

AYSO Madison League
Serving Northern Santa Clara and Southern San Mateo Counties

Playing Rules, Guidelines, and Policies

Governing Madison League Play

I. General

The Madison League is an AYSO league formed for the purpose of facilitating play at the U16 and U19 levels. Because there are fewer teams at these age levels, the Madison League (ML) is a framework to bring together teams from multiple Regions and Areas. The Madison League is run under the auspices of Area A of Section 2. The Madison League Coordinator (MLC) is the operational manager of the league and reports to the Area Director of 2A. The MLC may engage people from participating Areas to assist in the running of the league (i.e. AD, ARA, ACA, etc.).

The MLC is designated the acting authority regarding all U16/U19 league play between participating Areas. In November 2009, the Area 2A/2J U16/U19 playing league was renamed the James R. Madison League in honor of Jim Madison, the first “South” division director and forty (40) plus year coach, Referee and management volunteer in our AYSO family. Jim, along with Manny Hirschel (North director) and Ken Bizjak (overall director) founded AYSO in the SF Peninsula in 1968 – the first site outside of the Los Angeles birthplace.

The current FIFA Laws of the Game and AYSO National Rules and Regulations in effect are applicable and take priority. Generally, new FIFA rules take effect July 1st and new AYSO rules on August 1st; so coaches, players, and Referees are urged to become familiar with changes that may be new and in effect. This document covers allowed deviations or refinements of these overriding laws and rules. Some rules from these documents are simply restated for emphasis.

Soccer is governed by the concepts of common law and the Spirit of the Game; and so shall Area play. Issues not explicitly covered here or in the previously mentioned rulebooks shall be decided by the match Referee or deferred to the league authority overseeing the match. When not otherwise stated, the MLC is the final league authority on all matches.

II. Player Rosters

The Regional Commissioner must authorize the roster of each team playing outside the region before the team is allowed to participate. Per National rules, team rosters in the Madison league are limited to 18 members of a particular age.

Rosters should include:

- (1) date of approval
- (2) team member names
- (3) head coach name
- (4) head coach contact information

- (5) head coach training level
- (6) assistant coach or additional responsible team parent name(s)
- (7) team name
- (8) team uniform color(s)
- (9) age/gender division of the team

Rostered team members are the players and substitutes in matches of that team.

1. As described in AYSO NR&R, each team must have at least one adult head coach (age 21 or over) present at all times and responsible for the team. This adult head coach must be Safe Haven certified. There may be additional assistant coaches who may or may not be adults. The adult head coach must be on the team line-up card at match time.
2. The maximum number of team members (18) may be increased with approval of the Area Director (and MLC if a different person), but no more than would allow each team member to play at least half of each game.
3. As required by Safe Haven, coaches must have a signed AYSO player registration form in their possession for every team member at all team practices, matches or other AYSO team events. No exceptions. AYSO Referees may request to examine the forms at any match. A Referee may exclude any member(s) from participating in a match if the Referee is not satisfied with the members' eligibility.
4. Proposed changes to team rosters will be considered only for replacement of injured members or teams demonstrating an inability to field at least 11 players in matches. Changes to rosters may be allowed after October 12th if formally proposed to and approved by the MLC. No changes to rosters will be allowed after November 1st for any reason.
5. Regional Commissioners are responsible to ensure the eligibility of all members on the authorized roster from their Region. If a member's eligibility is questioned, the MLC may require written proof of eligibility from the member's Regional Commissioner before allowing the member to participate further.
6. Teams must provide to the Referee a properly completed lineup card reflecting the complete roster prior to the start of the match.
7. A Madison league head coach must be "Advanced Coach" certified. Only the Madison League Coordinator can waive this training level requirement.

III. Substitution and Playing Time

1. Free substitution of players is allowed in U16 and U19 provided it is monitored such that there is a record showing that every player has played at least half the game. The intent of free substitution is to provide more quality playing time to members. The rule is NOT intended to allow manipulation of lineups to favor certain members. That is contrary to the AYSO philosophy.
2. Free substitution permits the coach to request of the Referee that players be substituted provided the players are ready (standing at the half-way line, prepared to enter).
 - Substitution Opportunities - NFHS procedure

- Unlimited subs by either team:
 - at half
 - after goal
 - after injury
 - any goal kick
 - any card
 - Unlimited subs by team in possession:
 - own throw-in
 - own corner kick
 - If “own” team subs, opponent may also sub
3. A substitution is made only after obtaining permission from the Referee. Players may, with the Referee’s permission, exit the field at the nearest touch or goal line to minimize time lost. Incoming players must enter at the half-way line. Incoming players wait for the Referee to signal approval of their entry onto the field. The Referee may delegate some of this process to the AR.
 4. Each team is to provide a “time keeper”. This time keeper, typically a volunteer parent, is to keep track of the other team’s players on and off the field of play during time intervals marked on the time keeper’s record sheet. At the end of the match the time keepers will give the Referee the record sheets. The Referee will ask the coaches if they have any comments about the substitutions. If the coach’s comments constitute a complaint, then the Referee will make note of the complaints in his Match Report.

IV. Officiating

1. The Regional Commissioner or Regional Referee Administrator shall send a list of recommended Referees in their Region to the ML Referee Scheduler for assignment in U16 and U19 matches.
2. The diagonal system of control (one Referee and two assistant Referees) will be used at all times. In the absence of three qualified Referees, club linesmen are to be recruited and used to maintain the diagonal system of control. A match cannot be held or completed without a registered Referee; it is only a scrimmage.
3. An official will not be *scheduled* to Referee or AR a match if their child is playing in the match, but trained referee parents may be drafted at the field ahead of untrained club linesmen.
4. After the match, the Referee will enter his Match Report online, using the league approved reporting system (currently WebYouthSoccer). Referees are expected to enter the match report promptly, normally by the end of the same day as the match.
5. Referees are asked to retain the hard copy materials related to the match (game cards and time keeper record sheets) until the end of the current season. The hard copy documents may be requested by league officials on rare occasions, to resolve unusual situations.

V. Forfeiture and Disciplinary Action

1. Grounds for forfeiting a match include:
 - a. Failure of a team coach to provide an official team roster or player registration forms for review, upon request, by the match Referee, for the purpose of verifying player eligibility.
 - b. Failure of a team to be ready at kick-off time with at least 7 players. "Kick-off time" is defined as on the field ready for kick-off at the scheduled game start time, or at least 10 minutes after the previous game if the games are running late at the field.
ADVICE TO REFEREES: We are not here to forfeit games. This will happen in the unfortunate event that a team fails to show up for a game.
 - c. Failure to have an adult coach (over 21 years old), whose name appears on the official team roster, at the field and ready by kick-off time. An authorized and responsible adult must remain in attendance during the entire match.
 - d. Utilizing ineligible players for a match. Players must be listed on the official team roster authorized by the Regional Commissioner. Additionally, both the player(s) and the team coach may be suspended from any remaining season play or coaching in the Area or Section tournaments for utilizing ineligible players.
2. There can be no protest of any determination made by an official during or after a match. Coaches are encouraged to submit a Referee evaluation after every match to the league authority.

VI. Match Particulars

1. All matches will be played as scheduled. The host Regional Commissioner or their official designate may cancel a match if a field owner or regional rules require (e.g. rain). As a courtesy, when matches are canceled, the host region should notify the teams and officials for the match. Matches that are canceled may not necessarily be rescheduled.
2. A match may be suspended, abandoned or terminated by the Referee as conditions at the match site require. The Referee should notify the MLC of such actions in their match report.
3. A coach may not cancel a match. If a team does not appear for a scheduled match, the match is forfeited. Be considerate of teams traveling from far away. As a courtesy, if a coach knows in advance that s/he cannot field enough players for a scheduled match, the coach should call the other team's coach and the ML Referee scheduler as soon as this is known so others do not have to travel to the field needlessly.
4. A half-time must be taken following the first half of no less than five minutes but not to exceed ten minutes; as decided by the Referee.
5. Both coaches shall report the score of the match to the Madison League Coordinator. Any misconduct (cautions or send-offs) must also be reported. If no report is made, the Referee's report alone is taken as the final facts of the match.
6. If one team has fewer than eleven (11) players and the other team has eleven (11) or more players, the decision as to whether or not to play with fewer than 11 players on the field shall be at the sole discretion of the coach who has more players. That is, a team

does not have to “reduce to equate” the number of players on the field but may choose to do so.

VII. Rostered Team Members:

1. A team member who is sent off and normally shown a red card by the Referee for misconduct must be removed from the match immediately and cannot return to that match. If a player is sent off after the match has started, the player's team must play short for the remainder of the match. If additional players are sent off, the number of players on the field is reduced accordingly. A player sent off must not be substituted for. If a team drops below the minimum required seven players on the field, then the game is terminated. A team member who is sent off is ineligible to play in the next match the team plays (i.e. serves an automatic one game suspension).
2. Any team member who is formally cautioned three times (i.e. booked and normally shown a yellow card) during the course of the regular season and/or tournament is ineligible to play in the next team match following the third caution that is issued. (The third caution is equivalent to receiving a send-off with regards to automatic suspension.)
3. Any team member guilty of serious misconduct is suspended immediately and indefinitely. Serious misconduct is a team member whose behavior is such that the Madison League Coordinator feels it warrants special consideration. A team member guilty of the above is suspended from any further ML play that season until the player's home AD has addressed the situation per that Area's guidelines.

VIII. Coach and Player Conduct:

1. Coaches and their assistants are expected to exemplify good sportsmanship and may be penalized for misconduct. The Referee may dismiss and expel from the area a coach or assistant coach for behavior deemed irresponsible by the Referee.
2. Similar to players, coaches are automatically suspended from the following game when dismissed and expelled by the Referee.
3. Coaches must remain within the Technical Area. Where field layout permits, teams will be on the *same side* with spectators on the opposite side. In this situation coaches are restricted to the Technical Area on their half of the field, which is the space in front of their team bench. They are not to cross the halfway line into the other team's Technical Area. When teams are on *opposite sides* of the field, the Technical Area is the 10 yards on either side of the halfway line (the width of the center circle) and each coach may use his entire 20 yards. Substitutes and coaches must remain at least one yard off the field, and out of the way of the assistant Referees. If not seated, players must wear a scrimmage vest (“pinnie”).

IX. Standings:

1. In Madison League regular season play, team standings shall be maintained for each division based on the total points received during the season. Points are accrued by the following system:
 - a. Two points for a win

- b. one point for a tie,
- c. zero points for a loss or forfeit

All matches count except those clearly identified in the schedule as a scrimmage. If teams play an unequal number of games, then the total points of each team is divided by the number of games played by that team to get an average points per game. This average is then used in place of the total points for each and every team.

2. In case of a tie in total points for Madison League regular season play, the following tie breakers will be used, in order:
 - a. The team record in head-to-head competition
 - b. Largest Goal differential (maximum difference of three goals per match, plus if more goals or minus if less goals than opponent per match)
 - c. Most Wins
 - d. Least number of goals allowed
 - e. Most goals scored
 - f. Fewest red cards
 - g. Fewest yellow cards
 - h. Coin toss

Numeric values are calculated per match and then totaled across the season.

X. Play-Offs at end of Season

1. For Madison League play, the regular season standings are used to seed the play-off ladder.
A standard 8 team or 4 team ladder will be used.
If there are 7 or more teams, then an 8 team ladder will be used.
If there are 6 teams or fewer, then a 4 team ladder will be used.
If there are fewer than 4 teams, then a suitable format will be determined by the MLC.
2. Playoff matches must have a winner: For quarter-final or semi-final playoff matches, when there is a tie at the end of regular time, the winning team shall be determined by “Kicks from the Mark”. No overtime periods.
Should the Final Match end in a tie, there will be 2 five minute overtime periods, followed by “Kicks from the Mark” if necessary.