



Tournament Rules and Regulations

Area 2/D Tournament (revised 11/4/2009)

1. The match will be played according to FIFA Laws of the Game rules and AYSO National Rules and Regulations unless modified by these regulations.
2. Official AYSO line-up cards shall be properly completed (with a back side) and presented to the referees prior to the start of each match. The players should be listed in ascending numerical order on the card. At the end of the match, the cards shall be signed by the referees. The winning coach will return the card to the appropriate tournament table immediately following the match. In the case of a tie, the home team will be responsible for returning the game cards to the tournament table. Also, in the case of any disciplinary matters (cautions or send-offs/dismissals); the referee shall deliver the game cards to the tournament table.
3. **Each team member must play a minimum amount of time in each match in accordance with each team's regional rules**, at a minimum, this must be one half ($\frac{1}{2}$) of each match during regulation time. If a player does not participate for this minimum amount (other than in the case of an injury or similar circumstance) the team shall forfeit that match. A player that begins a quarter and subsequent becomes injured, receives credit for playing that quarter.
4. Substitution in U10, U12 and U14 matches will be approximately midway through each half (quarter) and halftime breaks, or to substitute for an injured player. The stoppage midway through each half is for substitution only and is not for a strategy or other break. The referee's watch will continue during this stoppage and all players not being substituted must remain on the field. All matches must end at least five minutes before the start of the next match. It is the responsibility of the referee to ensure that matches end on time.
5. *In U16 and U19 matches, substitutions can be made by either or both teams at any stoppage of play with the permission of the referee.* Permission may be denied only in limited circumstances: 1) the substitution request occurs just as the ball is being put into play; or 2) a team requests a substitution but the substitutes are not ready at the halfway line. All players must still participate as noted in number 3 above.
6. All matches must end at least five minutes before the start of the next match. It is the responsibility of the referee to ensure that matches end on time. There will be no overtime periods during any matches except finals or semi-finals (if required). If the final (championship or consolation) or semi-final match is tied after regulation time, two 5-minute overtime periods will be played. A coin flip at the start of the first overtime will determine who will kick off. The teams will switch sides at the start of the second overtime period. The minimum playing time rule does not apply in the overtime periods. Normal substitution rules for that division will apply. If the match is still tied at the end of the two overtime periods, the match will be settled by following the FIFA instructions for the taking of kicks from the penalty mark for teams in a draw match. Only the players on the field at the end of the 2nd overtime period will be allowed to participate in the shots from the penalty mark.
7. If a quarter-final is held in any bracket, and that match is tied at the end of regulation time, the match will be settled by following the FIFA instructions for the taking of kicks from the penalty mark as described in the prior paragraph (no overtime periods).
8. **Forfeits:** In the case of a forfeit the result of the match will be a 1-0 score in favor of the non-forfeiting team, unless otherwise specified here. In the case of a match that has started the existing score will be used if the non-forfeiting team is ahead.
 - a. Any team that walks off of the field of play will forfeit the match.
 - b. No match shall start or continue if either team has less than seven (7) players (six (6) players for U-12 teams). The team that does not have enough players will forfeit the match. If neither team has enough players the result will be a 0-0 tie.
 - c. A forfeit will result if a team is not at the field at the posted match starting time. A five (5) minute grace period in starting time will be allowed. Poor weather conditions or unusual circumstances may be a consideration for match delay or for a particular team being late for its match. Only the Tournament Director (or his appointee) may decide on these matters.
 - d. Coaches, spectators and players are expected to display good sportsmanship throughout the tournament. Coaches will be held responsible for any action by the spectators or supporters. If for any reason the referee calls the match because of actions by spectators or supporters, the match will be forfeited to the opposing team. In such an event, the match referee or



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Tournament Director may assign red card(s) to the spectator(s) for purposes of the tie-breaker provisions for the tournament.

10. The team listed first on the schedule is the home team and will provide the match ball(s).
11. **Team uniforms must match according to the AYSO National Rules and Regulations.** This includes jerseys, shorts and socks. If tape is used on the socks, it is to be the color of the socks or black. If some type of warm gear is worn under the uniform (e.g. Under Armour®), it must be the color of the uniform, black or white. If a player's uniform does not match that of the rest of his/her team, that player will not be allowed to participate in that match. If two teams in any given match have identical uniform colors, it is the responsibility of the home team to change colors. If pinafores are available, the home team wears the pinafores. If more than one player has the same jersey number on any team, tape must be used to change the jersey number (by either adding a 1 before or after the jersey number). The Tournament Director has final say in this matter.
12. In all matches, the contending teams (and their coaches and spectators) shall remain on opposite sides of the field of play wherever possible. Home team will have its choice of the side of the field. Spectators shall remain behind spectator lines (at least 3 yards from the touchline whenever feasible) and coaches shall remain within the boundaries of the coaching (technical) area (10 yards - either side - from the half line and at least 1 yard from the touchline) during all matches.
13. No alcoholic beverages or smoking are allowed on or near the playing grounds. Spectators, coaches or players suspected of intoxication will not be allowed to participate in their scheduled matches.
14. No protests will be allowed.
15. Send-offs/dismissals and cautions (red and yellow cards) must be reported immediately by the referee to the Tournament Table for the field in use. A send-off (red card) or an accumulation of 3 cautions (yellow cards) during the tournament will result in a **minimum** one match suspension, even if the next match is a playoff or championship match. For serious misconduct, a player, coach or team may be suspended for multiple matches or the balance of the tournament. The Tournament Director (or his appointee) will rule on the suspension. A coach may appeal any match suspension on behalf of himself or a player. The Tournament Director (or his appointee) must be notified of the appeal one (1) hour before the player's or coach's next match.

Tournament Structure

All teams will participate in a preliminary round with two or three matches (the structure will vary depending on the division and the number of teams participating). Points will be assigned to the teams based on the results of the preliminary rounds. Points will be awarded to each team as follows:

- 6 points for a win
- 3 points for a tie
- 1 point for each goal (up to a maximum of 3 per match)
- 1 point for a shutout
- -2 points for each send off/dismissal (red card) issued to a player or coach
- -1 point for an accumulation of three cautions by a team within one match

After the preliminary rounds are completed, the points will be used to determine which teams advance to the elimination rounds. If there is a tie in total points the following tie breakers will be used in the following order:

1. Head to head competition
2. Subtracting goals against from goals scored (to a maximum of 3 points per match)
3. Fewest goals scored against (based on average per match)
4. Fewest red and/or yellow cards received (two points for each send-off, one point for each caution)
5. Coin toss conducted by the Head Scorekeeper/Tournament Director

Please remember the Six AYSO Philosophies at all times and that we are here for the Kids!