acceptable result in pool play games and shall be recorded as such.
- 13.1.2 With final standings calculated, the teams will be placed in play-off flights, each consisting of one or more pools, typically two pools of four teams each. The teams at the top of the standings will be placed in Flight A, the next group of teams in Flight B, and so on. Play in each pool shall be conducted as round-robin pool play to determine pool winners.
- 13.1.2.1 Upon completion of play-off pool play, a single elimination play-off game may be played to determine flight winners. First and second place awards will be given in each flight.
- 13.1.2.2 The winning team in Flight A of each division shall be declared the Area Champion and shall represent Area 11-L in the Section 11 play-offs. In the event an Area Champion elects not to participate in the Section 11 play-offs, the option to participate shall be offered to each team in the order of the final standings.

13.2 U9, U-10, U-12 AND U-14 LEAGUE (AREA) PLAY-OFFS

- 13.2.1 All regions must declare before November 1st of a given year in which divisions they wish to send team(s) to the Area 11-L Play-offs.
- 13.2.2 At least one team (designated the regional champion) will be accepted from each region. Wild card teams will be added to bring pools in each division to target sizes, as required. Selection of wild card regions shall be on a "blind" draw basis by the Regional Commissioners. No more than one wild card team will be selected from any region without the approval of the Area Director.
- 13.2.3 Wild card teams must be established league teams from the regular season and each region shall select the wild card teams based on its regional league play or tournament standings. In order to ensure that two teams from the same region will only play each other in a final game, a wild card team shall not be placed in the same half of the play-off bracket as the league champion team from the same region.
- 13.2.4 Play-offs shall be in a tournament style format with pool winners advancing to the championships. The winning team from each division shall be the Area Champion and shall represent Area 11-L in the Section 11 play-offs. In the event an Area Champion elects not to participate in the Section 11 play-offs, the option to participate shall be offered to each team in the order of the final standings.

13.3 U9, U-10, U-12 AND U-14 ALL-STAR PLAY

- 13.3.1 Any region participating in the All-Star competition must supply exactly one All-Star team for every one hundred and fifty (150) players in U12 & U14, and exactly one All-Star team for every one hundred and twenty (120) players in U9 and U10. The number of All-Star teams per age group shall be determined as follows:

U9 & U10

- a. Up to 120 Players - one (1) All-Star Team
- b. 121 to 240 Players - two (2) All-Star Teams
- c. 241 to 360 Players - three (3) All-Star Teams
- d. 361 to 480 Players - four (4) All-Star Teams

U12 & U14

- a. Up to 150 Players - one (1) All-Star Team
- b. 151 to 300 Players - two (2) All-Star Teams
- c. 301 to 450 Players - three (3) All-Star Teams
- d. 451 to 600 Players - four (4) All-Star Teams

- 13.3.2 Each All-Star team must carry a minimum of fourteen (14) and a maximum of fifteen (15) players on their rosters for U12 & U14 and a minimum of eleven (11) players and a maximum of twelve (12) players for U9 & U10. Eligibility shall be in accordance with Section 3 herein. Furthermore, players must have played in at least 50% of the eligible regular season games and must compete as an All-Star in the age group played during the regular season. All teams in a given division must be represented in the All-Star Program with a maximum of four players from a given fall season league team. AYSO Plus and/or guest players shall NOT be allowed on All-Star teams.
- 13.3.3 If a region forms more than one (1) All-Star team in a particular division, the region must make every effort to produce balanced teams. Players shall be selected from a single common pool in the region, and selection shall be not be made on a try-out basis.
- 13.3.4 All-Star games will be conducted as round-robin play in a tournament format to determine pool winners. Pool play games can end in a tie. Scoring shall be in accordance with Section 10 herein.
- 13.3.5 In divisions with more than one (1) pool, the Area Championship shall be determined by a single elimination play-off between the pool winners. The Area Champion shall represent Area 11-L in the Section 11 play-offs. In the event an Area Champion elects not to participate in the Section 11 play-offs, the option to participate shall be offered to each team in the order of their final standings.
- 13.4 **PLAY-OFF GAMES ENDING IN A TIE AFTER REGULATION PLAY**
- 13.4.1 If a tie exists at the end of regulation time and a winner is required, the winner shall be determined by the taking of kicks from the penalty mark in accordance with Appendix A hereto.

14 POST-SEASON PLAY (SPRING) GUIDELINES

- 14.1 The Area Director, with the cooperation of the Regional Commissioners, shall have jurisdiction over all Spring games played within Area 11-L.
- 14.2 The Area Director may delegate administration of the Spring program to an Area Spring Coordinator, who shall work closely with Regional Commissioners and coordinators.
- 14.3 Teams participating in the Spring Program may be entered as either Competitive or Recreational teams. The Regional Commissioner shall determine team placement.
- 14.3.1 Competitive Teams are highly competitive teams, with unlimited (typically seven (7) or more) All-Star in U11 or higher and typically six (6) or more All Star .
- 14.3.2 Recreational teams are less competitive, have no more than six (6) All-Star players in U11 or higher and no more than five (5) All-Star and/or AYSO Plus players in U10.
- 14.4 Guest (AYSO) players from outside a team's home region shall be allowed according to the following guidelines:
- U-15 and higher: any number
 - U-9 through U-14: maximum three (3)
- 14.4.1 Recruitment of guest players from outside the region shall only be with the advance approval of each Regional Commissioner concerned and shall only be allowed if regional resources of the appropriate age have been exhausted.
- 14.4.2 All spring season players must be registered with AYSO National before commencing practice and play. To be eligible for spring play, a player must have participated in at least 50% of the immediately preceding fall season play of any AYSO program.

15 INJURIES

- 15.1 Any injury to a participant or damage caused by a participant must be reported to the Area Director.

APPENDIX A

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

PROCEDURES FOR TAKING OF KICKS FROM THE PENALTY MARK

- A. A “shoot out” will be conducted by the taking of kicks from the penalty mark by both teams as described in the Laws of the Game, with the following additions.
- B. At the beginning of the shoot out, the coach of a team may provide the Referee with a list showing the sequence of players to take the kicks. If the coach does not do so promptly when asked, a team captain will determine the sequence of players. If a team captain is unable to designate such sequence promptly, the players will take kicks in numerical order.
- C. Ineligible players and spectators will remain off the field, behind the touch lines, no closer to the goal line than 18 yards, and in areas approved by the Referee. Coaches will remain in the coaches’ areas.
- D. Only a neutral assistant referee may assist the Referee in judging kicks from the penalty mark in a shoot out.

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

Kicks from the Penalty Mark -- Procedure

- *The Referee chooses the goal at which the kicks will be taken.*
- *The Referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.*
- *The Referee keeps a record of the kicks being taken.*
- *Subject to the conditions explained below, both teams take five kicks.*
- *The kicks are taken alternately by the teams.*
- *If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.*
- *If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.*
- *A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules.*
- *With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark.*
- *Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.*
- *An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.*
- *Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.*
- *All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle.*
- *The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.*
- *Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken.*
- *When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the Referee of the name and number of each player excluded. The team captain has this responsibility.*
- *Before the start of kicks from the penalty mark the Referee shall ensure that only an equal number of players from each team remain within the centre circle and they shall take the kicks.*

APPENDIX B

**DISCIPLINARY HEARING
PROCEDURES**

DISCIPLINARY HEARING PROCEDURES

- A. An oral hearing on a disciplinary issue to be acted upon by the Area Director or his designee (a “Disciplinary Hearing”) may be called by the Area Director to review any reported improper behavior by any program participant. The Area Board may from time to time approve guidelines for such hearings as well.
- B. The purposes of Disciplinary Hearings are (a) to protect the program from improper behavior by participants, and (b) advise such participants on specifics regarding such improper behavior.
- C. A Disciplinary Hearing on an issue to be acted upon by the Area Director or his designee can also be requested in writing delivered to the Area Director within ten (10) days of the date of the incident. Send-Off’s (Red Cards) and/or Cautions (Yellow Cards) given in Area 11-L inter-play games **are not subject to appeal. The decisions of the referee regarding facts connected with play are final.**
- D. The Area Director, or his designee, shall arrange for the hearing at a convenient time and location. Unless special circumstances prevail, the hearing shall be accomplished within ten (10) days of the reported problem behavior or date of the written request for a hearing.
- E. The Area Director, or his designee, shall serve as the Hearing Chairman and shall decide upon (a) the members of the Area Disciplinary Committee for that hearing, (b) the attendees, (c) the order in which the attendees speak, if at all, and (d) the duration of individual comments. In general, members of the Area Disciplinary Committee at a specific hearing shall not include any individuals involved in the incident or from the home region of the subject of the hearing. A parent, guardian, or other responsible adult who is not a member of the Disciplinary Committee must accompany each attendee under the age of eighteen (18).
- F. The Area Disciplinary Committee shall deliberate and reach a decision on the issue at hand, generally immediately following the Disciplinary Hearing, and the Area Director, or his designee, shall notify the concerned parties in writing of the resulting action within five (5) days following the hearing.