



Sponsored by AYSO Section 2
Northern California, Northern Nevada, Oregon & Washington

AYSO Section 2 Tournament

Tournament Rules 2016

(Please READ as there have been several Updates)

December 10-11, 2016
Foster City, CA

CATEGORY	RULE
1) JURISDICTION	<p>A. Unless otherwise noted, the tournament will be administered by the AYSO Section 2 Tournament Staff in accordance with current FIFA/AYSO Laws of the Game (LOTG) and AYSO National Rules and Regulations (NRR).</p> <p>B. The following rules are intended specifically for this tournament ONLY!</p> <p>C. The Tournament Committee (incl. Tournament Director, Assistant Director(s), Section Director, Field Director, Referee Director and other designated staff) will have jurisdiction over all games played. Disputes will be resolved by the end of the soccer day.</p> <p>D. Referee judgment calls are NOT subject to dispute or protest! LOTG, Law 5: The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.</p>
2) FEES	<p>A. Entry fee must be a single check issued from either the representative Area's account or Region's account made out to "AYSO Section 2" (no personal checks). The entry fee and team roster must be sent to the Assistant Section Director – Heidi Pierce 399 SeaRidge Rd. #C, Aptos, CA 95003, and must arrive by Wednesday, November 30, 2016. No Exceptions. Please make sure to mail in time.</p> <p>B. Fees are: \$200 for each team.</p>
3) ACCEPTANCE	<p>A. Each Area in Section 2 will designate one team for participation in each division of the tournament. The criteria for designating a team will be up to the Area Director.</p> <p>B. The Area must specify by Monday, November 7th, 2016 whether it will accept or not accept a spot in the tournament for each division.</p> <p>C. All regions sending teams must be in compliance at Area, Section and National levels. This means...RAP, P&P, Budget, all turned in and all fees due are paid to Area and National.</p> <p>D. If there are any spots available in any division, the Section Director and the Tournament Director will perform a lottery to fill any open positions among the Areas interested in sending multiple teams.</p> <p>E. The primary form of communication between the Tournament and teams will be email and the Tournament website. Teams must designate a Team Contact who has email and Internet access.</p>
4) REFUNDS	<p>A. If the tournament is canceled and cannot be rescheduled a full refund will be issued.</p>
5) RAINOUT/ CANCELLATION	<p>A. In the event of a rain out of the grass fields, the tournament will be held on the remaining all-weather turf fields and a single elimination or similar format will be adopted.</p> <p>B. Should the tournament be rained out for any of the divisions on the original date, it will be rescheduled on a date to be determined by the Section Staff. All teams will be expected to return on that date to resume the tournament.</p>

	<p>C. AYSO Foster City Rain Out Hotline: (650) 349-5425 – for coaches or team representative use only, please do not give out to players.</p>
6) PLAYERS/ TEAMS	<p>A. Only properly registered Fall 2016 AYSO Section 2 teams may participate.</p> <p>B. Player additions, deletions or combining teams is not allowed. Use of ineligible players will result in forfeiture of all games played.</p> <p>C. Regional Commissioners and Area Directors are responsible to ensure that all players meet eligibility requirements and the team roster must be verified and approved by the Regional Commissioner.</p> <p>D. A Regional Commissioner signed roster must accompany the team to the tournament and be presented at the tournament booth prior to the team's first game on Saturday.</p> <p>E. All player registration/medical release forms with the original "wet signature" (eAYSO forms with eSignature accepted, MUST INCLUDE 2ND PAGE) needs to accompany the team to the tournament and be presented at the tournament booth prior to the team's first game on Saturday and be in the coaches' possession at every game.</p> <p>F. Division U-14 will play 11 versus 11. Maximum Roster Size 15 Division U-12 will play 9 versus 9. Maximum Roster Size 12 Division U-10 will play 7 versus 7. Maximum Roster Size 10</p> <p>Maximum Roster sizes are not negotiable!</p> <p>G. All players must play at least half of each game per NRR I.C. and it is strongly encouraged that players play 3 quarters before anyone plays 4 quarters. Violation of the half game participation requirement and the above player rules will result in forfeiture of game and possible disqualification from tournament at the discretion of the Tournament Director and Section Director.</p> <p>H. Under-10 play and Goal Keepers – No one individual player may play more than two (2) quarters in goal at Under-10 and all players must play at least one (1) quarter on the field in addition to their quarters in goal.</p>
7) COACHES	<p>A. All coaches must be listed on the Official Team Roster. Coaches (and Assistants) that do not appear on the Official Team Roster will not be permitted on the team sideline during the games. Only Two coaches permitted on sideline and they must wear their ID badges on visible lanyards. (Field Marshals and Referees will be enforcing - without an ID you will be asked to leave the coaching side and consequences include loss of points.)</p> <p>B. Each coach must be currently registered, AYSO Safe Haven certified, and be age-appropriate trained as a coach. A coaches' AYSO ID must be provided along with their name matching the ID. Coaches will have 1(one) lanyard ID and 1 (one) ID with the player ID's.</p> <p>C. Coaches are expected to set the example for their teams in exhibiting proper AYSO behavior and Kid Zone behavior.</p> <p>D. Coaches will comply with all of the Rules and Regulations.</p> <p>E. Coaches are expected to remain in the technical area during games and only enter the field of play as requested by the referee.</p> <p>F. Coaches (Two Maximum) and players from both teams will be on the same side of the field. All others including parents, spectators, observers and photographers will be on the opposite side of the field during all tournament matches.</p> <p>G. Coaches must check in with their entire team at least <u>1 HOUR (60)</u> minutes prior to their first scheduled game (see 11 –Check In).</p>

	<p>H. Coaches should plan to have their teams assembled and prepared for the referee's pre-game check in fifteen (15) minutes prior to each scheduled match.</p>
8) REFEREES	<p>A. Referees will be recruited and scheduled by the tournament staff. Teams are not responsible for providing referees.</p> <p>B. Referee teams will consist of 4 referees.</p> <p>C. All referees must be currently registered AYSO volunteers and Safe-Haven Certified.</p> <p>D. Only the diagonal system of control will be used to referee the games.</p> <p>E. All Referees must be certified at the level of AYSO Regional Referee or above. Referees for U-14 games should be certified Advanced level or above. Referees for U-12 games should be certified Intermediate level or above.</p> <p>F. Youth referees ("center" referees) must be at least 2 years older than the age group they are refereeing.</p> <p>G. All referees must be in full Uniform as defined by AYSO and USSF, including the Referee Badge. Referees not in uniform will not be permitted to referee games. Referees are expected to wear their highest grade AYSO Badge and only an AYSO Badge at all games.</p> <p>H. Coaches and players in the tournament will not be allowed to referee.</p> <p>I. Referees will be expected to uphold these tournament rules, AYSO NRR, and FIFA (IFAB)/AYSO Laws of the Game. A referee may be dismissed from the tournament for failing to uphold the requirements.</p> <p>J. Referees will be expected to insure that the Coaches on the team sideline are official by checking their visible lanyard ID's.</p>
9) FIELDS	<p>A. All fields will be set up and taken down by the tournament staff.</p> <p>B. Trash cans will be provided at each field. Teams will be expected to clean up all trash in their area before leaving.</p> <p>C. Please observe the following Facility Use Rules while attending the tournament: NO chairs or eating are allowed on the Turf fields!</p>
10) FORMAT	<p>A. This is a pool-play tournament involving eight (8) teams per age division.</p> <p>B. Each age division will be bracketed into two (2) playing pools of four (4) teams each. Each team will play a minimum of 3 preliminary play games within their respective pools.</p> <p>C. The Under-10 division tournament may limit the number of teams to just one (1) team per Area and therefore, may involve less than eight (8) teams. A playing format suitable to the number of teams participating will be implemented with each team guaranteed a minimum of 3 games.</p> <p>D. The top team in each pool will advance to a championship game based on pool play standings points.</p> <p>E. The second place team in each pool will advance to a 3rd Place Game based on pool play standings and points.</p> <p>F. Teams will be expected to complete pool play. Any team that does not complete all three games may result in the team's Area not being allowed to field a team in the particular division in the following year.</p>

	<p>G. In the event of rain, the tournament will be played on the all weather turf fields and a single elimination format will be adopted.</p>
11) CHECK-IN	<p>A. Teams (Coaches and Players) must check in at 1 HOUR (60) minutes prior to their first scheduled game. Failure to check in on time, with correctly signed emergency forms (C), official line-up cards (F), player passes and coach ID's (E) will result in loss of point/s if not fully prepared. Players will be checked in and hand stamped eligible to play - daily!</p> <p>B. Team check in for U14 will be performed at Sea Cloud Park. Team check in for U10 will be at Port Royal. Team check in for U12 will be Los Prados</p> <p>C. Coaches must provide AYSO Player Registration forms with original ink signatures (eAYSO forms with eSignature accepted) for verification by tournament officials.</p> <p>D. Coaches must provide four (4) completed OFFICIAL AYSO Game Cards for their 3 scheduled group play matches and possible inclusion in the finals. AYSO Lineup Cards must be completed with the players in numeric order and will be stamped at check-in. Only stamped cards will be accepted for the games.</p> <p>E. Coaches must present their player passes and their own AYSO ID with picture and age appropriate coaching certification listed to be worn on a lanyard while coaching on the field.</p> <p>F. Official AYSO Lineup Cards can be printed from http://www.ayso.org/Assets/For+Volunteers/Coaches/Forms+126+Documents/lineupcard_combined.pdf or ordered from the AYSO Store.</p> <p>G. Coaches must have the AYSO Player Registration forms with them at all times and ready for presentation to Tournament Officials.</p> <p>H. Late arriving players must be escorted to the check-in station by a team official along with their Player Registration Form and be cleared by the Tournament Staff before participating in any games.</p>
12) FIELD MONITORS	<p>A. There will be a tournament Field Monitor assigned to each field, and will report to the Tournament Field Director. Field Monitors will check in teams prior to each game, and present the verified game cards to the match referees.</p> <p>B. At the conclusion of the game, the match referees must return the completed game cards to the Field Monitor.</p> <p>C. Field Monitors will be the first to respond to any incidents or injuries, and will be in contact with the rest of the tournament staff by cell phone. Tournament participants are encouraged to report any concerns immediately to the Field Monitor, and also to respectfully follow any instructions given by the Field Monitor.</p>
13) GAMES	<p>A. Pool play games will consist of two halves with a five (5) minute half time. There will be a running clock during the match including substitutions. There will be no time added for injuries or time wasted in pool play games. Games are expected to end on time, and may be shortened if they start late. Pool play games may end in a tie.</p> <p>B. Championship games and 3rd Place Games will be full length for that division (see chart below). Championship games and 3rd Place Games will be played until there is a winner (see Medal Round rules below).</p> <p>C. Game duration shall be as follows:</p>

	<table><tr><th><u>Division</u></th><th><u>Pool Play</u></th><th><u>Final Round</u></th></tr><tr><td>U-10:</td><td>20 minute half</td><td>25 minute half</td></tr><tr><td>U-12:</td><td>25 minute half</td><td>30 minute half</td></tr><tr><td>U-14:</td><td>25 minute half</td><td>35 minute half</td></tr></table> <p>D. The “home” team will be the first team or top team listed on the game schedule and will be responsible for providing the game ball. The home team will change jerseys or don pinnies in the event of a color conflict with the visitor team. If any questions, the referee will determine whether this is necessary.</p> <p>E. All games must be played at the scheduled time.</p> <p>F. FORFEITS: There will be a five-minute grace period at the start of the game for a team to take the field before a forfeit is declared. The score for a forfeited match will be 1-0 for the remaining team (See STANDINGS for the points to be awarded). For U-10 division teams, there must be a minimum of 5 players on the field to continue a game. For U-12 the minimum number is 6 players. For U-14, there must be a minimum of 7 players to continue a game. If a team cannot field the minimum number of players, the game will be abandoned and a forfeit will be declared.</p> <p>G. SUSPENDED GAMES: The Tournament Committee may determine to end matches early if field schedule is behind due to game delays, interference, or if weather conditions provide unsafe conditions; and may distribute awards according to games played and points. The Tournament Committee will determine the outcome of any single game which is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.).</p> <p>H. ABANDONED GAMES: If any pool play games cannot be played due to circumstances beyond the control of the tournament, the final standings of the pool will be determined by applying the Winning Percentage formula (Total Points Earned in all Games Played divided by Total Points Possible for the Number of Games Played) to each team in the pool. Note. This does not apply to games which were shortened due to a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p> <p>I. THUNDER & LIGHTNING: When thunder is heard it is within striking distance; seek shelter immediately. Do not wait for the rain to start before seeking shelter in your vehicle, and do not leave shelter just because the rain has ended. Games will restart after no thunder has been heard for 30 minutes.</p>	<u>Division</u>	<u>Pool Play</u>	<u>Final Round</u>	U-10:	20 minute half	25 minute half	U-12:	25 minute half	30 minute half	U-14:	25 minute half	35 minute half
<u>Division</u>	<u>Pool Play</u>	<u>Final Round</u>											
U-10:	20 minute half	25 minute half											
U-12:	25 minute half	30 minute half											
U-14:	25 minute half	35 minute half											
14) SUBSTITUTIONS	<p>A. Substitutions shall be allowed approximately mid way through each half for ALL divisions and will be recorded on the game cards by the referee.</p> <p>B. As per NRR I.C.: All substitutions must be approved and recognized by the referee. Substitutions may be made for injured players; however, they may not return until the beginning of the next quarter and will be considered as having played the current quarter (exception: an injured player not replaced may return to play at any time with the referee’s permission).</p> <p>C. Substitutions in all overtime periods of medal round matches will be at the beginning of the periods only.</p> <p>D. Substitution stoppages are intended only to be a time for the quick substitution of a few players and are not intended as mini-halftime periods or opportunities for coaching or any other purpose. The only players entitled to leave the field are those being substituted for, and the only individuals entitled to enter the field are the new players. This process should complete in less than one minute, as the game clock is running.</p>												
15) STANDINGS	<p>A. Standings for pool play games will be determined on the “ten-point system” as follows:</p> <p>WIN= 6 points TIE= 3 points LOSS= 0 points GOAL= 1 point (one point per goal scored up to a maximum of 3 per game, win or lose) SHUTOUT= 1 point (for an earned shutout, including a 0-0 tie) CAUTION (yellow card) or OFFICIAL WARNING = 1 point deduction for team (includes 1 point for each player, substitute or coach)</p>												

	<p>SEND OFF (red card) or DISMISSAL = 2 point deduction for team (includes 2 points for each player, substitute, or coach)</p> <p>B. Forfeits will be scored 7 points - a 1-0 win with no shutout points as it is not an “earned” shutout.</p> <p>C. Winners of ties in standings will be determined as follows: Head to head competition Least number of sportsmanship point deductions Fewest goals allowed Goal differential (goals scored to three per game less total goals allowed; highest differential advances). Kicks from the penalty mark, per LOTG. This will be conducted immediately after all teams have completed group pool play</p> <p>D. Standings will be updated at the Tournament Scoreboard.</p>
16) ADVANCEMENTS	<p>A. The first and second place team in each pool will advance to the medal round. The first place team of each pool will advance to the Championship Game and the second place team will advance to the 3rd Place Game. If there is only one pool (possible in the Under-10 divisions), then the top two teams from the single pool will advance to the Championship Game and if there are at least four teams, the third and fourth teams will advance to the 3rd Place Game.</p>
17) MEDAL-ROUNDS	<p>A. All medal round matches ending in a tie will advance straight to Kicks from the penalty mark, per the LOTG. There will be no extra time play. Per the LOTG, only players who are on the field at the end of the match are eligible to take kicks from the penalty mark.</p>
18) AWARDS	<p>A. Medals will be presented to the First, Second, Third and Fourth place teams.</p> <p>B. A tournament pin will be presented to each player and key chains to each coach.</p> <p>C. Winners will be invited to participate in the AYSO Western States Championships, March 25 & 26, 2017 in TBD.</p>
19) CONDUCT	<p>A. Coaches will be expected to set a positive example for the team, and will be held responsible for the actions of their team including spectators. Coaches will be expected to wear an ID Badge lanyard with their picture and certified level of coaching listed. All spectators must remain behind the control line and between the 18-yard lines. Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from midfield).</p> <p>B. At the conclusion of each match, the referees will indicate on the reverse of the game cards any point deductions for poor sportsmanship. Point deductions will be used as tie-breakers should that become necessary. Referees will be required to complete a game misconduct report for all misconducts during the game, as well as any incidents of interference by spectators.</p> <p>C. Any coach or spectator ejected must immediately leave the vicinity of the playing field (out of sight and sound) and will be prohibited from attending the next scheduled game. Any player sent off (red carded) must immediately leave the vicinity of the game (under supervision of their parent or Safe Haven-certified adult), and may not return to the field of play during the current game, including for the post-game handshake, and may not be substituted for, and is suspended from participation in the next game. There will be penalty point deductions for all send-offs (see Standings rules).</p> <p>D. Any violent conduct send off (red card) or ejection will result in that player/coach/spectator being barred from the remainder of the tournament.</p> <p>E. If it is determined that an ineligible player has participated in a game, the team will forfeit all games in which that player participated. Furthermore, if it is determined that the coach knowingly played an ineligible player, that coach will be barred from further participation in the tournament, the following year.</p>

	<p>F. It is mandatory to play a scheduled game. If it is determined that a coach willfully fails to have his team participate in a scheduled game, the coach will be dismissed from the tournament and the incident will be reported to the respective Regional Commissioner.</p> <p>G. All conduct problems will be reported to the respective Regional Commissioner and Area Director.</p> <p>H. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
20) MEDICAL/ FIRST AID	<p>A. There will be a First Aid station at the main tent where participants may receive ice, etc. for minor injuries.</p> <p>B. If an injury is serious, the first aid staffer or Safety Director will have a mobile phone to call 911 for emergency response.</p> <p>C. Directions to the nearest hospital/urgent care center will be available at the First Aid station.</p>
21) UNIFORMS/ SAFETY	<p>A. All players must wear the approved AYSO uniform only, and all players on the same team must wear matching uniforms (goalkeeper excepted – may have a different jersey). NO NAMES ON JERSEYS</p> <p>B. Each player's uniform must be marked with a permanently-affixed unique number that matches the uniform number on the Game Card, and may not exchange numbered jerseys with any other player during the game including the goalkeeper.</p> <p>C. Garments may be worn under the uniform (i.e. long sleeves, etc.) during inclement weather, however the match referee will be the judge of what should be allowed or not.</p> <p>D. Jewelry, hard casts, or hard metal or plastic clips on clothing or hair will not be allowed.</p> <p>E. AYSO will not prohibit the use of knee braces by players in AYSO events and programs; providing that the brace is adequately covered and padded in the judgment of the referee, so as to eliminate the possibility of its causing injury to the other players on the field.</p>
22) PROTESTS	<p>A. Protests will be considered only for the following reasons:</p> <ul style="list-style-type: none"> • An ineligible player has played. • One or more registered player(s), present and in uniform, has not played the required one half of the game (except for illness or injury as recorded by the game referee). • A goalkeeper has played longer than half a game in U10. <p>B. All protests must be presented in writing to the Section Director within 1/2 hour of the completion of the game.</p> <p>C. All protests will be heard by a Protest Committee of at least three persons selected by the Section Director. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. ALL PROTEST DECISIONS ARE FINAL!</p> <p>D. Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute!</p>
23) RULES INTERPRETATION	<p>A. The Section Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.</p>