

# AYSO Area 1C 2022 Spring Cup, Upper Division

### **Points of Emphasis**

- 1. These Points of Emphasis (POE) do <u>not</u> supersede the Area 1C Spring Cup Tournament Rules and Regulations found on the Area 1C website. They are intended only to summarize and condense those rules for Spring Cup coaches and referees. Please call the Area Upper Division Spring Cup Coordinator (Area Coordinator, Peter Smock 626/733-3014), Area Spring Cup Co-Coordinators (Betsy DeLeon 909/538-3012 or Samir Singh 517/937-1758) or Area Referee Administrator (ARA, Scott Davis, 714/493-1278) with any questions.
- 2. Any individual acting as a Coach, Assistant Coach, Referee or Assistant Referee is <u>required</u> to have a current AYSO Volunteer Registration form, AYSO Safe Haven, Concussion Awareness and Sudden Cardiac Arrest Training on file with eAYSO. NO EXCEPTIONS.
- 3. Assignments to Spring Cup games will be posted on the Arbiter system (<a href="www1.arbitersports.com">www1.arbitersports.com</a>). Area will assign the Referee and ARs for all Upper Division games.

## Pre-game Guidelines

- 4. The team listed first on the schedule is the home team, regardless of the field location. The home team shall occupy the north or west side of the field, while the away team shall occupy the south or east side of the field. Referees may make exceptions to this rule but must report the exception along with the reason on the lineup cards. Coach request is not a valid reason.
- 5. Spectators should occupy the same side of the field as the players, between the Penalty Areas and <u>at least 10-feet behind the touchline</u>. Certain fields do not have seating or space to accommodate this guideline, so Referees must use best judgment in enforcing this. If bleachers or grandstands are available, they <u>must</u> be used. Dogs are <u>not</u> allowed at AYSO matches.
- 6. Home teams must have alternate jerseys or pinnies available in the event of a uniform conflict. Home team provides two balls, away team provides one.
- 7. Each team shall present a <u>completed Lineup Card</u> with <u>every team member's</u> full name and number. Referees make sure the Lineup cards are fully filled out (NO BLANK LINES!) and <u>printed on cardstock</u>. Referees, if presented with a paper Lineup, return it with a blank card (have a couple spares), and have the coach fill out the new one.
- 8. Each team shall present ID cards for the coach, assistant coach, and every player and substitute. Acceptable Picture ID cards must be <u>laminated</u>, be signed by the Region Commissioner, indicate date of birth and region with a <u>current</u>, age appropriate photograph attached. Any player, substitute, coach or assistant coach who does not submit a Picture ID card that complies with these rules shall not participate in that game. This applies to every game, first to last! The sole exception is if you get word from either the Area Director or an Area Coordinator (names and phone nos. above) --- NO EXCEPTIONS.
- 9. Check-in is required before each game. Referee teams will check the Picture ID cards, lineup card, proper uniform, shoes, shin guards, socks over, no jewelry, etc. Uniforms should meet AYSO requirements. At a minimum, shirts must match and be uniquely numbered. Use tape if needed to create unique numbers.
- 10. The Referee Team shall retain the Photo ID cards of all players <u>and Coaches</u> until the conclusion of the game.
- 11. 10 minute grace period is for getting the <u>minimum</u> number of players present. <u>Referees shall start the game as soon as</u> the minimum numbers are on the field, ready to play.
- 12. If a game cannot be played due to insufficient players, lack of IDs, lack of Authorized coach, etc., referees should inform both coaches. In such a case, the entire Referee Team shall leave the field. Referees are not authorized to referee a game likely to be a forfeit. NO EXCEPTIONS.

#### Game Conduct

- 13. FIFA rules apply. 3-person Referee Team --- NO EXCEPTIONS.
- 14. Normal substitution is on the eighths with running clock. Substitutes going in should be ready before the whistle. Best way is to have all players and substitutes who will be out for the next period (including any that were also out for the preceding period) come to the AR. The AR then notes the numbers on the Lineup card and players go to the bench after the AR says their number. Sub breaks are not a coaching opportunity. Injury substitutions can occur at any time, and referees should err on the side of caution to stop the game for injury.
- 15. For all age Divisions, every player should play 4 eighths or one half of the game. No reduction of this requirement is allowed for players who arrive late so they still have to play 4 eighths or as many eighths as possible. Report discrepancies on the Lineup Card. No restrictions for Keeper's time in goal. Assistant Referees should assist coaches in meeting this requirement.
- 16. If a Head coach or assistant coach is expelled during the game, the game is terminated immediately, NO EXCEPTIONS. The Referee should <u>telephone</u> the ARA as soon as possible to report the incident. In addition, the Referee and both Assistant Referees should submit an online Misconduct Report within 24-hours.

## Post-game Guidelines

- 17. Referees should conduct a post-game handshake. If coaches ask to skip the handshake out of concern for potential incidents between the teams, the referee should honor that request. Referees watch for bad behavior. With concerns about COVID-19, an alternate is "bumps" of the back of an open hand.
- 18. **ID cards <u>are</u> retained** in the case of a coach or assistant coach that was expelled and of any player or substitute who was Sent Off. If a spectator was expelled, get the name from the coach. Retained cards should be mailed to Peter Smock, 393 Auburn Lane, Sierra Madre CA 91024.
- 19. It is the Coach's responsibility to retrieve the ID cards from the Referee Team. Referees should do their best to help them out and make sure all Photo ID cards are returned.
- 20. Referees shall fill out the Lineup Cards <u>completely</u>, noting the final score, any misconduct, injuries, spectator misbehavior, ID card issues, and/or referee absences. <u>If you don't report misbehavior, you are making it worse for the next referee team</u>. This information should be completed with input from the ARs before you leave the field.
- 21. Referee is to submit a report on Arbiter <u>within 24-hours</u> of the game. Indicate the winner, score, any misconduct (both red <u>and</u> yellow cards) and any injuries you are aware of. Arbiter reports of Misconduct should indicate the time, player number, name, and the nature of the misconduct.
  - Good example: "60', Pasadena #15, Betsy Ross, cautioned for USB, reckless tackle"
  - Bad example: "cautioned #15" or "cautioned Betsy Ross"
- 22. Fully flatten the lineup cards and take high resolution pictures of both sides of both cards, even if blank. Picture 1 is front of one card back of the other, picture two is the reverse. ARs should take pictures as backup. Put all pictures in a single email with the heading "date, time, field", and send email (not text) to UDlineupcards@aysolc.org. Referees retain the lineup cards for the duration of the season (mid-May) in case of questions. Illegible photos or failure to submit the email may result in no referee point being awarded.
- 23. Report any player or substitute send-off, any coach or assistant coach issue, or any spectator issue using the electronic <u>Misconduct Report form</u> available on the Area 1C website within 24-hours of the game time. This will send an email notification of the Misconduct Report to the ARA. Your report will be used to enforce appropriate sanctions that can affect team standings. Report serious injury using the electronic <u>Injury Report form</u> available on the Area 1C website.
- 24. Coaches or spectators may provide constructive feedback to referees using the Referee Feedback form available on the Area 1C website.