

**INTERPLAY GUIDELINES (U16 – U19)**  
**SECTION 8 AREA B and J**

**SAFE, FAIR, and FUN!!**

*GENERAL*

Purpose: The Area Interplay Guidelines are intended to establish a common set of rules for interplay between regions. As players, coaches and officials' level of experience grows, so will the level of competition.

Definitions: Area Interplay is defined as two teams who are competing in a game scheduled by the areas interplay scheduler. The Areas' Interplay Committee is made up of all area directors, all area coach administrators, all area referee administrators and the area interplay scheduler of Area B, and J.

Guidelines: The need for communication and open constructive criticism is requested. Just as the FIFA Laws of the Game are revised yearly to grow the game to the needs of the participants, after each season the Area Interplay Committee may develop adjustments or further policy changes.

*PLAYER AND COACH RESPONSIBILITIES*

The players involved must realize the team concept involved and the commitment needed for a coach to be able to instruct to the best of his or her ability. Coaches at this level must be serious and be committed to the ideas of AYSO soccer and also be tuned to the competitive needs of the player.

*RULES AND REGULATIONS*

All AYSO games shall be conducted in accordance with the current FIFA Laws of the Game and decisions of the International Board in effect at a date specified by the area director (approximately the time of team formation for a given season), and conform to the AYSO National Rules and Regulations plus Area Guidelines and directives.

Regional Guidelines apply to two teams competing within the region unless the game was scheduled by the areas' interplay scheduler.

*TEAM FORMATION*

Deadlines: All regions need to have local registration completed by **July 31** for the upcoming fall/spring season. The number of teams must be known by **February 15** for the spring season.

General: The regions will make it known to the interplay scheduler what divisions and how many teams will need to be scheduled in regional interplay. The purpose of regional interplay is for regions that are not self supporting in a division to gain necessary games for their teams. Self-supporting is defined as more than five (5) teams in a division within a region. The interplay scheduler may request a region with more that five (5) teams in a division for game scheduling assistance if not enough teams exist within a division to provide a functional round robin without playing each other numerous times to gain a minimum of six games.

All teams participating in the regional interplay schedule will remain house teams. The game schedules are to be completed 20 days prior to the start of each half season. Divisional age groups are standard AYSO format: U16, U19.

**Roster Size:** It is of extreme importance to plan the number of teams from each region. When planning the number of teams an emphasis should be placed upon the number of players available and volunteer resources (coaches and referees) and fields available to support the effort. Teams formed with too few players result in a less than satisfying experience for the other teams in the program.

Every effort must be made to cover the minimum recommended team roster numbers for a team BEFORE starting an additional team in an age group. Team roster sizes per AYSO National Rules and Regulations:

U16 and U18 teams (11 v 11) minimum of 12 maximum of 18

### *SCHEDULE DEVELOPMENT PROCEDURE*

1. Regions announce the number of teams and division they wish to be involved in the interplay schedule. This forecast is to be completed **July 15th**.

a) Example A: Region places all their U16 boys into area interplay... the team schedules are completed by the interplay scheduler.

b) Example B: Region completes its own schedule for U16 boys but to have a total of 8 games, each team needs 2 more games. The region then requests that each of their U16 teams gets two games scheduled through the interplay scheduler.

2. Regions who do not meet the July 15th deadline will have the teams scheduled subject to

a) time remaining before first games are played, b) the impact on the existing schedule, c) may have to seek out their own games, and, d) the area interplay scheduler may redo the schedule providing the least disruption to the teams already scheduled.

3. **Scheduling requests will be reviewed by the scheduler, however, there is no guarantee that those request will be met.**

4. The interplay game dates and times have the highest priority in each region in which interplay is utilized.

5. During the August and March Interplay Scheduling Meetings, each region is required to furnish to the interplay scheduler the days, time blocks and fields which are available for interplay scheduling in their region.

6. Once the schedule is completed, changes are highly discouraged. If changes are necessary, the regions involved will work with the interplay scheduler to cause the least amount of disruption to the rest of the schedule.

7. Fall Interplay starts after Labor Day. Spring Interplay starts the week after Spring Break.

8. **It is mandatory that the RC or a regional representative attend the schedule meetings. If the RC or regional representative is unable to attend the meeting, that region may not be scheduled for games.**

9. **Teams will not be scheduled games until the Regional Commissioner has signed off on the Interplay Schedule form.**

10. After the schedule meeting is complete, all regions will submit their final schedules to the Interplay scheduler within one week. The schedule will be posted on the Area B website.

#### *GAME CANCELLATION*

Games lost to weather may or may not be rescheduled at the discretion of the regions involved. Interplay games can be cancelled five (5) days prior to the match by notifying the coach of the opposing team and the area game scheduler. The home coach is responsible for contacting the home regional referee administrator to confirm/coordinate referees. Cancelled games may or may not be rescheduled. It is up to the two individual regions/teams to reschedule the missed game.

Failure to cancel a game as stated in the guidelines may result in that team being removed from the Interplay games for the remainder of the season and for future seasons.

#### *AREAS B, AND J INTERPLAY ROSTER CONFIRMATION*

Coaches of all teams involved in interregional play will carry their teams' player registration forms with them and provide a line-up card to the referee before the start of the game. The lineup card, arranged by the players' jersey numerical order, will contain the players' number, first and last name. Additionally, the line-up card will also contain the Area/Region and Coach/Assistant Coach(es) names. The use of the "AYSO Line-up Card" is recommended.

#### *GAME/TEAM FORMAT*

Visiting team coach will contact home team coach or regional commissioner 24 hours prior to the game to confirm time and location for the interplay contest. The home coach is responsible for contacting the home regional referee administrator to confirm/coordinate referees.

Referees: Home team will provide a referee team for the game. According to AYSO standards, the dual (two referees on the field, both with whistles) is not to be used.

- 1) If there are three referees available, one will be referee, the other two assistant referees.
- 2) If there are only two referees available, one will be referee, the other will be an assistant referee, and a club line will be used to fill out the team.
- 3) If only one referee is available, two club lines will be recruited to assist.

Technical Area: A rectangle defining the technical area (coaches' area) shall be marked where possible by two lines parallel to the touch-line extending 10 yards on either side of the half way line, and by two lines perpendicular to the touch-line. The edge of the technical area nearer the field of play shall be, at least one yard from the touchline; the parallel edge shall be no more than three (3) yards from the touchline.

Alternate technical area markings that maintain the coaching activities to a similarly size area, off of the touchline, may be used as necessitated by field layout or regional custom. Where the technical area is not provided, the Team Officials (Coach/Assistant Coaches) will confine themselves to an area within 10 yards of the halfway line, and stay at least one yard off of the touchline at all

times.

Substitutions: The “Experimental” U16/U19 Program, authorized by the AYSO National Board of Directors in March, 1985, and reaffirmed in July, 2003, will be used.

- 1) Both teams should be on the same side of the field whenever practical.
- 2) Substitutes will be prepared to enter the game, wait at the half way line, and attract the attention of the Assistant Referee that they would like a substitution at the next available instance. The substitutes will remain sufficiently back from the touchline to allow the Assistant Referee an unimpeded view of the field of play.
- 3) When the ball is out of play for their own team’s throw in, either team’s goal kick or kick off (after a goal), the Assistant Referee will signal to the Referee that a substitution is desired. Substitution on injury is for the injured player only (NR&R I.C.2.). The Referee may allow substitution at other times the ball is out of play **at his/her discretion**.

At the discretion of the player’s coach, a player who is cautioned (shown the yellow card) may be substituted for before play is resumed. The referee shall not mandate that a substitution is required in this instance, it is solely the coach’s decision.

- 4) The Referee will hold play for the substitution to occur. Players will leave the field, after the player they are replacing has left the field of play, the substitutes will enter the field at the halfway line.
- 5) The moment the substitute legally enters the field she/he becomes a player. The player who has left the field then becomes a substitute.
- 6) Violation of this procedure is handled as per Law 3 – The Number of Players.

Duration of Play: Length of the games are as follow:

U16 – 80 minutes (each half not to exceed 40 minutes of playing time)

U19 – 90 minutes (each half not to exceed 45 minutes of playing time)

Number of Players: During all area A, B, J interplay games, teams will utilize one of the following formulas depending on the number of players available for a game.

The regions and their coaches are reminded that the game is for the soccer player.

All attempts must be made to play as many players as possible each quarter. The exchanging of players is highly encouraged.

1. If either team has 7 to 11 players, teams will match player for player, playing as many players as possible.
2. If either team has 12 to 14 players, teams will match player for player up to 11 per side.
3. If one team has less than 11 players and the opposing team has more than 14 players, the following procedure WILL BE adhered to if either teams’ coach or players or any combination is unwilling to exchange players:
  - a. Each team will designate two captains.
  - b. Each team’s captains will pick two teams from their players forming two squads.
  - c. The two teams will then exchange one captain and one squad.

- d. The game will then be played. The teams will remain the same for all 4 quarters.
  - e. If a player or players arrive after the teams have been formed, they will be assigned to either team to balance the team numbers.
4. If either team is short players, the coach must inform their Regional Commissioner who will, in turn notify the Area Director.

### *SPORTSMANSHIP AGREEMENT*

In AYSO, it's about more than the game. The AYSO philosophies and adults modeling appropriate behavior are paramount in differentiating our program from all others. We are here for the kids!

A sportsmanship agreement is in place by which opposing coaches and teams will neither run up the score or embarrass an opponent. Fair play and consideration must be a part of every interplay game.

Protests: Protests are a formal action to overturn the outcome of a game. Protests are discouraged. Referees' disciplinary actions are not grounds for protests.

If a protest is felt necessary, the procedure is as follows:

1. The coach/referee/parent must submit a letter to their home regional commissioner within 72 hours of the incident.
2. The home RC must submit his/her findings and planned action if required, to the RC of the opposing region within three days of receipt of the protest letter. The opposing RC will then inform the home RC of the action taken. Copies will be forwarded to the Area Director of each region. Either RC may submit a protest to the AD for action.
3. The AD has two days upon receipt to act upon the protest. His/Her decision is final. This decision must be submitted to the two regions involved.
4. The home RC has two days, upon receiving the AD's decision, to respond to the writer of the protest.
5. Any protest concerning a member of the referee team must be copied to the appropriate area referee administrator.

Concerns: Team Officials are encouraged to share concerns involving interplay games with their Regional Commissioner. Concerns include teams playing short, violation of interplay guidelines, any safety related measures or other situations that impact the players' enjoyment of the game. The Regional Commissioner will, as he/she feels necessary, forward the concern (via letter or email) to the Area Director for consideration of additional investigation.

Game Report: **A game report must be filed out by the officials (referee and/or assistants) for every game and sent to the Area B Referee Administer (ARA). Additional forms can be found at [http://www.aysohelp.org/referee/Referee\\_Game\\_Report.pdf](http://www.aysohelp.org/referee/Referee_Game_Report.pdf). Referees are to insure to note all misconducts (yellow or red cards, plus problems with of coaches/spectators), serious injury, or unusual occurrence associated with the game. A completed game line-up card should be attached to the game report.**

Serious incidents require an AYSO incident report.

### *COACHING and OFFICIATING*

Rules for team officials (coaches and assistant coaches) and officials for interplay games will be the FIFA Laws of the Game, AYSO National Rules and Regulations, Area Guidelines and Directives and (when the teams are from the same region) Regional Guidelines.

### **MISCONDUCT - DISCIPLINARY ACTIONS**

#### 1. Players

Accumulated Cautions (yellow cards): A player that accumulates three cautions (yellow cards) is suspended for the next interplay game. The three cautions accumulate regardless of which interplay game they were issued in. For each three cautions after a suspension an additional suspension is enforced.

Send-offs (red cards): A send-off results in the immediate dismissal of the player from that game, plus a suspension in the next game(s) as follows:

First Send-off (of season): ONE GAME SUSPENSION

Second Send-off (of season): TWO GAME SUSPENSION

Third Send-off of season: INDEFINITE SUSPENSION

Suspension: Normal AYSO due process is available for a suspended player.

At the discretion of the Area Director and/or Regional Commissioner, a player returning from suspension may be subject to observation by a designated volunteer at their next game. If a suspension is warranted after the last game of the season, the suspension will carry over to the next season.

#### 2. Coach/Assistant Coach

Misconduct: The Laws of the Game do not make provisions for non-players to be shown cards for misconduct. The Referee is to “take action against team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the field of play and its immediate surrounds.” For the purposes of AYSO competition, the Referee will report Team Officials (Coach/Assistant Coach) who are guilty of misconduct-like behavior. This will be treated as though a caution has been issued. A card **is not** shown.

Repetition of this type of behavior, or serious irresponsible behavior (including those actions typical of a send-off for a player) will result in the individual being expelled for the competition.

Accumulated “Cautions”: A team official that accumulates three “cautions” is suspended for the next interplay game. The three “cautions” accumulate regardless of which interplay game they were issued in. For each three “cautions” after a suspension an additional suspension is enforced.

Expelled Coach: The expelling (ejected/red card offense) of a Team Official results in the immediate dismissal of the individual from that game, plus a suspension in the next game(s) as follows:

First Send-off (of season): ONE GAME SUSPENSION

Second Send-off (of season): INDEFINITE SUSPENSION

Suspension: Following a suspension, the team official will be observed by the Area Coach Administrator (or his/her designee). Normal AYSO due process is available

for a suspended player.

If a suspension takes place the last game of the season, the observation will take place the following season. If a suspension is warranted after the last game of the season, the suspension (and subsequent observation) will carry over to the next season.

### 3. Team

Failure to Comply with Interplay Requirements: A team that does not comply with the interplay rules, or does not follow AYSO National Rules and Regulations, Area Guidelines and directives is subject to sanctions as follows:

First Offense: WARNING and Observation by Area Director (or Designee)

Second Offense: REMOVAL OF TEAM from the Interplay Schedule

for the remainder of the present season **AND** following season.