

# Region 218 Tournament Rules and Regulations

1. The game will be played according to FIFA Laws of the Game rules and AYSO National Rules unless modified by these regulations.
2. Official AYSO line-up cards shall be properly completed and presented to the referees prior to the start of each game. At the end of the game, the cards shall be signed by the referee. The winning coach will return the card to the appropriate tournament table immediately following the game. In the case of a tie, the home team will be responsible for returning the game cards to the tournament table. There will be one tournament table and it will be located at Nugget Field. Call in the score at **979-1344** but scores will not become official until the game card is turned in. Extra game cards and trifolds will be available at the tournament table.
3. Each team member must play a minimum of three-quarters ( $\frac{3}{4}$ ) of each game during regulation time if the size of the team allows. No player shall play an entire game unless all have played  $\frac{3}{4}$ . If a player does not participate for this minimum amount (other than in the case of an injury) the team shall forfeit that game. A player that begins a quarter and subsequently becomes injured, receives credit for playing that quarter.
4. Substitution in U14 games will be 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 break. The referee's watch will continue during this stoppage. Bracket games are 25 minute halves in U14 games. Semi-final and final games are full length games (35 minutes).
5. U16/19 games will play with free substitution. All players must still participate in the game as noted above in #3. In all cases, substitutions can only be made at the discretion of the referee. Substitutions should only be made from the half-way line and the substitute should not enter the field of play until instructed so by one of the referees. Substitutions can be made during the following stoppages in play or in the following circumstances: (No substitutions on any free or corner kicks.)
  - By either team:
    - Upon an injury on either team.
    - When a player has been instructed to leave the field of play for an equipment adjustment or to address blood issues
    - At the beginning of the second half
    - At the beginning of any overtime period
    - On a goal kick
    - After a goal has been scored.
    - When a player has been cautioned (only the player being cautioned may be substituted)
  - By the team in possession of the ball:
    - On a throw in
  - By the team not in possession of the ball, if the team in possession of the ball is also substituting:
    - On a throw in

Bracket games are 30 minute halves. Semi-final and final games are full length games (40 minutes).
6. There will be no overtime periods during any games except finals or semi-finals. If the final (championship or consolation) or semi-final game 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 three quarter playing time rule does not apply in the overtime periods. Normal substitution rules for that division will apply. If the game is still tied at the end of the two overtime periods, the game 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. **Forfeits:** In the case of a forfeit the result of the game will be a 1-0 score in favor of the non-forfeiting team, unless otherwise specified here. In the case of a game 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 game.
  - b. No game shall start or continue if either team has less than seven (7) players. The team that does not have enough players will forfeit the game. If neither team has enough players the result will be a 0-0 tie.

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- c. A forfeit will result if a team is not at the field at the posted game 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 game delay or for a particular team being late for its game. 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 game because of actions by spectators or supporters, the game will be forfeited to the opposing team. In such an event, the game referee or Tournament Director (or his appointee) may assign **red** card(s) to the spectator(s) for purposes of the tie-breaker provisions for the tournament.
8. The team listed first on the schedule is the home team and will provide the game ball(s).
  9. If the two teams have identical uniform colors, it is the responsibility of the home team to wear pinafores. Pinafores will be available at the tournament table at Nugget Fields.
  10. No protests will be allowed.
  11. Send-offs/dismissals and cautions (**red** and **yellow** cards) must be reported immediately by the referee to the Tournament Table at Nugget Field (979-1344). A send-off (**red** card) or an accumulation of 3 cautions (**yellow** cards) during the tournament will result in a minimum one game suspension, even if the next game is a playoff or championship game. For serious misconduct, a player, coach or team may be suspended for multiple games or the balance of the tournament. The Tournament Director (or his appointees) will rule on the suspension. A coach may appeal any game 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 game. The appeal will be heard by the Tournament Director (or his appointee), and his decision will be final.
  12. In all games, 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 area (10 yards - either side - from the half line and at least 1 yard from the touchline) during all games. However, if the home team has no objections both teams can occupy the same side of the field.

## Tournament Structure

After the preliminary rounds are completed, the points will be used to determine which teams advance to the elimination rounds. For U19B and U19G, teams with the first and second highest points from each bracket will advance. For U14B and U14G, the team with the highest points from each bracket will advance and the team with the next highest points out of all remaining teams will also advance. If there are an uneven number of games scheduled for teams in a division, average points will be used for comparison. If there is a tie in total points the following tie breakers will be used in the following order:

- 6 points for a win
- 3 points for a tie
- 1 point for each goal (up to a maximum of 3 per game)
- 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 game
- -1 point for winning a game by more than 6 goals (i.e., 7-0, 8-1, or higher)

After the preliminary rounds are completed, the points will be used to determine which teams advance to the elimination rounds. If there are uneven brackets 1<sup>st</sup> and 2<sup>nd</sup> place will be determined by average score. If there is a tie in total points the following tie breakers will be used in the following order:

1. Fewest **red** and/or **yellow** cards received (two points for each send-off, one point for each caution)
2. Head to head competition
3. Fewest goals scored against
4. Subtracting goals against from goals scored (to a maximum of 3 points per game)
5. Coin toss conducted by the Tournament Director (or his appointee). (*Note: If a three-way tie occurs, then a coin will be tossed on behalf of each team tied. The odd or different coin will be deemed to be the winner.*)