



AYSO
Southern California Extra
Developmental Soccer League
(SCEDSL)

Hosted By
AYSO Sections 1, 10 & 11

Revised April 17, 2023

GUIDELINES

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AYSO

Southern California Extra Developmental Soccer League (SCEDSL)

(Effective April 1, 2023)

PROGRAM

The Southern California Extra Developmental Soccer League (“SCEDSL”) is a gaming circuit designed to support the AYSO EXTRA Programs (“EXTRA”) being offered in AYSO Sections 1, 10 and 11.

The SCEDSL’s purpose is to create gaming circuits that have been optimized to provide teams the best possible experience, without the historic restrictions related to section boundaries. It may include gaming circuits for 9U, 10U, 11U, 12U, 13U, 14U, 15U and 16U age divisions (both boys and girls). It includes a Fall season, a Post Season tournament, and a Spring season.

JURISDICTION

The SCEDSL program guidelines are limited to areas related to the Fall & Spring gaming circuits, and the post season tournament only. Non-gaming circuit related matters are subject to the EXTRA Program guidelines set by the individual Sections. Such matters may include:

- Section, Area or Region level participation fees.
- Region eligibility criteria to form an EXTRA team.
- Team formation methodology.
- Player selection methodology.
- Coach selection methodology.
- Referee selection and assignment methodology.
- Practice and training guidelines.
- Uniform.
- Team sponsors.
- Misconduct and Discipline.

The SCEDSL program is a primary program and except for items specifically noted herein, shall be conducted in accordance with the following AYSO Governing Documents: National Rules and Regulations, EXTRA Rules and Regulations, National Bylaws, and National Policy Statement.

Matches and program activities will be conducted in accordance with the current FIFA Laws of the Game (AYSO Edition) and these Program Guidelines as contained herein.

The SCEDSL Program Guidelines and calendar will be published on the SCEDSL website (www.AYSOSCEDSL.org).

The program will be administered by the Section 1, 10 & 11 EXTRA Program Administrators, who will be responsible for providing general administrative oversight and direction of the program. This will include managing dispute resolution/discipline review on behalf of and/or through the Section Directors or their designees. The Program Administrators will be authorized to appoint staff to assist in managing the program through AYSO volunteers or third-party contractors in the best interest of the program.

Each Section Director is responsible for overseeing/verifying that the EXTRA Program requirements are met as they pertain to player eligibility, coach eligibility, team formation, field allocations, and referee support by those Regions within their Section that elect to participate in the SCEDSL Program. We must ensure compliance with all AYSO Philosophies, Rules & Regulations, and By-Laws. **It is critical to the success of the program that all Regions follow these guidelines to provide a common, consistent, and positive experience for all players, parents, and volunteers.**

Issues requiring special jurisdiction will be evaluated and handled by the Section EXTRA Program Administrators in the best interest of the Sections and AYSO. This may include appointing a three-member committee of Area Directors or Section Staff Members to resolve matters of disagreement. Any appeal of discussions handled by the above-identified process will be adjudicated by the Section Directors or their designee.

DEFINITIONS

- EXTRA = AYSO's EXTRA program as defined in the AYSO National Rules & Regulations.
- SCEDSL = Southern California EXTRA Developmental Soccer League (SCEDSL) is an Extra Program gaming Circuit operating within the AYSO Section 1, 10, 11 geographic footprint.
- Team(s) = Eligible EXTRA Team participating in the SCEDSL with the approval of their respective Section Directors.
- Player(s) = Player(s) rostered on an Eligible EXTRA Team participating in the SCEDSL who meets all of the player eligibility requirements outlined in this document and has the approval of their respective Section Directors to participate on the team.
- Coach(es) = Coach(es) rostered on an Eligible EXTRA Team participating in the SCEDSL who meets all of the Coach eligibility requirements outlined in this document and has the approval of their respective Section Directors to participate on the team.
- Referee(s) = Referees officiating matches played as part of the SCEDSL program.

PLAYER ELIGIBILITY

- 1) Each Regional Commissioner with teams participating in the SCEDSL Program is responsible for their Region's compliance with established player eligibility requirements. Player eligibility, as it pertains to age requirements to participate in a specific division, is defined in the

AYSO National Rules & Regulations.

- 2) Eligible players must be registered with AYSO in the membership year that coincides with the SCEDSL program year they are participating in. The AYSO National Office player database shall be the sole source of determining all players' current registration status and for the creation of team rosters and ID cards.
- 3) The SCEDSL Program is a "Side-by-Side" program. As defined by National regulations, a player participating in the SCEDSL Side-by-Side program may not play on any other AYSO team during the same season, nor will they be eligible for All-Star play.
- 4) Player Commitment: Players will commit to their teams as their priority non-school activity. It is expected that every player attends each practice and game at the agreed-upon times.
 - a) To satisfy the player commitment requirement, players may not be enrolled and participate in other Club or non-AYSO soccer programs during the SCEDSL Program's fall primary season. As long as compliant rosters are maintained for the SCEDSL post-season tournament, players transitioning to club programs in the spring will be allowed to participate in the post-season tournament, provided they maintained all eligibility requirements during the fall primary season.
 - b) Players may never practice with, play for, or serve as a "guest player" for any other soccer club.
 - c) It is the responsibility of the participating Region and its coaches to ensure compliance with the rules related to practicing or playing with or serving as a guest player are made. Unintentional and inadvertent violations will still be treated as a violation.

GUEST PLAYING STATUS

In support of AYSO's Player Development Philosophy, players shall be permitted to serve as a tournament "guest player" for AYSO United teams, provided that the tournament occurs before or after the SCEDSL Program's primary season.

INELIGIBLE PLAYERS

Any team using an ineligible player will forfeit all games in which the player is ineligible and participates. It will be presumed that the ineligible player participated in all matches unless the team coach can provide definitive evidence to the contrary.

Placing or playing an ineligible player on a team may result in the expulsion of the player, coach, and/or the entire team from the SCEDSL Program or such other disciplinary action as deemed appropriate in accordance with the AYSO due process procedure.

COACH ELIGIBILITY (Team Coach and Assistant Coach)

- 1) Each team shall have a team coach and an assistant coach.
- 2) Coaches should be of excellent character. At a minimum, Team Coaches and Assistant Coaches must:
 - a) Have a current volunteer application on file at the National Office, including a current LiveScan screening

- b) Be Safe Haven and SafeSport certified and approved
- c) Be Concussion Awareness certified
- d) Be an AYSO-trained coach as specified in these guidelines

Coaches are discouraged from coaching more than one team participating in the SCEDSL program. In such cases, scheduling conflicts are likely to arise, and the “double-booking” of a coach is not a valid reason for rescheduling a match.

REQUIRED COACHING CERTIFICATIONS

- 1) Coaches must have completed the minimum training levels below:

| Age Division | Certification Required |
|--------------|------------------------------|
| 9U/10U | U-10 Coach Certified |
| 11U/12U | U-12 Coach Certified |
| 13U/14U | Intermediate Coach Certified |
| 15U/16U | Advanced Coach Certified |

REGIONAL SUPPORT (Officiating)

- 1) Participating Regions are responsible for providing badge-level appropriate referee coverage for each SCEDSL match hosted in their region.
- 2) Referees should be of excellent character. At a minimum, referees shall:
 - a. Have a current volunteer application on file at the National Office, including a current LiveScan screening
 - b. Be an AYSO-trained and certified referee
 - c. Be Safe Haven and SafeSport certified and approved
 - d. Be Concussion Awareness certified
 - e. Be in good standing with the Region, Area, Section, and AYSO
 - f. Be approved by the Region Referee Administrator.
- 3) All SCEDSL Program games shall be officiated using the Diagonal System of Control, i.e. one referee and two assistant referees. Club linesmen should be used when an insufficient number of assistant referees are available.
- 4) Matches that do not have a Referee assigned by Thursday at 9:00 PM prior to that weekend’s play may be subject to forfeit by the home team.

REGIONAL SUPPORT (Fields)

- 1) Fields and equipment need to be age appropriate. Participating Regions are responsible for properly preparing all fields used. Field set-up and take-down are the responsibility of the hosting Region.
- 2) Full-sided games (11v11) shall be played with full-size goals.
- 3) Regions must allocate an adequate number of Saturday and Sunday/weeknight fields.

- 4) Each Section shall provide a venue with multiple fields for Post Season Play. Field reservations shall be confirmed by the field authority no later than October 1st.

TEAM, PLAYER, AND COACH IDENTIFICATION REQUIREMENTS

- 1) At all matches, coaches must have a team roster generated by the AYSO registration system (SportsConnect) and signed by the RC or delegate. Rosters contain sensitive personal information and may not be requested by or shown to the referee or the opposing team's coaching staff.
- 2) Therefore, an AYSO registration system (SportsConnect) generated team lineup card must be presented to the referee at check-in. The players shall be presented in jersey-number order with no handwritten modifications other than jersey number. This document is just as important as player ID cards. **Teams not having this lineup card are subject to forfeit of the match, pending review of the SCEDSL Program Administrators, Section Directors, or their delegates. Players not listed on this lineup card are not eligible to play in the match.**
- 3) At all matches, coaches must have player and coach ID cards. These items are to be presented to the referee at check-in. Players or coaches without valid IDs are not allowed to participate in the match.
- 4) Player ID cards shall bear the player name, AYSO ID number, current Membership Year, date of birth, and recent photo and be approved by the Regional Commissioner or designee. All player ID cards must be laminated paper cards or hard plastic printed cards.
- 5) Coach ID cards shall bear the coach's name, AYSO ID number, current Membership Year, volunteer position, recent photo, Region number, and signature of the Regional Commissioner or designee. All player ID cards must be laminated paper cards or hard plastic printed cards
- 6) Coaches shall wear ID cards visibly on their person during check-in and for the duration of the match.
- 7) At all matches, coaches must have AYSO Player Medical Release Forms (MRF) for each participating player. MRFs contain sensitive personal information and may not be requested by or shown to the referee or opposing team's coaching staff. Nonetheless, MRFs must be on hand at all events (games, practices, scrimmages, parties, etc.) in which the team participates.
- 8) **Teams that fail to provide required documentation sufficient to participate in the match (at least one properly-credentialed coach, a minimum number of players with proper ID cards, and a proper lineup card) are subject to forfeit the match, pending review of the SCEDSL Program Administrators, Section Directors, or their delegates.**

ROSTER SIZE AND FORMAT OF PLAY

Participating Regions may enter teams in the 9U through 16U gender/age brackets as follows:

| Age Division | Minimum/Maximum Roster Size | Match Format | Match Durations |
|--------------|-----------------------------|--------------|------------------|
| 9U | 9/11 | 7v7 | 25 Minute Halves |
| 10U | 9/11 | 7v7 | 25 Minute Halves |
| 11U | 11/13 | 9v9 | 30 Minute Halves |
| 12U | 11/13 | 9v9 | 30 Minute Halves |
| 13U | 14/16 | 11v11 | 35 Minute Halves |
| 14U | 14/16 | 11v11 | 35 Minute Halves |
| 15U | 15/18 | 11v11 | 40 Minute Halves |
| 16U | 15/18 | 11v11 | 40 Minute Halves |

PLAYER PARTICIPATION REQUIREMENT

All players are required to play half of the game as required by AYSO.

GAMES – SCHEDULING AND RESCHEDULING

- 1) The teams in each division may be separated into distinct flights to be determined by the Section EXTRA Program Administrators.
- 2) The match schedules, results, and standings will be posted (or linked) at www.AYSOSCEDSL.org.
- 3) Inter-Area matches (i.e., those involving two teams from different Areas) may not be scheduled to kick off prior to 9:00 AM.
- 4) All matches shall be played as scheduled, with no exceptions. Under no circumstances should coaches attempt to contact one another to discuss rescheduling a match. **Teams participating in unapproved reschedules will receive a “double forfeit,” be sanctioned, and may be deemed ineligible for post-season play.**
 - (1) NOTE: There are very few valid reasons for rescheduling a match. Aside from city/school-directed closures (typically due to weather), all requests for reschedules must be approved by the Section Directors of the teams involved or their designees.
- 5) The only valid source of match information (date, time, venue, field open/closed) is the www.AYSOSCEDSL.org website. Local “mud lines” are not to be relied upon for field status determination. Unless and until the Scheduling website indicates that a match is postponed, the match is presumed to be played.
- 6) In the event games are canceled due to adverse weather conditions (rain, poor air quality, or act of God), the Regional Commissioner of the home team shall, within 96 hours, submit to their EXTRA Program Administrator a request to reschedule the game. The EXTRA Program Administrators have the authority to reschedule games or declare a forfeit should there be an unfair advantage by not rescheduling a game.
- 7) All (rescheduled) matches shall be posted no later than 72 hours prior to the newly scheduled kickoff unless otherwise approved by the SCEDSL Program Administrator.

GAMES – SCORE REPORTING

- 1) Coaches are responsible for reporting match scores to the designated schedule/standings system as soon as reasonably possible and no later than 24 hours after the completion of the match. Reporting responsibility is assigned to the home team.
- 2) In the case of an incorrect score report, coaches should contact their Area EXTRA Program Administrator.

GAMES – GAMEDAY REQUIREMENTS

- 1) Sideline assignments of players, coaches, and spectators shall be solely determined by the hosting Region's regulations. The home team coach is the authoritative source of direction.
 - 2) Both teams shall be present and ready for pre-game check-in no later than 15 minutes prior to the scheduled kick-off time. 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 10 minutes before abandoning the match. In any case, the referee may, at their sole discretion, shorten both halves of the match to accommodate a late start.
 - 3) The referee is to report all suspensions or terminations of matches due to field closures and any other area of concern, including unsafe conditions, in the Referee Match Reporting System within 24 hours of the game.
 - 4) The referee may terminate or suspend a match for reasons of safety (including unsafe field conditions, bad weather, or darkness), for any serious infringement of the Laws, or because of interference by spectators. The referee must report fully on the events.
 - 5) In the case a match is abandoned prior to Full Time, the SCEDSL Program Administrators, or their delegates, have the authority to declare a winner, a forfeit, or a replay of the match in its entirety as follows:
 - a) If a team did not have enough players ready to play at the scheduled time (after a grace period, referee determined), their opponent will be awarded a 1-0 forfeit.
 - b) If an entire team fails to appear for a scheduled match, the SCEDSL Program Administrators will investigate the cause of the no-show. If warranted, the coach of the "no-show" team may be charged with coach misconduct (failure to conduct themselves responsibly before the match) and be subject to all the consequences of coach misconduct, including a loss of 1 point in the league standings.
 - c) If the match termination is due to the actions of both teams, the game shall be deemed a "double forfeit" (loss by both teams) and will count in the computation of average points per game in determining the standings.
 - d) If less than one-half of the regulation match time had been played at the time of the game suspension, the match will be rescheduled and played in its entirety at a later date and time. If the match cannot be rescheduled, it will be considered a "match not played" for purposes of standings.
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- e) If a match termination occurs prior to completion for any reason, the match score may stand as recorded by the referee, provided one-half or more of the regulation match time had been played at the time of suspension. In these cases, the Section Directors have the authority to determine it a “match not played” (and maybe rescheduled) in cases where coach, player, or spectator misconduct directly led to the termination.

GAME SCORING

- 1) A maximum of three (3) points shall be awarded to a team in any one game as follows:
 - a) Win - 3 points
 - b) Draw - 1 point
 - c) Loss - 0 points
 - d) A one-point deduction for each red card (send-off) received by a player, team coach, or assistant coach (before, during, or after the match).
 - e) A one-point deduction for using an ineligible player in a match (in addition to the zero-point loss/forfeit).
- 2) Forfeits will be recorded as a 1-0 score in favor of the non-forfeiting team.
- 3) Standings will be determined by average points per game (total points earned divided by the number of games played).
- 4) Tie breakers for season standings shall be as follows:
 - a) Head-to-Head Play (outcome of the game(s) involving the tied teams).
 - b) Goal Differential: goals scored less goals allowed, maximum differential of three (3) goals per game.
 - c) The team with the highest number of goals scored, maximum of five (5) goals per game.
 - d) Lowest point deductions for misconducts and send-offs.
 - e) Random draw (coin toss).

POST SEASON PLAY

- 1) Post-Season Play is an AYSO Invitational Tournament and will be determined by a combination of the following.
 - a) **Opt-in:** All teams interested in being considered for post-season play must register via the SCEDSL post-season registration system by the date indicated in the SCEDSL Program Addendum.
 - b) **Tournament qualification:** A limited number of invitations for tournament qualification will be available. The number of invitations is primarily based on season standings. Guidelines for invitation determination are published in the SCEDSL Program Addendum and are subject to final interpretation by the Section Directors or their appointees.
 - c) **Team eligibility:** Only those teams meeting all post-season play eligibility requirements will be invited to post-season play. Eligibility requirements are outlined elsewhere in this

document, and key points are summarized in the following paragraphs.

- i) Teams that have two or more reported games of a coach and/or spectator being expelled for failure to conduct themselves in a responsible manner will not be eligible to participate.
 - ii) Teams that do not comply with their Region's Referee Point System (or any other Regional, Area, or Section Eligibility requirements) will not be eligible to participate. Section Directors will be required to attest to team compliance.
- 2) A separate fee is to be paid for Post Season Play. Regional Commissioners will be required to attest that each team is in financial good standing to be eligible to participate.
 - 3) Player participation is limited to those who are on the approved roster during the regular season.
 - 4) Dates for the post-season tournament will be posted on the www.AYSOSCEDSL.org website.

MISCONDUCT

It is the responsibility of the referee to submit a written Match Report within 24 hours after the conclusion of the game in which a player caution or send-off occurred. The referee must also submit a Match Report when a coach or spectator is warned or expelled for failure to conduct themselves in a responsible manner (before, during, or after the game).

Should someone refuse to immediately leave the field 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 match shall be abandoned, and the referee must submit a Match Report.

There is **no** mandatory "cooling off" period for cautioned players (also defined by FIFA as "sin bins"). 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 at the earliest opportunity.

A player sent off must leave the field in the company of their parent(s) or guardian(s). Otherwise, the player may remain in the proximity of the field under adult supervision.

Send-Off's (Red Cards), Cautions (Yellow Cards), and Coach/Spectator expulsions or reports of irresponsible behavior issued in games **are not subject to appeal**.

SUSPENSIONS

- The penalty for a player, coach, or spectator send-off shall be a minimum one-game suspension.
 - Referees shall not retain any Player ID Cards from players who have been sent off.
- Disciplinary Review shall be conducted by the team's home Section in cases of send-offs related to abusive language, serious foul play, violent conduct, and any reported coach or spectator expulsion/irresponsible behavior. Additional sanctions shall be reported to the Team's Section EXTRA Coordinator.
- The length of any suspension may be increased, and other disciplinary measures applied if deemed warranted in accordance with the AYSO due process procedure.

- Suspensions shall be served in the first regular season or post-season game (not scrimmage) that is played following the game of the incident.
- A player serving a suspension may attend the team's next scheduled game as a spectator and not in uniform but may not participate in any manner.
- A coach or spectator serving a suspension may not be present at the game (including pre- and post-game activities) or participate in any manner.
- In the event a suspended player, coach, or spectator participates in a match from which he/she has been suspended, the game shall be recorded as a forfeit in favor of the opposing team. For each such event, the original suspension must be served at the next game played by the team, an additional one-game suspension must be served at the following game, and the coach of such team must serve a one-game suspension.

POSTSEASON TOURNAMENT

The SCEDSL Fall season will culminate with the SCEDSL State Cup Tournament. The Tournament will bring together the top SCEDSL teams and players from across Southern California. Featuring both boys' and girls' divisions from 9U to 16U, the SCEDSL State Cup will be a highly competitive tournament that culminates with the crowning of SCEDSL Champions. The tournament offers players the opportunity to showcase their skills, compete against the best, and experience the thrill of tournament play. With a rigorous qualifying process and knockout rounds, it will be the ultimate test of a team's ability and determination.

Details regarding the SCEDSL State Cup Tournament will be published in a separate guidelines document.

PROGRAM CALENDAR

| | |
|-----------------------|--|
| 11-Jun-23 | Region Applications Due (Including Estimated Team Counts) |
| 1-Jul-23 | Final Team Count Deadline |
| 30-Jul-23 | Draft Schedule to Regions |
| 6-Aug-23 | Schedule Field Assignments Deadline |
| 6-Aug-23 | Team Rosters Due |
| 20-Aug-22 | Extra Schedule Published |
| 9-Sep-23 | Regular Season Begins |
| 25-Nov-23 - 26-Nov-23 | Thanksgiving Weekend-No Games (No Games) |
| 11-Dec-23 - 31-Dec-23 | Break For The Holidays (No Games) |
| 21-Jan-24 | Last Regular Season Scheduled Games |
| 27-Jan-24 - 28-Jan-24 | Make-up weekend for rain out games |
| 3-Feb-24 - Mar-24 | Post Season Tournament (Finals Played At Western States Championships) |

PARTICIPATION FEES

Team Fees:

- **Fall Season:**
 - 9U & 10U - \$150 per team.
 - 11U & 12U - \$175 per team.
 - 13U To 16U - \$200 per team.

- **SCEDSL State Cup:**
 - \$400 per team.

END OF DOCUMENT