



# AYSO Area 5C Tournament

# Documents



OFFICIAL PHOTO ROSTER SIGNED  
BY RC



PLAYER MEDICAL RELEASE  
FORMS (MAY BE KEPT  
DIGITALLY)

# General Rules Highlights

- All players must play 75% (3 quarters for 10U-12U and a proportionate number of minutes for 15U-19U) before any player plays 100% (4 quarters) in regulation play. If a team has a large roster so that all players cannot play 75%, no one should play 100% of the game. In this case, all players must play at least 50% of the game. Violation of these player rules will result in a 6-point deduction in the pool-play rounds. Violation of these rules during a semi-final or final game may result in a forfeit. These penalties will be invoked at the discretion of the Tournament Director. Under no circumstances will a team be exempted from the AYSO Philosophy Everyone Plays. **THERE ARE NO GOALKEEPER EXCEPTIONS!**
- If the player shows on roster they have been approved.

## Age Guide for Fall 2023/Spring 2024 Membership Year

19U	2005-2008
15U	2009-2011
12U	2012-2013
10U	2014-2015

# Pool Play

Win- 6 points; Tie 3 Points; Loss 0 points

Forfeit scored as 3-0

Goals Scored- 1 pt per goal w 3 pts per game max

Send offs

- Player -2 pts
- Coach -3 pts

# Tie breakers

- Head-to-Head
- Most Wins
- Goals Allowed- Max 3 per game counted
- Goal Differential- Max 3 per game counted
- Penalty Shoot Out

# Game Duration

Pool play  
times reduced  
by 10 minutes

19U- 80 minutes  
15U-70 minutes  
12U-50 minutes  
10U-40 minutes  
1-minute sub breaks for 10U-12U(clock running); 5-minute halftime

Semi finals  
and finals are  
standard  
game length

2 5-minute OT periods  
Penalty Shoot-out if still tied after OT

Start and end  
on time

If not enough players at game time it will be a forfeit

# Minimum Players

Each team must have the minimum number of players ready to field at game start time and to continue playing (unless off the field temporarily)

10U – 5 minimum to play

12U – 6 minimum to play

15U and higher – 7 minimum to play



## Coaching More than 1 team

- Tournament Rules General D.a.2.e. *At minimum every team must have a head coach. It is recommended that head coaches only coach one team in tournament as there is no guarantee schedule conflicts can be avoided.*
  - This is tournament play and very condensed timeline with almost 80 teams. Attempts will be made in pool play to deconflict as much as possible but no guarantees there will not be overlaps. Please ensure you have assistants ready.
  - Semifinal and final times are locked and will not change if there is a coach conflict.



# Game Cards

Roll call players from roster during player inspection

Players not on roster do not play. No handwritten names unless there is AD initials.

Referee (may delegate to ARs) maintains cards during game, fill in game info (score, players sitting, etc.)

**Both coaches & all referees should verify game cards and sign**

Referee brings game cards to HQ after game (may delegate to AR but don't wait)

# 15U/19U only- Monitored sub form

- Assistant Coach/Team Manager should monitor and mark throughout game
- Referee will initial at half-time to verify it looks accurate
- Must be turned into referee at end of game to submit with game cards



Please list players in order by jersey number.

[illegible]

Instructions: Start your watch when the referee starts the half. Do not stop your watch until the referee signals the end of the half. Every five minutes, mark the players who are on the sideline (not currently playing). The 85 and 90 columns are used only for U19 games.

Mark only substitutes that are not playing with an “O” for OUT

#	NAME	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
6	John Doe	O		O				O											

In this example, player #6 did not start the game, and entered after the 15<sup>th</sup> minute. He then returned to the sidelines between the 30<sup>th</sup> and 35<sup>th</sup> minute, and had re-entered the game by the 40<sup>th</sup> minute.

Mark substitutes that are not playing because of an injury as “I” for INJURED

#	NAME	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
6	John Doe	O		O				O				I							I

In this example, player #6 did not start the game, and entered after the 15<sup>th</sup> minute. He then returned to the sidelines between the 30<sup>th</sup> and 35<sup>th</sup> minute, and had re-entered the game by the 40<sup>th</sup> minute. He was injured between the 50<sup>th</sup> and 55<sup>th</sup> minute and did not return to the game.

Mark substitutes that are not playing because they left the premises voluntarily as “L” for LEFT

#	NAME	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
6	John Doe	O		O				O				L							L

In this example, player #6 did not start the game, and entered after the 15<sup>th</sup> minute. He then returned to the sidelines between the 30<sup>th</sup> and 35<sup>th</sup> minute, and had re-entered the game by the 40<sup>th</sup> minute. He left the game between the 50<sup>th</sup> and 55<sup>th</sup> minute and did not return to the game (left the field completely – went to work, etc.).

Mark substitutes that are not playing because they were sent off (Red Card) as “S” for SENT OFF

#	NAME	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
6	John Doe	O		O				O				S							S

In this example, player #6 did not start the game, and entered after the 15<sup>th</sup> minute. He then returned to the sidelines between the 30<sup>th</sup> and 35<sup>th</sup> minute, and had re-entered the game by the 40<sup>th</sup> minute. He was sent off between the 50<sup>th</sup> and 55<sup>th</sup> minute.



# Pre-Game Check In

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- Coaches should check in 30 minutes prior to each game at soccer central to pick up game card for that game.
  - Any additions to game cards must be initialed by the tournament director or Area Director
  - Players who have been disqualified for any reason including red card in previous game will not appear on the game cards
- Please arrive to field 20 minutes prior to match start time to be checked in by referees so that match can start on time



# Post game

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- Both coaches and all referees must sign game card
- Game cards are returned to soccer central by referees
- Scores will be loaded into tournament system and results will be available on tournament site



# Protests

Game decisions by a referee are not subject to protest. Referee judgement calls and calls that fall in the referee scope are FINAL!

Protests can be made if

- An ineligible player has played
- Substitution guidelines were not followed

Must be submitted in writing to tournament director within 1 hour of completion of protested game

If rules violation or ineligible player is confirmed the game will be scored a forfeit loss for the offending team

# Coaches

- Two coaches max, listed on roster; a third team coach may stay in technical area for 15U and 19U as the sub monitor. Center Ref should check HT score for accuracy, and time records for “reasonableness”. CR collects Monitored Sub Form at Full Time and turn in to Soccer Central with game record.
- **Should remain in technical area during game**
  - 3 yards back from touch line
  - About 16-20 yards long(diameter of center circle)
- Should not enter field without referee permission
- Respect for opponents, officials and all other volunteers.
- If problems, listen, be calm and **BE NICE!**





# OT and Penalty Shoot-out

Two 5 minute overtime (OT) periods (no golden goal) followed by penalty shoot-out if needed

OT: coin toss, kick off, no substitution breaks, kick off after the first OT half, swap sides, etc.

- 50% play rules only apply to standard time not OT

Only players on the field, or temporarily off the field (injury, adjusting equipment, etc.) at the end of OT will be eligible to participate in the penalty shoot-out.

Reduce to equate before and during kicks

Team decides kicking order from the eligible players

The referee is not informed of the order, but records

# Tournament Safety

- Injury or Incident Requirements
  - Injury / Incident Report Completed and Turned into HQ
  - Blank AYSO Incident Form at HQ
- If Player is Hurt and You Think They Need Medical Attention Don't Hesitate To Call 911
- Take charge if needed. Assign people to specific tasks (flagging down EMS crew, calling 911, etc.).
- After Taking Care of Emergency
  - Notify HQ and/or the Tournament Director



## AYSO INCIDENT REPORT FORM

Complete this form for any of the following: (check type)

☐ Injury/illness ☐ Threats ☐ Fights ☐ Property damage ☐ Calls to Police ☐ Other

Return **completed** form to the  
Regional Commissioner,  
Safety Director, Area Director,  
or Tournament Director.

AFFECTED PARTY: <input type="checkbox"/> Player <input type="checkbox"/> Official <input type="checkbox"/> Coach <input type="checkbox"/> Spectator <input type="checkbox"/> Volunteer <input type="checkbox"/> Other		AYSO ID # (Required)	Region # (Required)
Last Name		First Name	MI
Birth date:		Phone:	
Address:		City:	State: Zip:
Does the injured person have medical insurance? YES <input type="checkbox"/> NO <input type="checkbox"/>		If yes, please provide name of company and policy #:	
GUARDIAN/PARENT (if affected party is a minor):			
Last Name		First Name	Address (if different than above):
Email 1:		Cell Ph:	
Email 2:		Cell Ph:	
Email 3:		Cell Ph:	
INCIDENT INFO:	Date of Incident:	Age Division:	<input type="checkbox"/> Boys <input type="checkbox"/> Girls <input type="checkbox"/> Co-ed Time of Incident: AM
Location (if applicable-Tournament name):			
Team Involved #1:		Coach Name:	Region #
Team Involved #2:		Coach Name:	Region #
FOR INJURIES: BODY PART INJURED		TYPE OF INJURY/ILLNESS	FIELD SURFACE
LOCATION			
<input type="checkbox"/> Ankle (L/R) <input type="checkbox"/> Shoulder(L/R) <input type="checkbox"/> Tooth <input type="checkbox"/> Knee (L/R) <input type="checkbox"/> Wrist (L/R) <input type="checkbox"/> Back <input type="checkbox"/> Leg <input type="checkbox"/> Finger <input type="checkbox"/> Neck <input type="checkbox"/> Foot <input type="checkbox"/> Eye (L/R) <input type="checkbox"/> Internal <input type="checkbox"/> Toe <input type="checkbox"/> Ear (L/R) <input type="checkbox"/> No injury <input type="checkbox"/> Arm <input type="checkbox"/> Nose <input type="checkbox"/> Other <input type="checkbox"/> Hand <input type="checkbox"/> Head		<input type="checkbox"/> Abrasion <input type="checkbox"/> Dislocation <input type="checkbox"/> Pain <input type="checkbox"/> Burn <input type="checkbox"/> Foreign Body <input type="checkbox"/> Seizures <input type="checkbox"/> Cardiac <input type="checkbox"/> Fracture <input type="checkbox"/> Sting/Bite <input type="checkbox"/> Cold Injury <input type="checkbox"/> Heat Exhaustion <input type="checkbox"/> Strain <input type="checkbox"/> Concussion <input type="checkbox"/> Laceration <input type="checkbox"/> Sprain <input type="checkbox"/> Contusion <input type="checkbox"/> Nausea <input type="checkbox"/> COVID-19	<input type="checkbox"/> Dirt <input type="checkbox"/> Grass <input type="checkbox"/> Turf <input type="checkbox"/> Indoor
<input type="checkbox"/> Before Competition/Event <input type="checkbox"/> During Competition/Event <input type="checkbox"/> After Competition/Event <input type="checkbox"/> Concession Area <input type="checkbox"/> Parking Lot <input type="checkbox"/> Restrooms			
CAUSE	OUTCOME	POLICE REPORT FILED:	
<input type="checkbox"/> Collision (participant/spectator) <input type="checkbox"/> Struck by falling/flying object <input type="checkbox"/> Struck by or fell into goal <input type="checkbox"/> Animal/insect bite/sting <input type="checkbox"/> Slip/Fall <input type="checkbox"/> Assault/Sexual <input type="checkbox"/> Assault/Non-Sexual <input type="checkbox"/> Property Damage	No care given: <input type="checkbox"/> Not Needed <input type="checkbox"/> Patient Refused  Released: <input type="checkbox"/> To Parent <input type="checkbox"/> To Personal Vehicle	Referral: <input type="checkbox"/> To Doctor <input type="checkbox"/> To Hospital/Clinic  EMS transport: <input type="checkbox"/> Region Recommended <input type="checkbox"/> Patient/Parent Requested	
		<input type="checkbox"/> Yes <input type="checkbox"/> No Report No: Officer's Name & Contact No:	
Describe how the incident, injury or property damage occurred: (use the backside or attach a separate sheet if necessary – may attach a copy of the Referee Game Misconduct Report)			
WITNESS INFORMATION – Confidential			
Name		Address	
Person/volunteer completing/submitting this form:		Phone Number	
Name:		Signature:	
		Cell:	

### Routing

During an event or activity related to a region's primary season, the completed form should be submitted to the respective Regional Commissioner or Safety Director.

During a secondary activity (e.g. a tournament), the form should be submitted to the Regional Commissioner, secondary activity's director, or Regional Safety Director.

At a tournament, the tournament staff may prepare a report as well. In this case, a copy of the report should immediately be sent to the respective Regional Commissioner(s).

In all cases, copies of the Incident Report should always be sent to the Regional Commissioner, Area Director, Safety Director, and in the case of a secondary event the Secondary Event Director.

**Note: A copy of the Incident Report must be sent to the AYSO at [riskmanagement@ayso.org](mailto:riskmanagement@ayso.org). If you have questions, send an email or 800-872-2976.**

### Retention

Incident forms should be maintained in a regional file and stored for a minimum of 15 years. In the case of a secondary event which is sponsored at the area or section level, the secondary event host should retain the original copy for a minimum of 15 years.

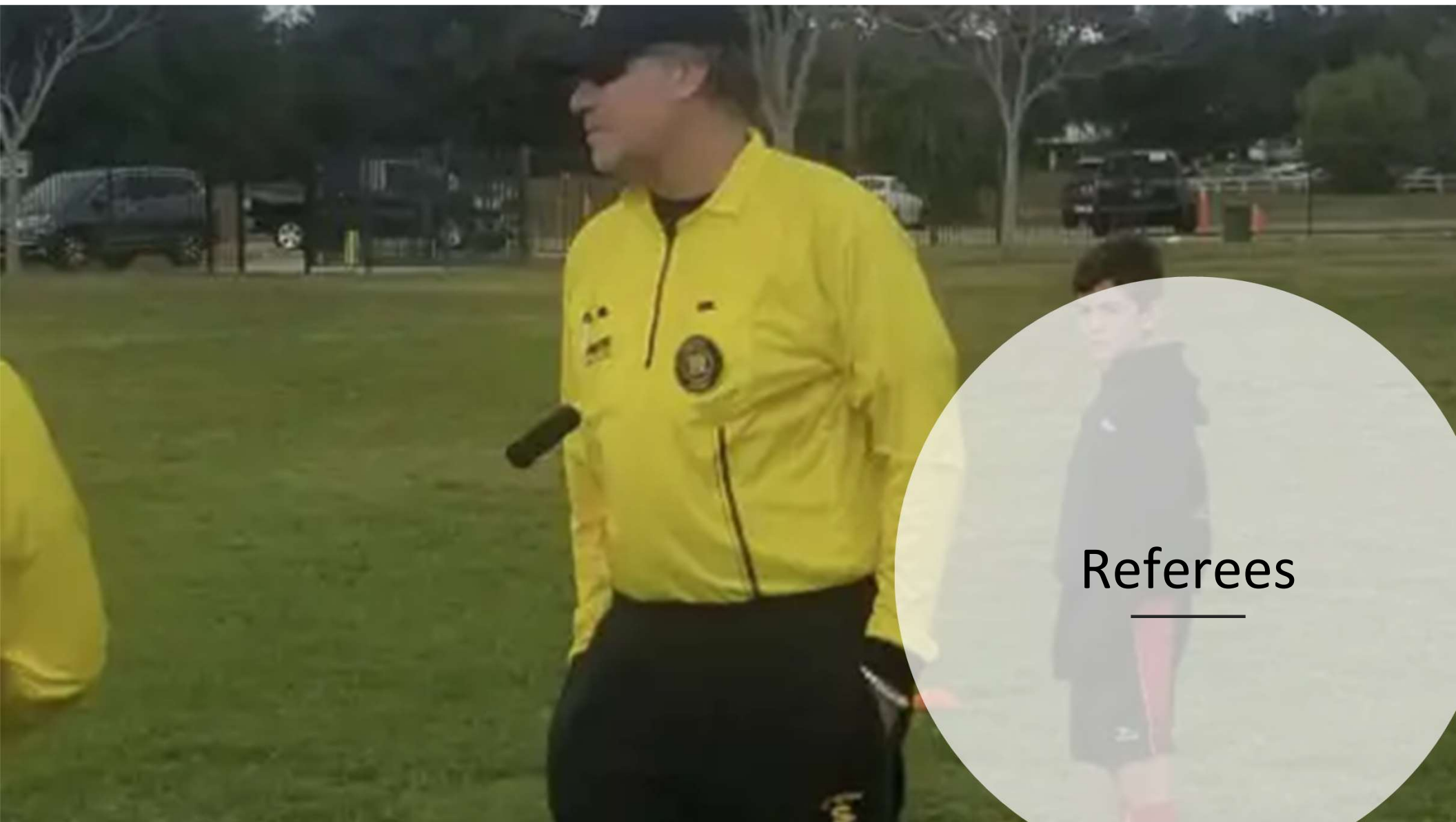
Secondary events must also send copies of the Incident Reports to AYSO, Attn: Risk Management the email listed above for storage.

[https://aysovolunteers.org/wp-content/uploads/2021/10/Incident\\_Report\\_Form\\_wi\\_th\\_Instr\\_rev09102021.pdf](https://aysovolunteers.org/wp-content/uploads/2021/10/Incident_Report_Form_wi_th_Instr_rev09102021.pdf)

# General Conduct

- GOOD SPORTSMANSHIP
- Send-off=1 game suspension in addition to game removed
- The Tournament Director shall have the power to suspend for one or more games or remove from the tournament any participant or their team who seriously violates these principles at any time during the tournament regardless of whether the individual(s) were cautioned or sent-off from a game. This power shall also include incidents such as fights, serious breaches of good sportsmanship, criminal actions or other serious violations of AYSO Philosophies, Regulations or By-Laws. This power extends during the entire tournament period and includes any off the field altercations. Altercations by non-participants, e.g., parents or other team supporters will result in their being asked to leave the tournament areas. If they refuse, the Tournament Director may suspend or cancel any games for that team until the non-participants have left the tournament area. If necessary, law enforcement will be called.
- Any adult that is sent-off or ejected from a game must leave the vicinity of the field and may not return to the field while referees or other coaches are still present. The sent-off/ejected adult may watch from the parking lot. Any child sent-off or ejected must remain with their parent or guardian. A sent-off player may remain in the technical area if this is not possible. If the affiliated team of an ejected spectator can be identified, a 1-point deduction in Positive Participation Points will be made.





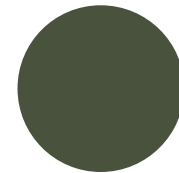
Referees



- Team Referees
  - 2 games pool play
  - If your team makes Semis/finals, please do games that day as well
- Coach Referees
  - Same number of games requirement
- If team cannot provide referees they may submit a general volunteer
  - Field Monitors
  - Other general tournament support like field setup, etc.



# Game # Requirements



# Game Sign Ups

- Sign up to your comfort level and experience level
  - RRAs and ARA will review assignments and reserve the right to change assignments as needed
- If you have no children in the tournament you may sign up for any age bracket
- If you have children in the tournament
  - Do not CR in the division(s) they are playing in
  - Avoid being an AR on your own team's games unless there was no one signed up and there is a hole. Confirm with ARA that it is ok to sign up in advance
- Coach and Referee
  - Do not take any games in your age division you are coaching

stackofficials

Dashboard

Events

Games

Reports

Payments

Jason

▼

August 2022

Su

Mo

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We

Th

Fr

Sa

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31

Calendar Key:

Accepted

Pending

Games Available

Saturday, August 20

AYSO Area 5C Fall Season 2022 Game #11748UF2201

Open Positions: CR [Self-assign](#)

08/20/2022 @ 9:00 AM (CDT)

Sharon Johnston, 19U (New Market, AL)

Game Level: 08UC

Saturday, August 20

AYSO Area 5C Fall Season 2022 Game #11748UF2203

Open Positions: CR [Self-assign](#)

08/20/2022 @ 9:00 AM (CDT)

Sharon Johnston, 19U (New Market, AL)

Game Level: 08UC

Saturday, August 20

AYSO Area 5C Fall Season 2022 Game #11748UF2202

Open Positions: CR [Self-assign](#)

08/20/2022 @ 9:00 AM (CDT)

Sharon Johnston, 19U (New Market, AL)

Game Level: 08UC

Saturday, August 20

AYSO Area 5C Fall Season 2022 Game #11748UF2205

Open Positions: CR [Self-assign](#)

08/20/2022 @ 9:00 AM (CDT)

Sharon Johnston, 19U (New Market, AL)

Game Level: 08UC

AYSO Area 5C Fall Season 2022 Game #614735

Open Positions: CR, AR1, AR2 [Self-assign](#)

08/20/2022 @ 12:30 PM (CDT)

Sharon Johnston, 19U (New Market, AL)

Game Level: 14UG

CR: Open

Accept

AR1: Open

AR2: Open

Assigned By: Jason Lanier

Saturday, September 10

AYSO Area 5C Fall Season 2022 Game #614740

CR

09/10/2022 @ 11:30 AM (CDT)

Sharon Johnston, 19U (New Market, AL)

Game Level: 14UG

Accept

Decline

CR: Jason Lanier

AR1:

AR2:

Assigned By: Jason Lanier

Saturday, September 10 @ 11:30 AM (CDT)

14UG - AYSO Area 5C Fall Season 2022

Home: 01074-14UG-01-BRIGGS

Away: 0224ALL-00488-14UG-02-GUNDOLFF

Sharon Johnston, 19U

783 Coleman Rd New Market, AL, 35761

Directions

AYSO Area 5C Fall Season 2022 Game #614740

Reports: [Game](#) [Incident](#)

Game Report

0

Game Reports were submitted for this game

+

Game Report

GAME DETAILS

SUMMARY

HOME- Capital FC Timbers 07B Red

3

1

0

Score Cautions Send Off

AWAY- ADF Portland 07B

4

2

0

Score Cautions Send Off

GAME NOTES & ATTACHMENTS

GAME NOTES

Game Summary Notes

<insert any notes about this game here>

ATTACHMENTS

Maximum size of attachments: 5 MB and Maximum number of attachments: 4

Choose File

Cancel

Submit

# Stack Officials Sign Up and Match Reports



Incident Report

1

Incident Reports were submitted for this game

[Serious Injury - Player](#)

# Stack Officials Incident Report

REPORT DETAILS

Report Type\*

Misconduct

Time Of Incident\*

2nd half

Reason\*

Irresponsible Behavior

Reporting On\*

Spectator

Name

Team

N/A

☒ Offensive Language

(If Report contains language that some might consider inappropriate or offensive)

Detailed Description\*

Description of what occurred.

Cancel

Submit



## Uniform

- Yellow jersey primary
  - Avoid matching color of either team and goalkeepers if possible
  - Alternate colors are ok
  - Optimal for whole crew to match but CR may opt to be different color to avoid confusion on field if needed
- Black shorts/pants
- 2 stripe current style sock rather than older style
- Tournament Referee patch preferred although Level patch is ok



A photograph of a soccer field with a white curved line on the grass. The image is partially obscured by a white semi-transparent overlay on the right side, which contains the title and list.

# Referee Check In

- Check In at soccer central or designated spot at Park to verify you are there and schedule 30-45 minutes before 1<sup>st</sup> match
- Be at field by 20 minutes before each match for team check in



# Checking in the teams

- Teams will have game card as pictured to the right
  - Check all players and verify Photo matches player
  - No player should play if not on roster, handwritten additions must be initialed by tournament director or Area Director
- Standard Check in for Equipment
  - No CASTS or Splints (immobilizing)
    - If you see it, you can't unsee it
  - Braces are ok if they allow movement
  - No Jewelry
  - Hair beads are ok if tightly secured and pose no danger to other players
  - Cold Weather Gear
  - Legal Cleats and Shin Guards

Printed Date & Time:  
10/26/2022 12:10 PM

## AYSO Area 5C Fall 22 Season Official Game Roster



Age Group: **14UB** Team Name: **R0160-14UB-01-Ebert** Team ID#: 055C-60CB4U-0004

Tournament AYSO Area 5C Fall 22 Season Flight 14UB

Game # 613359 Date 10/29/2022 Time 3:00PM Venue John Hunt Park Field 6

Team Name	1st	2nd	Final Score	Coach or Manager Verify
(H) R0160-14UB-01-Ebert				
(A) R0894-14UB-01-Loyd				

Print Center Ref Name \_\_\_\_\_ AR1 \_\_\_\_\_ AR2 \_\_\_\_\_

Check-In Codes: R = Red Card Sit Out, Rx = Medical Sit Out

✓ = Ref Check-In

Player Name = Inactive

Jer #	Last Name, First Name	Player ID #	Quarters Out	Goal	Card	Reason
1	Butler, Jackson	55022-549063				
2	Cantey, Waring	14308-996373				
3	Dominguez, Jonathan	98126-691127				
4	Dukemnier, Kal	85095-780553				
5	Ebert, Nehemiah	54283-722376				
6	Hernandez, Alan	16855-405133				
7	McMillon, Samuel	52849-151102				
8	Medrano, Joshua	57114-392502				
9	Medrano, Yamil	87093-821622				
10	Sanabria, Samuel	52664-512472				
11	Shar, Michael	18898-536489				
12	Spelman, Nate	11685-808431				
13	Walls, Jeremy	41588-069787				
14						
15						
16						
17						
18						
19						

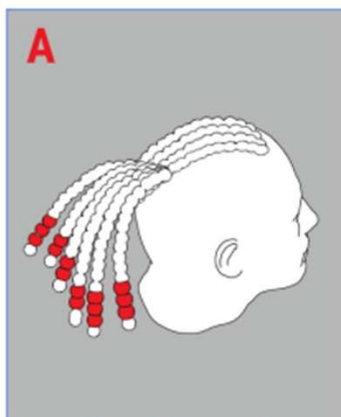


# Law 3: The Player's Equipment

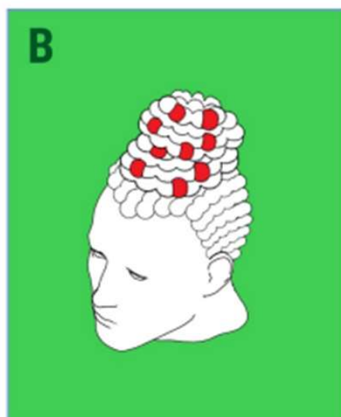
## National Rules and Regulations (2.VI.F) of the AYSO Reference Book

- F. Players shall not wear anything that is dangerous to either themselves or other players subject to the referee's approval under Law 4 of the IFAB Laws of the Game. AYSO, in accordance with permitted modifications for youth games, allows the following:
- Hair Beads and Clips  
Hair control devices and other adornments, such as beads, worn in the hair must meet the following criteria:
    - Be securely fastened to the head.
    - Do not present an increased risk to the player, teammates, or opponents.
    - Flat clips less than two inches in length may be used to hold the hair in place close to the head so long as their placement on the head does not present an increased risk to the player, teammates or opponents.
    - Hair charms are still considered jewelry and are not permitted.

## Other Equipment



**Not Allowed**



**Allowed**



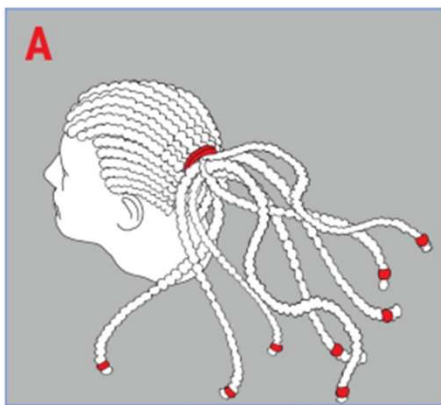
**Not Allowed**



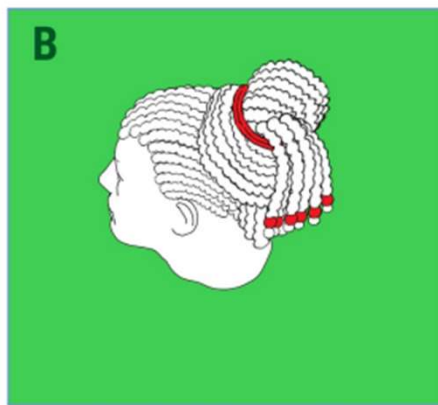
**Allowed**

In pictures A and C, the hair beads worn by each player are not securely fasten to the head  
In pictures B and D, the hair beads worn are securely fastened to the head

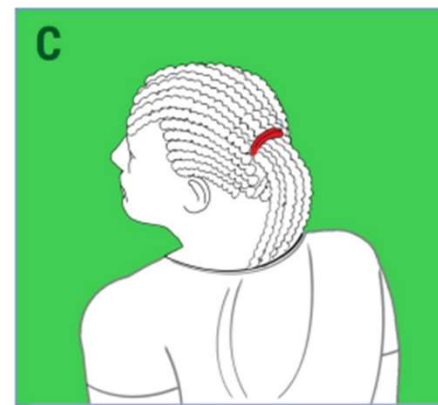
## Hair adornment solutions



**Not Allowed**



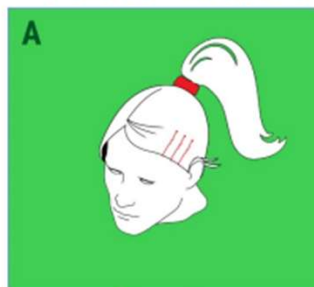
**Allowed**



**Allowed**

In picture A, the player cannot play with the hair adornment in the current position as it is not securely fastened to the head. Players in pictures B and C are allowed.

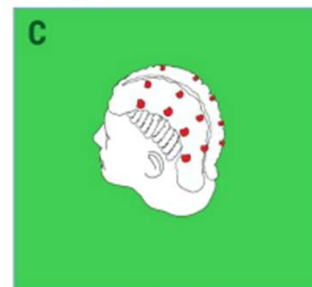
## Hair adornment solutions



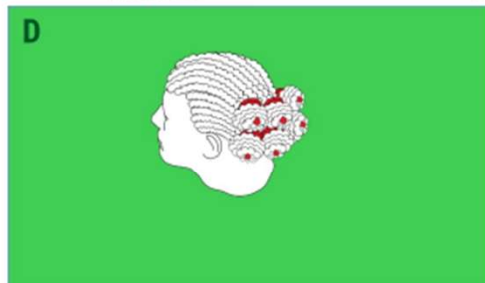
Allowed



Allowed



Allowed



Allowed



Not Allowed

In pictures A, B, C & D the hair control devices are worn securely fastened and are allowed. In picture E, the hair device is not allowed as it is not securely fastened to the head.



## Hair Charms



Hair charms are considered jewelry, and per Law 4 would not be permitted.

## Law 4: Player's Equipment

- Medical Devices

If the device is needed to restrict mobility, protect an injury or support proper alignment to expedite the healing process of a temporary injury and is hard (cast, splint, etc.) then it is not allowed. If, on the other hand, the protective device is used to provide support, flexibility or enable an otherwise healthy player to function normally such as a knee brace, prosthesis, hearing aid, insulin pump/monitor, etc. then this would be allowed provided the device was sufficiently padded to prevent injury to other players. The Laws of the Game specify that "A player must not use equipment or wear anything that is dangerous."

The Referee is the sole judge of whether or not the individual item in question is permissible to wear in the game.

# Splint or Brace

## Splint

- A splint is an orthopedic device that immobilizes an injured joint or limb to promote healing and prevent further injury or damage. Depending on the severity of the injury or condition, they can be either rigid or soft. A rigid splint consists of a firm material such as metal or plastic while a soft splint is made from foam or fabric.

## Brace

- Braces are also used to help stabilize injured body parts, but they are typically more flexible than splints as they are designed to offer support through compression rather than complete immobilization. Braces are usually made of softer materials such as neoprene or cotton and consist of straps, elastic bands, or metal frames(knee brace).

Both splints and braces are commonly used on the [foot and ankle](#), [knee](#), [hand and wrist](#), [elbow](#), [shoulder](#), or [spine](#). However, there are some key differences in functionality and usage between the two devices.



# Splints



# Braces



# Marking the Game Card (10U and 12U)

- Mark an X on the Quarter the player is sitting out
- If the Player is Absent Mark with an A
- If the Player is sitting during game due to Injury, mark with an I
- Please reflect on game report after game which players scored and number of goals and any cards for the player
- If the player has an R next to name on Game Card they are not eligible to play due to Red Card in previous game
- If player has Rx next to name, they are not eligible to play due to suspected concussion or other injury that has not been cleared from previous game
- At end of the game, each coach needs to sign both team's game card and all referees need to sign

Printed Date & Time: 10/26/2022 12:10 PM

**AYSO Area 5C Fall 22 Season  
Official Game Roster**

Age Group: **14UB** Team Name: **R0160-14UB-01-Ebert** Team ID#: 055C-60CB4U-0004

Tournament: AYSO Area 5C Fall 22 Season Flight: 14UB

Game #: 613359 Date: 10/29/2022 Time: 3:00PM Venue: John Hunt Park Field: 6

Team Name	1st	2nd	Final Score	Coach or Manager Verify
(H) R0160-14UB-01-Ebert				
(A) R0894-14UB-01-Loyd				

Print Center Ref Name \_\_\_\_\_ AR1 \_\_\_\_\_ AR2 \_\_\_\_\_

Check-In Codes: R = Red Card Sit Out, Rx = Medical Sit Out ☒ = Ref Check-In Player Name = Inactive

Jer #	Last Name, First Name	Player ID #	Quarters Out	Goal	Card	Reason
1	Butler, Jackson	55022-549063				
2	Cartley, Waring	14308-996373				
3	Dominguez, Jonathan	98126-691127				
4	Dukeminier, Kai	85095-780553				
5	Ebert, Nehemiah	54283-722376				
6	Hernandez, Alan	16855-405133				
7	McMillon, Samuel	52849-151102				
8	Medrano, Joshua	57114-392502				
9	Medrano, Yamil	87093-821622				
10	Sansabna, Samuel	52664-512472				
11	Shar, Michael	18898-536489				
12	Speltman, Nate	11685-808431				
13	Watts, Jeremy	41588-069787				
14						
15						
16						
17						
18						
19						

Butler Cartley Dominguez Dukeminier Ebert  
Hernandez McMillon Medrano Medrano Sansabna  
Shar Speltman Watts



## Monitored Substitution Form (15U and 19U)

- This form will break the game in 5-minute increments that will be marked by coaches as they substitute. Markings should be the same as standard game cards.
- Referee should check the monitored sub form at halftime and then collect the form with the game card at the end of the game
- Quarters do not need to be marked on game card.



# OT and Penalty Shoot-out

Two 5 minute overtime (OT) periods (no golden goal) followed by Penalty Shoot-out if needed

OT: coin toss, kick off, no substitution breaks, kick off after the first OT half, swap sides, etc.

Only players on the field, or temporarily off the field (injury, adjusting equipment, etc.) at the end of OT will be eligible to participate in the penalty shoot-out.

Reduce to equate before and during kicks

Team decides kicking order from the eligible players

The referee is not informed of the order, but records



# Penalty Shoot-out

Coin toss 1: Heads Goal A, Tails Goal B, (unless Ref decides to override: ground conditions, safety, etc.)

Coin toss 2: winner chooses first or second kick

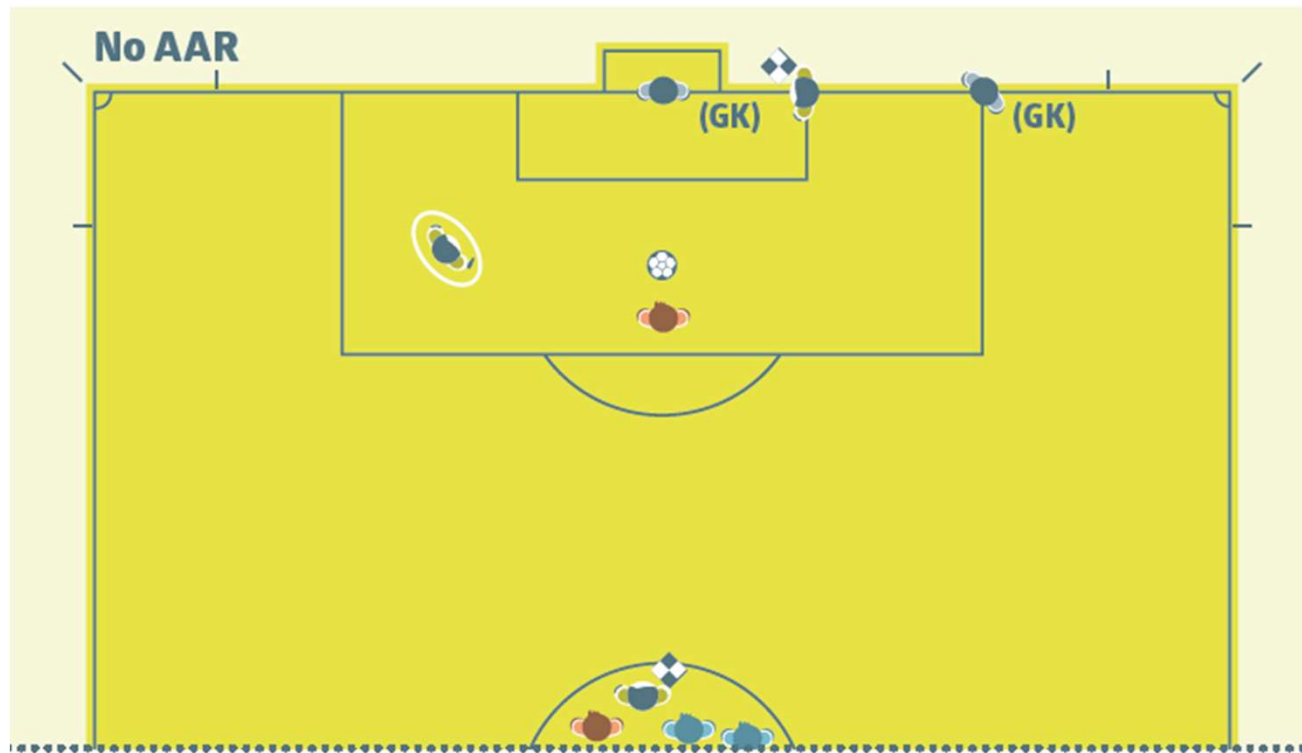
The referee keeps a record of the kicks (ARs should backup)

The kick is completed when the ball stops moving, goes out of play or the referee stops play for any infringement of the Laws

Penalty Shoot-out is completed after 5 kicks from each side, or if one team cannot overcome deficit (ex: 3-0, with two kicks left). If no winner after 5 kicks, continue until one team has more goals after same number of kicks.

Review Law 10, especially with regards to cautions

# KFPM



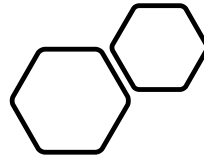


# International Walkout

For Championship Games

# Area 5C Volunteer Awards





# Rebecca Reynolds

Coach of the Year



# Megan Mokhtari

Referee of the Year





# Madeline Reynolds

Youth Referee of the Year



# Kelly Harness

Management Volunteers of the Year



# Curtis Walker

Lifetime of Service to AYSO Area 5C