

## AYSO Playing Time Rule

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- ❖ AYSO National “Everyone Plays”
  - ▶ Every able and willing player present must play at least ½ the game (no benchwarmers)
- ❖ Area / Regional refinements
  - ▶ Every able and willing player must sit out one “quarter” before any other player sits out a second “quarter”\* (This is a Region 7 Requirement)\*\*
  - ▶ A player cannot play more than ½ the game as keeper and must play at least one quarter (period) not as a keeper (AYSO Small Sided Game rule)

\* Formerly part of the AYSO National Handbook, 1993



An accurate game record is needed for the division coordinators and regional board to enforce the everyone plays philosophy of AYSO. Although it is important to instill a sense of competitiveness and desire to win as measured by the most number of goals, this should not be done at the expense of the kids who are there to learn and play.

Most regions still follow a previous policy of AYSO National that further refines the current guideline. That policy is to not allow a player to play a 4th quarter in a game until all have played a 3rd quarter. Put another way, no player may sit out a second quarter until all have sat out at least one quarter. Not all regions or areas adopt this policy. So for inter-regional play, once should check the applicable rules.

\*\* Note: Region 7 rules require all player must play at least three quarters \*\*

# Game Card Fill-out Procedures

**To Referee**

**Before Game**

**From Referee**

**After Game**

- Names and Jersey #
- Missing Players
- Team / Match Info

- Subs Out (X)
- Goals by (I)
- Goal Keeper (G)
- Score and Team

AYSO Referee Program

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Module 4: Starting the Game v0.9b

Key to recording the match in AYSO is the lineup card. It is here where the region helps verify AYSO's philosophy of everyone plays and gets information back about scores and players skills (goals).

The coach **ONLY** fills out the top section about the team, and the name and jersey number of the players. If you get cards without jersey numbers or hand scribbled each time, remind a coach they could fill out (using a computer or typewriter) one master game card at the start of the season and then make enough copies for all the expected games and tournaments.

Players that are absent for a particular game should be crossed out by the coach or referee.

**NO MARKINGS BY THE COACH SHOULD GO IN THE GOALS OR QTRS PLAYED AREA.**

Especially they should not mark the expected substitution schedule (it always changes during the game due to injuries) and especially not as who plays in a quarter (referees only mark who does NOT play).

The Referee will then mark game stats (substitutions out each period, Goal Keepers each period, players who score the goals, injuries, and absences, etc.) during the course of the game. The Referee will also mark the game stats at the bottom and any comments such as misconduct on the back. After signing the card after the game, the region decides on the disposition of the card. In general, the referee should retain a record of the match in case of disputes; either by copying the completed lineup card or making a match report in their data wallet.

The Referee shall deposit the completed lineup card into the designated receptacle at each field. Coaches shall be allowed to view the lineup card upon request, but shall not be allowed to keep the card under any circumstance.

## Line-up Card Detail

No	Player Name	Game Score			
		1	2	3	4
1	Daulton, James				
2	Rees-Williams, Karen		X		
3	Moog, Alice				GG
4	Hernandez, Jen			X	
5	Johnson, Katie		X		
6	Kobayashi, Kiyomi				X
7	Michaels, Serena			X	
8	Ward, Katie	SICK			
9	Allen-Geddam, Rachael		X		
10	Marques, Roberta				X
11	Ho, Lisa			GG	X
12	Weisman, Tara			X	
13	Urdusca, Elena				X
14	Coyne, Hannah			AA	X
15	Vivandon, Susan				II

- Count the number of players on the field (blanks) in the first quarter to be sure
- Make sure the number of “marks” is the same each quarter (unless playing short a player purposely)
- Help assure every player has sat out once before any other player sits out a second time (customary regional rule)
- An accurate game record really helps trying to figure out what happened later



Key is to mark only those out that quarter. Unless there is an Injury (I) or new Absence (A) or new arrival, there should be the same number of “X”s marking those out each quarter. That is, there should be the same number of blanks in each quarter. That is one blank for every player on the field (less the goal keeper who gets a “G”), plus possibly one blank for every absent person (if they are not marked “A” or with only a horizontal line through the name).

It is important to mark an Injury or Absence as this may explain weird rotations and helps us know how many were on the field from the squad. It also explains if someone played all four quarters but someone else only 2 -- normally a violation of the everyone plays philosophy. If an absent player shows up later, mark the quarters they were out with A. This tells us to not consider that player in earlier rotation analysis. Similarly, if a player leaves early, mark an A in the later quarters for them.

If a player is injured and leaves the field, whether they are substituted out or not, do not change the game card. If they remain out with the injury past the next substitution period, mark them with an I instead of an X if you can. This, again, helps to better understand the rotation analysis.

If a forfeit is had and then a scrimmage, enter the subs out and goals per player of the scrimmage. But then enter 2-0 for the final score on any forfeit.