

# **Section 10 League Championships**

**U10, U12, U14**

**February 26th and 27th 2011**



**Kern County Soccer Park, Bakersfield, CA**



AMERICAN YOUTH SOCCER ORGANIZATION  
A nonprofit corporation dedicated to youth soccer  
**Everyone plays**



December 2010  
AYSO SECTION 10 2010-2011  
U14, U12, and U10 League and All Star Tournament Guidelines

Welcome to the 2010-2011 Section 10 U10, U12, and U14 Championships at the Kern County Soccer Park in Bakersfield, California. This event will bring together AYSO teams from all over Section 10, and we hope you will have an enjoyable experience at this tournament. **The Kern County Soccer Park parking fee is \$5.00 per car each day. Motor homes will be charged \$30, plus \$30 for towed vehicles and must park in designated areas, no overnight parking.** Parking passes allow for unlimited in and out privileges for each vehicle. Those vehicles parked illegally or not in properly designated areas will be ticketed and towed at the owner's expense.

**NO PETS OR BBQ's ALLOWED**

These Guidelines have been established to set a standard under which all teams will compete in this tournament. Your knowledge of these Guidelines could be the difference between a happy time, or a disappointing experience for you and your team as these Guidelines will be enforced. All coaches, players and spectators are urged to read and follow these Guidelines with a positive and sporting spirit, for the benefit of all of the young people who participate and play soccer in our respective programs -- teammates and opponents alike. These Guidelines do not supersede AYSO Rules and Regulations, but are intended to cover situations not addressed in the Rules and Regulations or the Section 10 Guidelines, which shall prevail in case of conflict. Should you have any questions after reading these Guidelines, please do not hesitate to contact your Area Director or the Section 10 Tournament Director, Graham Rice at 805-341-7799.

Please remember that your invitation to participate in this tournament is secondarily a competition. The first is an opportunity to celebrate your team's success in getting here. Please remember to have fun and to do your best to make sure your team and all the other teams have fun too.

1. **Conduct**

The Regional Commissioner and Area Director shall be responsible for the conduct of their coaches, who in turn shall be responsible for the conduct of their players and spectators, all of who shall display the most positive aspects of good sportsmanship and conduct in keeping with the AYSO philosophy. All of our young people deserve the best examples of sportsmanship and goodwill toward all players and participants (including opponents), and respect at all times for all referees and officials. Please join us in making this an exceptionally good tournament for all of our young people—competitively, emotionally and in all other ways.

2. **Coordination**

The Section Director, the Section Tournament Director, Section Referee Administrator, and their designees shall coordinate section playoffs. All decisions concerning fields, schedules, re-play or re-scheduling of games due to emergencies, discipline, eligibility, etc., shall be made by and within the discretion of the Section Director or designee, and shall be final.

AYSO – SECTION 10  
Donna Nelson, Section Director  
donnadnelson@gmail.com



3. **Eligibility**

Each Regional Commissioner and Area Director is responsible for ensuring the eligibility of each player from his or her respective programs (See National rule III.F. and Section 10 Article 7). Only eligible and registered players may participate in these tournaments. Teams playing non-eligible players shall be subject to discipline, forfeit of games or elimination at the discretion of the Section Director or designee.

All qualifying teams shall have at least one coach for league and two coaches for All Stars, each coach shall be Coach Safe Haven and age specific trained (U10 – U10 Coach; U12 – U12 Coach; U14 – Intermediate). By signing off on each roster, the Regional Commissioner is certifying that these requirements have been met in addition to the legitimacy of each player listed.

4. **Roster Changes and Additions**

No roster changes or additions may be made except in accordance with Section 10 Rules and regulations. For league teams, no roster changes or additions may be made after October 31, 2010, and All-Star teams, no roster changes or additions may be made after December 31, 2010 except with the approval of the appropriate Area Director and the Section Director.

5. **Player Registration Forms**

A. Coaches must have in their possession at all times a valid Player Registration Form for each player on the team. Forms without an original signature will not be accepted and the player or players affected will not be allowed to play.

B. At check-in, and if requested by a section official at any other time, the coach will present the Player Registration Forms of all players shown on the lineup card to the section official in charge of team check-in.

C. NO FORM, NO PLAY, NO EXCEPTIONS, NO FOOLING!

## 6. Schedule/Format

A. The first day of the tournament, Saturday (February 26, 2011 for League and March 5, 2011 for All-Stars), will be pool play according to the attached schedule. Saturday games will be 60 minutes for U14, 50 minutes for U12, and 50 minutes for U10, all with a six-minute half time and no overtime. All teams will play three (3) games on Saturday. All U14 teams will play 11 v. 11 and U12 will play 9 v 9. U10 will play 7 v. 7.

B. Four teams in each age grouping will advance to play on Sunday (February 27, 2011 for League and March 6, 2011 for All-Stars). All age groupings will have four pools; the top team in each pool will advance to Sunday.

C. Points for play on Saturday will be earned as follows:

- 1) Six points for each win
- 2) Three points for a tie
- 3) One point for a shutout (including ties)
- 4) Zero points for a loss
- 5) A forfeit win is scored as a 1-0 win worth seven (7) points.
- 6) For each three (3) misconduct points accumulated by a team during pool play, one (1) point will be deducted from the team's STANDINGS. A send-off or red card = three (3) misconduct points; a caution or yellow card = one (1) misconduct point. This misconduct point accumulation applies to all players, coaches and spectators.
- 7) If a team forfeits a game during pool play then all games played against that team will be scored as a forfeit, 1-0 (7) points.

D. Standings for play on Sunday will be determined by most points, with ties broken as follows *in order of importance*:

- 1) Least red cards
- 2) Least yellow cards
- 3) Head-to Head result
- 4) Least goals allowed (not used if a forfeit win exists)
- 5) Most wins (not used if a forfeit win exists)
- 6) If a tie still exists after application of the first five factors, and the tie determines who advances to play on Sunday, the Taking of Kicks from the Penalty Mark (Shootout) in accordance with FIFA Laws of the Game will be held at the conclusion of Saturday's play. It is the coach's responsibility to check with the section tournament director as to the possibility of a shootout before dismissing his/her team after the conclusion of pool play. If the tie only determines seeding for Sunday play, or if a Shootout is not feasible for any reason, then at the discretion of the section director or designee, a coin-flip will be used to break the tie. If more than two teams are tied, then a coin-flip will determine seedings to a three-way Shootout. (In the case of a three-way tie, the two lowest seeded teams will compete in kicks from the penalty mark and the winner of the competition will then compete with the highest seeded team. The winner of that competition will advance.)
- 7) Coin flip.

E. All teams advancing to Sunday will play two games. Games on Sunday will be 60 minutes for U14, 50 minutes for U12, and 50 minutes for U10, all with a six-minute half time. Games that are still tied will be followed by two, full five-minute overtime periods (not "sudden victory"). The outcome of games still tied after the two overtime periods will be determined by the Taking of Kicks from the Penalty Mark (Shootout) in accordance with the FIFA Laws of the Game and these Guidelines.

F. Due to time constraints, match duration and tiebreak rules may be adjusted at the discretion of the section director or designee.

- G. Unfortunately, due to logistical constraints, it will not be possible to inform any teams of the specific identities of their opponents until check-in on Saturday.
- H. All teams playing on Sunday will receive medals (First through Fourth Place), which are presented at the check-in area after the final match, unless otherwise instructed by the field monitor.

7. **Check-In**

A. Teams are required to check-in at the appropriate time. There will be multiple check-in locations. Look for the signs posted on the field tents for your team's respective check-in tent. Check-in tents have been strategically placed to serve multiple field sites, and they are designated on the attached field map.

**League Play Check-in will begin promptly on Saturday, February 26 at the following times:**

All Boys' Teams -- 7:00 AM    All Girls' Teams -- 8:00 AM

**League Play Check-in will begin promptly on Sunday, February 27 at the following times:**

All Girls' Teams -- 7:00 AM    All Boys' Teams -- 8:00 AM

**All Star Check-in will begin promptly on Saturday, March 5 at the following times:**

All Girls' Teams -- 7:00 AM    All Boys' Teams -- 8:00 AM

**All Star Check-in will begin promptly on Sunday, March 6 at the following times:**

All Boys' Teams -- 7:00 AM    All Girls' Teams -- 8:00 AM

B. PLEASE have your team ready to check in at the appropriate time. Coaches must have in their possession a Player Registration/Emergency Medical Release Form for each player, containing an ORIGINAL signature of the parent or guardian. The player's uniform number, printed by the coach, should appear in the upper right hand corner of each form. Photocopies of registration forms are acceptable only if the parent/guardian re-signs the copy in colored ink.

C. Each team should be lined up at their designated check-in area, on time, dressed, and ready for play. Each player should be lined up, in uniform number order, holding his or her own Player Registration Form for check-in. Please remember not to interfere with games in progress. Players that arrive late must check-in at the appropriate tent and must have their hand stamped in order to participate.

E. Please inform your parents that there is a \$5 parking charge per day per car entering the Kern County Soccer Park and \$30 per day for all vans, motor homes, campers, trailers and boats. Parking passes allow for unlimited in-and-out privileges for all vehicles. No Pets or BBQ's allowed.

F. No information regarding specific opponents will be made available until check-in on Saturday.

8. **Game (Lineup) Cards**

A. It is the responsibility of each coach to present three (3) properly completed official AYSO regional lineup cards to the check-in official during check-in on Saturday and two (2) additional properly completed AYSO lineup cards on Sunday. On Saturday, two of the three lineup cards will be retained at the check-in area to verify the roster. The 2 game cards will be return to the coach at the coaches meeting following their 1<sup>st</sup> game.

B. Game cards must include all players on the official team roster in number order with BOTH first and last names. For players not present, the reason for their absence must be noted on the line-up card for each game missed.

C. NO CARDS, NO PLAY.

9. **Number of Players, Grace Period and Rescheduling**

A. A minimum number of players shall constitute a team: seven (11 v 11), six (9 v 9), & five (7 v 7). The maximum number of players per team: U14 fifteen, U12 twelve, & U10 ten.

B. A scheduled match shall not begin, nor be continued if one or both teams cannot field a team. A scheduled match shall not be continued in the event a player must leave the field under Paragraph 16 F. below, thus leaving his or her team with fewer than the required players.

If a player must be taken from the field as a result of an injury, thus leaving his team with fewer than the minimum amount of players, the game may continue until the injured player can return, unless the players of the affected team decide to terminate the match. If the game is continued, and at the next substitution opportunity the injured player is unable to return, the match shall be terminated.

C. All matches shall start on time, except in the case of field unavailability due to prior game delay. There will be no grace period. All matches must end prior to the scheduled start of the next match. Referees will be instructed to shorten games or end games early, if necessary, to keep the tournament on schedule.

D. Matches canceled due to weather or other natural causes will be rescheduled, if at all, at the discretion of the Section Director or designee. Unfortunately, we have no backup dates available for either weekend. Accordingly, we will play even in the most horrendous conditions, providing the safety of the players is not compromised and until the playing fields are deemed unsafe (either by the tournament officials or by the facility staff). Our only other alternative would be cancellation of the entire tournament. Teams must take into consideration weather conditions when traveling to the tournament. Games cannot be held up for teams unable to get through the Grapevine or other passes.

E. All other questions regarding rescheduling, including all decisions regarding forfeits will be at the discretion of the section director or designee, whose decision will be final.

10. **Players Under Doctor's Care**

Upon a return to active play after treatment for any injury, all players under a doctor's care must present a participation release form, signed by a parent or legal guardian to return to active play. Such releases shall be presented to the regional commissioner and regional Safety Director, who has the responsibility of informing and certifying to the section director or designee that the child may return to active play.

11. **Uniforms**

A. Every player shall wear a team uniform consisting of matching jersey, shorts and socks as provided by the regions in accordance with AYSO Rules and Regulations. In accordance with FIFA Laws, studs, earrings (taped or not), hair ornaments and any other hard or metal jewelry or other objects are not allowed. No hard-brimmed caps, stocking caps, or bandannas are allowed. Knee braces are specifically permitted provided, in the judgment of the referee that they are adequately padded. Commercially manufactured shin guards of the appropriate size are MANDATORY and must, in the judgment of the referee, afford a player a reasonable amount of protection. Socks must fully cover the shin guards. Uniform shorts - "if visual undershorts are worn, they must be of the same main colour as the shorts". Uniform shorts must be worn with the waistband at waist level.

Uniform jersey must be tucked in at the waist at all times beginning at team check-in. If visual undergarments are worn, the colour of the sleeve must be the same main colour as the sleeve of the jersey or shirt.

B. No face painting is allowed. Hair ornaments such as ribbons, rubber bands, or “scrunchies” for hair grooming must be of soft materials. Glitter and colored hair spray will be allowed if done so in good taste and in the right spirit. Excessively long fingernails of any kind are not allowed unless the player wears knit gloves during the match. Players will be responsible to furnish acceptable gloves.

C. In case of inclement weather, knit gloves, mittens, sweat pants and sweatshirts (including turtlenecks) may be worn at the discretion of the referee. Such additional garments shall be of the same color and general style for all teammates who choose to wear them. Pants shall be worn over the shorts and shirts shall be worn under the jersey.

D. Goalkeeper jerseys shall not have advertisements for alcohol, cigarettes, etc. nor have obscene, suggestive, insulting, or profane language or artwork or promotions on them.

## 12. **Home Team/Uniform Conflicts**

A. The Home team is the first team listed on the schedule.

B. All coaches, substitutes, parents and spectators for each team shall occupy the opposite side of the field from the other team. The home team shall occupy the west side of the field. Some U-10 fields are laid out north south. For these fields, the home team will occupy the north side.

C. The home team also is responsible for supplying the game ball and changing jerseys or wearing overlays in the event of a color conflict. The referee shall make all decisions regarding color conflicts. Overlays will be available at the check-in area with the deposit of a driver’s license.

## 13. **Field Responsibility**

A. It at all times is the responsibility of all teams, coaches, players and spectators to clean up their trash at the end of each match, and to leave the sideline promptly at the conclusion of each game so the next game can start on time.

B. Noisemakers and loud music are not allowed while in the Kern County Soccer Park.

## 14. **Coaching Limitations**

A. Coaches at all times are expected to set examples of good sportsmanship and shall be responsible for the conduct of their players, parents and spectators.

B. Coaching shall be limited to positive instruction and encouragement only. Negative comments about referees or opponents, abusive language or behavior directed at the referees or players, as judged by the referee or tournament officials, will not be tolerated and may subject the coach to discipline or expulsion at the discretion of the section director or designee.

C. Sideline participation shall be limited to two coaches from each team who at all times shall remain in the designated coaches' area which extends ten yards on either side of the half-line and is one yard behind the touchline.

D. Coaches and spectators shall not enter the field of play at any time unless requested by the referee. If called on the field, coaches shall absolutely refrain from providing coaching instruction to the team, except for player replacement for the injury, and shall not engage in comment to or in criticism of the referee.

## 15. Substitution Opportunities

A. Except as noted below, all registered players in attendance at the start of a match shall play at least **three (3) quarters** of each game, excluding overtime, unless injured or ill. Any questions or special situations should be brought to the attention of the Tournament Director or designee or to the referee during the game.

**No player may play all four (4) quarters until all players have played three (3) quarters of each game. Roster sizes may require some players to be out two (2) quarters. No player may be out two (2) quarters more than once, until all players have been out (2) quarters during each tournament.**

Any coach found to have violated this rule **will be** immediately suspended for a minimum of one game. This penalty will carry over to any additional post-season participation by the coach should the suspension occur during the last game of the tournament. Additional penalties may also apply such as forfeiture of game and/or expulsion from the tournament.

### B. **Regular Substitutions:**

- 1) Regular substitution opportunities will be provided approximately halfway through each half. At a natural stoppage of play, the referee will halt the game, and allow either team to substitute, if they so choose, in accordance with the procedure outline in Law 3. (i.e. The referee must be informed before any substitution is allowed; substitutes must wait until there is a stoppage in play and their player comes off the field; they must enter the field only at the half-line; etc.) Substitution may also be done at halftime. The assistant referee will make note of the substitution on the line-up cards.
- 2) A stoppage of play shall be when the ball is out of play, such as just after an injury or a goal, prior to a throw-in or at a goal kick. The referee shall make allowances for time lost through substitution.
- 3) A goalkeeper may change with another player on the field at any stoppage of play as long as the referee is informed prior to the change. The referee should add time lost as a result of this change.

C. If a player is injured, the team may provide a substitute for the player, in which case the injured player may not return until the next substitution opportunity. The referee must recognize the substitute player prior to entering the field. Only the player who is injured is credited with play for that period, regardless of the actual time played. The team also may elect not to substitute for the injured player, in which case the injured player may reenter the field of play at any time with the permission of the referee. See Appendix A for more information.

Any player that is injured and attended to by the Medical Response Team, and is deemed unfit (due to a medical emergency) must leave the field of play and cannot return to the match or the remaining tournament matches until released by the player's medical physician (and providing a release statement indicating it is okay for the player to return).

D. During overtime play, substitution is at the sole discretion of the coach and may only take place at the break between the two overtime periods.

## 16. Disciplinary Action

A. Violent, abusive, negative, and/or disruptive conduct toward opponents, referees or officials will not be tolerated. It is the responsibility of each coach to counsel his or her players and spectators regarding positive and sportsmanlike conduct at all times. It is not the referee's responsibility to control unruly players and spectators. IT IS THE JOB OF THE COACH TO DO SO! And, we expect coaches to do so by setting the best possible example with their own behavior.

Any violation of these conduct guidelines may result in discipline, including expulsion from the tournament, at the discretion of the section director or designee.

B. Players and substitutes who are sent off from a match for violent conduct or serious foul play, and coaches who engage in violent behavior will be suspended automatically from all participation from ALL SUBSEQUENT MATCHES FOR THE REMAINDER OF THE TOURNAMENT INCLUDING LEAGUE AND ALL-STARS. There will be no appeals.

C. Players and substitutes who are sent off from a match for any other reason, and coaches who are asked by any official to leave a game, will be suspended from the remainder of the match and from the entire NEXT match in which they are eligible to play, including league and all-stars. Additional sanctions may be deemed appropriate at the discretion of the section director or designee.

D. Players, substitutes and coaches seeking another player, spectator, referee or official for the purpose of fighting or harassing another player, spectator, referee or official after a match either on or in the vicinity of the playing fields, will be suspended from all further play during the remainder of the tournament, including league and all-stars. Additional sanctions may be deemed appropriate at the discretion of the section director or designee.

E. Players and substitutes accumulating a total of two send-offs (red cards) during the tournament, and coaches accumulating a total of two match suspensions will be ineligible for any further participation for the remainder of the tournament, including league and all-stars. Any player sent off for any reason must immediately leave the vicinity of the playing fields accompanied by a parent or safe haven certified adult, and that player's team must play short-handed for the remainder of the match.

F. Any player or substitute committing a second cautionable offense (yellow card) in the same match will be sent off for the remainder of the match, and the participant will be ineligible for the next match in which the player otherwise would be eligible to play, including league and all-star. If the individual committing a second cautionable offense (yellow card) is a player at the time, the team of that player must play short-handed.

G. Any player receiving a total of three (3) yellow cards during this tournament will then be ineligible to play in their next scheduled match (Section 10 playoffs, league or all-stars). Stronger penalties may be imposed depending upon the circumstance of the cautionable offenses as determined by the Tournament Disciplinary Committee (consisting of the Section Director or designee, the Section Tournament Director, Section Coach Administrator, and the Section Referee Administrator). The Section Tournament Director will keep a tally of all cautions and send-offs.

H. Any player or coach, suspended under these guidelines, who is found to have participated in a match from which he or she was suspended, shall be suspended for the next match in which he or she is eligible to play, including league and all-star play, and the game in which he or she illegally participated in may be forfeited at the discretion of the Section Director or designee. Any offending coach may also be suspended for the balance of the tournament, including league and all-star play at the discretion of the Section Director or designee.

I. Any team causing the termination of a match by any demonstration or disruption shall forfeit that match. Any team causing the termination of two matches for disciplinary reasons will be suspended for the remainder of the tournament, including league and all-star play.

## 17. **Referee Reports**

A. Referees shall submit an official Section 10 Game Misconduct Form (a written report) in the event of:

1) All cautions (yellow cards) and send-offs (red cards);

- 2) Violent conduct of the players, and any conduct of coaches or spectators interfering with the control of the match;
- 3) Abuse of AYSO minimum play rules which may come to the attention of the referee; and,
- 4) Any other action, which the referee may determine, merits a report.

B. Referee reports must be made to the section referee administrator with a copy to the section director as well as to the Section 10 statistician.

18. **The Taking of Kicks from the Penalty Mark (Shootouts)**

A. The following procedures shall apply if the taking of kicks from the penalty mark is necessary to decide the winner of a tied match as indicated by the section tournament tiebreak rules:

B. The taking of kicks from the penalty mark will be conducted according to the FIFA Laws of the game.

C. Only those players on the field of play at the conclusion of the final overtime period (or regular game period if no overtime period is specified) may participate in the shootout. If, due to injury or send-offs, one team has fewer players than the other eligible to participate, the opposing team must reduce its numbers so it has the same number of players. The coach shall inform the referee of the name and number of each player excluded from participation in the shootout

D. Team captains shall participate in a coin-toss to determine which team kicks first. The team that wins the coin-toss has the choice of taking the first or second kick.

E. Five players from each team shall take alternate kicks until one team has scored more goals than the opposing team could score. If the match remains tied after the first five kickers, the taking of kicks shall continue in the same order, until such time as both have taken an equal number of kicks (not necessarily five more kicks) and one team has scored a goal more than the other. If the score remains tied after all players from each team eligible to participate in the shootout have taken their respective kicks, the teams shall continue to alternate the taking of kicks and any eligible player may kick again. It is not necessary that they follow in the same order in taking their second kicks as they had for the first series of kicks.

19. **Protests**

**While constructive input is always welcome, no protest will be heard regardless of the reason! Thank you for your compliance with the letter and spirit of these guidelines. Have a great tournament!!!**

Your Section 10 Tournament Staff:

Graham Rice, Game Scheduler & Tournament Director (805) 341-7799, graham@coastindex.com  
Donna Nelson, Assistant Tournament Director (661) 871-5050, Donna Nelson donnadnelson@gmail.com  
Hamid Jahangard, Tournament Volunteer Coordinator, reporterhj@yahoo.com  
Mark Savel, SCA (310) 650-1500, mhsavel@savelarchitects.com  
Bob Hurwich, SRA (805) 494-0982, hurwich@ieee.org  
Phil Briggs, SDRI, philip.briggs@adelphia.net  
Bill Deviny, SDRA, wdeviny@slonet.org  
Maurita Ploesch, Section Secretary

**AYSO Section 10 Playoffs  
Kern County Soccer Park  
Bakersfield, California**

**Hotel/Motel Listings**

This list is provided as a courtesy, and is not intended to be an endorsement from Section 10 or AYSO.

Days Inn\*\*  
818 Real Road  
Bakersfield, CA 93309  
(661) 324-6666

Quality Inn  
2514 White Lane  
Bakersfield, CA 93304  
(661) 833-8000

Red Lion Hotel\*\*  
2400 Camino Del Rio Ct.  
Bakersfield, CA 93308  
(661) 327-0681

Holiday Inn Express\*\*  
4400 Hughes Lane  
Bakersfield, CA 93304  
(661) 833-3000

Best Western Crystal Palace\*\*  
2620 Buck Owens Blvd.  
Bakersfield, CA 93308  
(661) 327-9651

Ramada Limited\*\*  
830 Wible Road  
Bakersfield, CA 93304  
(661) 831-1922

Doubletree Hotel  
3100 Camino Del Rio Ct.  
Bakersfield, CA 93308  
(661) 323-7111

Springhill Suites by Marriott\*\*  
3801 Marriott Drive  
Bakersfield, CA 93308  
(661) 377-4000

Super Eight\*\*  
3620 Wible Road  
Bakersfield, CA 93304  
(661) 833-1000

Courtyard by Marriott\*\*  
3601 Marriott Drive  
Bakersfield, CA 93308  
(661) 324-6660

Clarion Inn  
3540 Rosedale Hwy  
Bakersfield, CA 93308  
(661) 326-1111

Residence Inn\*\*  
4241 Chester Lane  
Bakersfield, CA 93309  
(661) 321-9800

Four Points Sheraton  
5101 California Ave.  
Bakersfield, CA 93309  
(661) 325-9700

Garden Suites Inn\*\*  
2310 Wible Road  
Bakersfield, CA 93304  
(661) 833-6066

La Quinta Inn\*\*  
3232 Riverside Drive  
Bakersfield, CA  
(661) 325-7400


Quality Inn\*\*  
4500 Buck Owens Blvd.  
Bakersfield, CA 93308  
(661) 324-5555

Ramada Suites Inn\*\*  
828 Real Road  
Bakersfield, CA  
(661) 322-9988


\*\*Hotels with Laundry Facilities


**Public Laundry Mats**

 On California Ave. in the Mervyns' Shopping Center, West of HWY 99 in the mid-town area.

 On Olive Drive in Vons' Shopping Center, West of HWY 99 in the North-end of town.

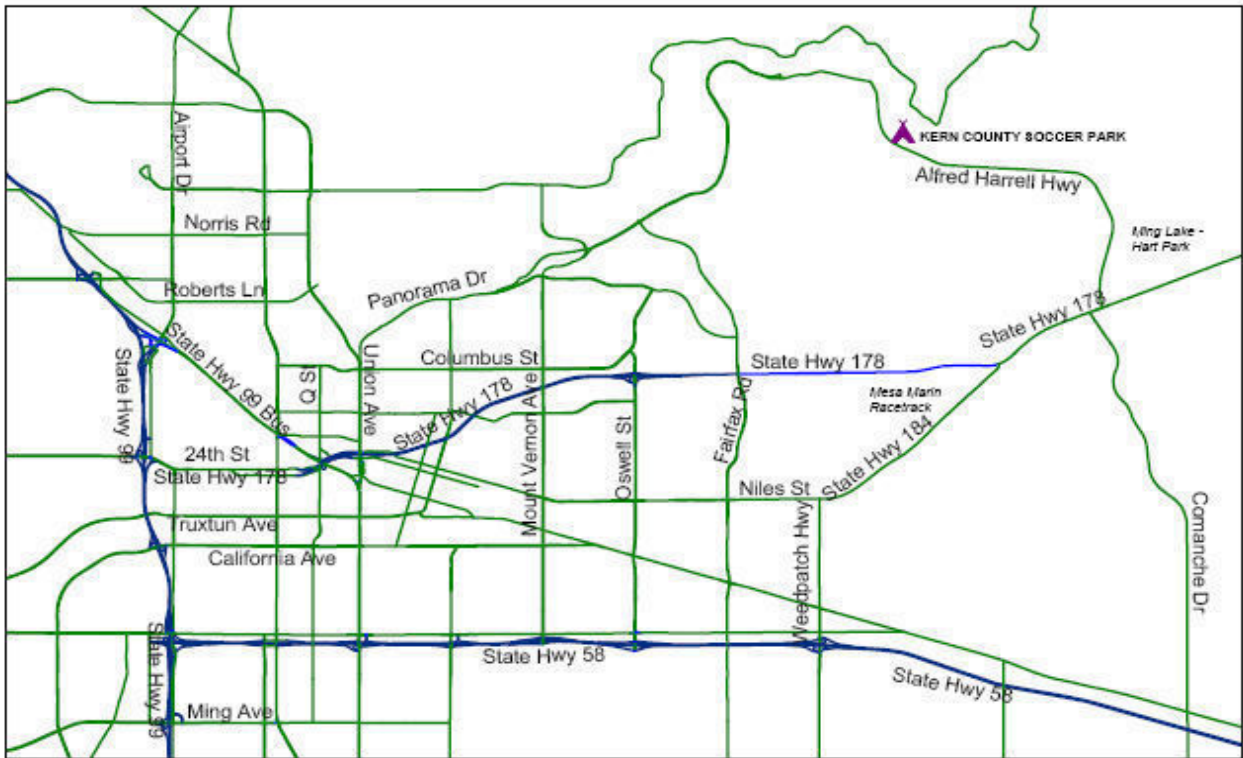
 On Wilson Road in the 7-11 Shopping Center, East of HWY 99 in the mid-town area.

 On Oswell Street behind Cindy's Restaurant, near HWY 178 in North-East Bakersfield.

 On Niles Street at the intersection with Sterling Road, in East Bakersfield.

 On Stockdale HWY at the Wild West Shopping Center on Real Road, East of HWY 99 in the mid-town area.

AYSO Section 10 Playoffs  
 Kern County Soccer Park  
 9400 Alfred Harrell Hwy  
 Bakersfield, California



**DIRECTIONS**

From San Fernando Valley / Los Angeles Area:

- Highway 5 to Highway 99
- Exit Hwy 178 East (24th St)
- Allow 20 minutes from highway exit!!***
- Proceed on Hwy 178 East approx 10 miles
- Turn left at Alfred Harrell Hwy (Ming Lake - Hart Park)
- Proceed on Alfred Harrell Hwy, past Rio Bravo Resort, 4.5 miles to Soccer Park

From the High Desert:

- Highway 58 West through Tehachapi
- Exit Hwy 184 North (Weedpatch Hwy) turn right at freeway off-ramp
- Go to Niles Street, turn right, go past Mesa Marin racetrack to Hwy 178, and turn right
- Continue east on Hwy 178 to Alfred Harrell Hwy
- Turn left at Alfred Harrell Hwy (Ming Lake - Hart Park)
- Proceed on Alfred Harrell Hwy, past Rio Bravo Resort, 4.5 miles to Soccer Park

## Appendix A

### **If the referee allows a coach, parent, or other responsible adult to enter the field to assess an injured player, must that player leave the field and, if so, when may the player reenter?**

Law 5 requires the referee to stop the match if, in his or her opinion, a player is seriously injured. Law 5 also requires the referee to ensure that the player leaves the field of play.

The determination of what constitutes a ‘serious injury’ should take into account the player’s age. The younger the player, the quicker the referee’s whistle to stop the game.

The referee should then beckon the coach to come assess the injured player.

If the referee believes the player is only slightly injured, play should be allowed to continue until the ball is out of play. In this case the injured player is not required to leave the field of play unless someone has entered to assess the injury.

As soon as it is safe to do so, the person responsible for checking the injured player’s condition must escort the player off the field of play. This allows time for determination

of the player’s ability to safely continue playing.

If a goalkeeper is injured but not being substituted, he or she may be treated on the field

of play and is not required to leave. Injuries involving a goalkeeper and another player and any severe injury to a player such as a concussion, broken leg, swallowed tongue, etc., may also be treated on the field of play.

Before an injured player may return to the field of play, the match must have restarted and the referee signaled permission for the player to return. If the ball is in play, entry must be from a touch line; if the ball is not in play entry may be from a goal line or a touch line.

It is important that the referee remain alert as to when the player is ready to return and give permission at the earliest opportunity so that the player’s team is returned to full strength.

# KERN COUNTY SOCCER PARK - BAKERSFIELD

## 2010/2011 U14, U12, & U10 LEAGUE PLAY-OFF POOLS

Boys U14 - Pool A	D2	O2	S1	Q1
Boys U14 - Pool B	S2	D1	Q2	E1
Boys U14 - Pool C	A1	E2	W2	V1
Boys U14 - Pool D	W1	V2	A2	O1

Boys U12 - Pool A	A1	V2	D1	W2
Boys U12 - Pool B	V1	E1	A2	O2
Boys U12 - Pool C	O1	Q1	D2	S2
Boys U12 - Pool D	S1	E2	W1	Q2

Boys U10 - Pool A	V1	A2	E1	S2
Boys U10 - Pool B	V2	W1	D2	A1
Boys U10 - Pool C	O2	S1	Q1	E2
Boys U10 - Pool D	D1	Q2	W2	O1

Girls U14 - Pool A	O2	S2	A1	Q1
Girls U14 - Pool B	E2	D2	V1	O1
Girls U14 - Pool C	Q2	A2	S1	W1
Girls U14 - Pool D	E1	W2	D1	V2

Girls U12 - Pool A	O1	W1	S2	A2
Girls U12 - Pool B	D2	E1	Q1	O2
Girls U12 - Pool C	Q2	E2	V1	S1
Girls U12 - Pool D	V2	W2	A1	D1

Girls U10 - Pool A	S2	D2	W1	A1
Girls U10 - Pool B	Q1	V2	D1	E2
Girls U10 - Pool C	V1	E1	O2	Q2
Girls U10 - Pool D	A2	W2	S1	O1

**AYSO SECTION 10**  
**KERN COUNTY SOCCER PARK - BAKERSFIELD**  
**Schedule U14, U12, U10 League Play-Offs**  
**February 26, 2011**

	8:00am	9:15am	10:45am	12:00pm	1:30pm	2:45pm
Field 9	BU14 D2 v O2	GU14 O2 v S2	BU14 O2 v S1	GU14 Q1 v O2	BU14 O2 v Q1	GU14 S2 v Q1
Field 10	BU14 S1 v Q1	GU14 A1 v Q1	BU14 Q1 v D2	GU14 S2 v A1	BU14 S1 v D2	GU14 O2 v A1
Field 11	BU14 S2 v D1	GU14 E2 v D2	BU14 D1 v Q2	GU14 O1 v E2	BU14 Q2 v S2	GU14 O1 v D2
Field 12	BU14 Q2 v E1	GU14 V1 v O1	BU14 E1 v S2	GU14 D2 v V1	BU14 D1 v E1	GU14 V1 v E2
Field 17	BU14 A1 v E2	GU14 Q2 v A2	BU14 E2 v W2	GU14 W1 v Q2	BU14 V1 v E2	GU14 A2 v W1
Field 18	A1 W2 v V1	GU14 S1 v W1	BU14 V1 v A1	GU14 A2 v S1	BU14 A1 v W2	GU14 S1 v Q2
Field 19	BU14 W1 v V2	GU14 E1 v W2	BU14 V2 v A2	GU14 V2 v E1	BU14 O1 v V2	GU14 D1 v E1
Field 20	BU14 A2 v O1	GU14 D1 v V2	BU14 O1 v W1	GU14 W2 v D1	BU14 W1 v A2	GU14 W2 v V2
Field 1	BU12 A1 v V2	GU12 O1 v W1	BU12 V2 v D1	GU12 A2 v O1	BU12 A1 v D1	GU12 S2 v O1
Field 2	BU12 D1 v W2	GU12 S2 v A2	BU12 W2 v A1	GU12 W1 v S2	BU12 V2 v W2	GU12 A2 v W1
Field 23	BU12 V1 v E1	GU12 D2 v E1	BU12 E1 v A2	GU12 O2 v D2	BU12 A2 v V1	GU12 Q1 v D2
Field 24	BU12 A2 v O2	GU12 Q1 v O2	BU12 O2 v V1	GU12 E1 v Q1	BU12 E1 v O2	GU12 E1 v O2
Field 13 North	BU12 O1 v Q1	GU12 Q2 v E2	BU12 S2 v O1	GU12 S1 v Q2	BU12 D2 v O1	GU12 E2 v S1
Field 13 South	BU12 D2 v S2	GU12 V1 v S1	BU12 D2 v Q1	GU12 E2 v V1	BU12 S2 v Q1	GU12 Q2 v V1
Field 21	BU12 S1 v E2	GU12 V2 v W2	BU12 Q2 v S1	GU12 D1 v V2	BU12 W1 v S1	GU12 A1 v V2
Field 22	BU12 W1 v Q2	GU12 A1 v D1	BU12 W1 v E2	GU12 W2 v A1	BU12 Q2 v E2	GU12 W2 v D1
Field 3 North	BU10 V1 v A2	GU10 S2 v D2	BU10 A2 v E1	GU10 A1 v S2	BU10 V1 v E1	GU10 A1 v D2
Field 3 South	BU10 E1 v S2	GU10 W1 v A1	BU10 S2 v V1	GU10 D2 v W1	BU10 S2 v A2	GU10 S2 v W1
Field 5 North	BU10 V2 v W1	GU10 Q1 v V2	BU10 A1 v V2	GU10 E2 v Q1	BU10 W1 v A1	GU10 V2 v E2
Field 5 South	BU10 D2 v A1	GU10 D1 v E2	BU10 W1 v D2	GU10 V2 v D1	BU10 D2 v V2	GU10 Q1 v D1
Field 7 East	BU10 O2 v S1	GU10 V1 v E1	BU10 E2 v O2	GU10 E1 v O2	BU10 E2 v S1	GU10 Q2 v E1
Field 7 West	BU10 Q1 v E2	GU10 O2 v Q2	BU10 S1 v Q1	GU10 Q2 v V1	BU10 O2 v Q1	GU10 O2 v V1
Field 4 North	BU10 D1 v Q2	GU10 A2 v W2	BU10 O1 v D1	GU10 O1 v A2	BU10 W2 v D1	GU10 S1 v A2
Field 4 South	BU10 W2 v O1	GU10 S1 v O1	BU10 Q2 v W2	GU10 W2 v S1	BU10 O1 v Q2	GU10 W2 v O1

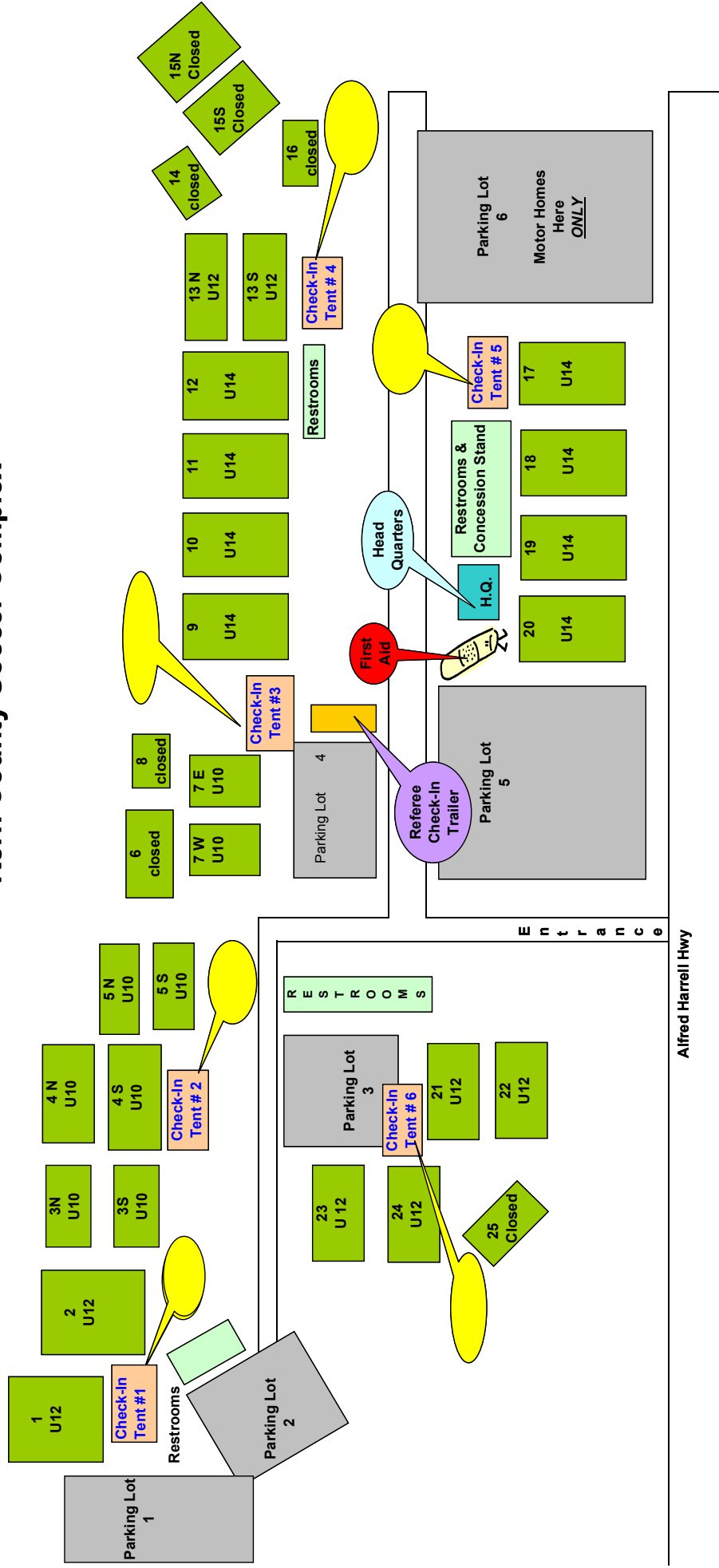
# AYSO SECTION 10

## KERN COUNTY SOCCER PARK - BAKERSFIELD

### Schedule U14, U12, U10 League Play-Offs -- February 27, 2011

	8:00am	9:30am	11:30am	1:00pm
Field 4	Girls U14 1st # 1 v 4th # 1	Boys U14 1st # 1 v 4th # 1	Girls U14 Third Place	Boys U14 Third Place
Field 5	Girls U14 2nd # 1 v 3rd # 1	Boys U14 2nd # 1 v 3rd # 1	Girls U14 Championship	Boys U14 Championship
Field 1	Girls U12 1st # 1 v 4th # 1	Boys U12 1st # 1 v 4th # 1	Girls U12 Third Place	Boys U12 Third Place
Field 2	Girls U12 2nd # 1 v 3rd # 1	Boys U12 2nd # 1 v 3rd # 1	Girls U12 Championship	Boys U12 Championship
Field 3 North	Girls U10 1st # 1 v 4th # 1	Boys U10 1st # 1 v 4th # 1	Girls U10 Third Place	Boys U10 Third Place
Field 3 South	Girls U10 2nd # 1 v 3rd # 1	Boys U10 2nd # 1 v 3rd # 1	Girls U10 Championship	Boys U10 Championship

# Kern County Soccer Complex



Note: Check-in for your 1st game starts 1 hour before your game time. There are a lot of teams to check-in so lets be on time. There are 6 check-in locations shown on the map. Please notice motor homes only in Parking Lot 6.

Check-in tent #1 - Teams playing on fields 1, 2, 3N, 3S

Check-in tent #2 - Teams playing on fields 4N, 4S, 5N, 5S

Check-in tent #3 - Teams playing on fields 7W, 7E, 9, 10

Check-in tent #4 - Teams playing on fields 11, 12, 13N, 13S

Check-in tent #5 - Teams playing on fields 17, 18, 19, 20

Check-in tent #6 - Teams playing on fields 21, 22, 23, 24



TRI-LEVEL IMAGES



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