

2007 AYSO Area 2N Under 16/19 Tournament Rules and Regulations

A. Tournament Staff

- Ken Rhoads Area 2N Director
- Don King Area 2B Director
- Sonny Mencher Area Referee Administrator
- Rand Potter Area Referee Coordinator
- Jeannine Holper Area League Co-Director

B. Organization

- (1) The tournament will be administered by the Tournament Staff in accordance with current FIFA Laws, AYSO National Tournament Rules and Regulations, and rules adopted by the Regional Commissioners for this tournament.
- (2) Only properly registered Fall 2007 AYSO Area 2N/2B teams may participate. Player additions/deletions or combining teams is not allowed. Use of ineligible players will result in forfeiture of all games played.
- (3) If a Region is unable to field a team, the game will be forfeited.
- (4) Tournament play will consist of point based "round robin" play in each age/gender group with scoring as noted under Section G.

C. Coaches

- (1) Coaches will comply with all of the Rules and Regulations.
- (2) Coaches will coach one side of the field, with spectators on the opposite side, and all coaching will be within ten (10) yards of the half line. Only positive, instructive, and encouraging coaching, in accordance with AYSO National Rules, is allowed.
- (3) Coaches are totally responsible for the actions and conduct of their players and spectators during the matches.
- (4) Coaches should plan to have their teams assembled and prepared for the Field Marshall's pre game check in fifteen (15) minutes prior to each scheduled match.
- (5) Coaches must have the 'wet signature' medical release forms, validated player and coach passes, and completed line up cards ready at check in.

D. Referees

- (1) Each Region will be assigned field(s) and time(s) and will be responsible for all of the referee assignments on that field during that time. All games will be officiated by three (3) referees. The Area Referee Coordinator will be responsible for the Regions assignments.
- (2) The team check in will be handled by the Field Marshalls
- (3) **Coaches should be prepared for quarter substitutions as the games will be 20 minute with the clock running.**
- (4) Referees and Assistant Referees are expected to wear their highest grade AYSO Badge and only an AYSO Badge at all games.

E. Scheduling

- (1) All games must be played at the scheduled time. No game may be started more than five (5) minutes after the scheduled start time for that game.
- (2) A Minimum of seven (7) players will be necessary for a team to start a game. Failure to field a team of at least seven (7) players within five (5) minutes of the scheduled start time of a game will result in forfeiture of the game and the winning team will be awarded a 1-0 win and seven (7) points for the game (6 points-win + 1 point-goal). NO EXCEPTIONS!
- (3) If a team fails to show up for the second of the two scheduled games in the round robin could find that the Region will lose it's invitation to the 2008 Tournament in that age/gender group.
- (4) All games will be played unless it is determined that the fields are unplayable.

F. Games

- (1) All preliminary games will be forty (40) minutes consisting of two twenty (20) minute halves. Games will be halted approximately one half way through each half to allow for player substitutions per AYSO rules. The clock will continue to run during substitutions.
- (2) Final Games will be full regulation time.
- (3) Properly validated line up cards will be presented to the Field Marshall inspecting the teams prior to the start of the game. All players on the team must be listed on the line up card in numerical order. If a player is absent or is present, but cannot play, the reason must be noted on the line up card. The coach shall have in his/her possession the original medical release liability form for each player listed
- (4) At the conclusion of each game, the referee will turn in the completed line up card with the game summary to the Field Marshall.

G. Scoring/Tie Breakers

- (1) Scoring for the tournament will be as follows:
 - (a) Six (6) points will be awarded for a WIN
 - (b) Three (3) points will be awarded for a TIE
 - (c) Zero (0) points will be awarded for a LOSS
 - (d) One (1) point will be awarded for each goal scored up to a maximum of three (3) per game.
 - (e) One (1) point will be awarded to the winning team for a "shut out", however, no shut out points will be awarded in a 0 – 0 tie game.
 - (f) One (1) point will be DEDUCTED from the score of any team receiving a yellow card.
 - (g) Two (2) points will be DEDUCTED from the score of any team receiving a red card.
- (2) The top 8 teams will move to the quarter final rounds. (Exception: U19Boys only the top 4 teams will move on.) It is the responsibility of each coach/team in group play to keep track of their points. Should there be a tie at the end of group play, the tie will be broken by using the following criteria:
 - (a) When the teams played against each other in group play (**if applicable**), the team winning that match will be declared the winner.
 - (b) If still tied, then the team with the least amount of goals scored against it during the group play will be declared the winner.
 - (c) If still tied. Then the team with the most goals scored will be declared the winner
 - (d) If still tied then the teams' Sportsmanship rating will be used to declare the winner.

- (e) If still tied, then each team will take five (5) penalty kicks alternately at the same goal, with each kick taken by a different player. If the teams are still tied after five (5) kicks, the remaining players will continue to alternate taking kicks until one team scores and the other team misses. All players must have attempted a kick before a player takes a second kick. The goal keeper may be changed after any kick. This "shoot out" will take place as determined by the tournament staff.
- (3) If a tie exists at the end of Quarter or Semi play, a winner will be determined by going immediately to Kicks from the Penalty Mark: (i.e. each team will take five (5) penalty kicks alternately at the same goal, with each kick taken by a different player. If the teams are still tied after five (5) kicks, the remaining players will continue to alternate taking kicks until one team scores and the other team misses. All players must have attempted a kick before a player takes a second kick. The goal keeper may be changed after any kick.)
- (4) If a tie exists at the end of FINAL PLAY, it will be resolved as follows:
 - (a) Two (2) ten (10) minute periods will be played.
 - (b) If a tie exists at the end of the two (2) overtime periods, the winner will be determined as in Section G, 2,e above.
 - (c) Free substitutions will be allowed only during the overtime periods. Substitutions may only be made by the team doing a "throw in" or during either teams "goal kick", or at a "kickoff" after a goal is scored".

H. Conduct

- (1) No consumption of alcoholic beverages or smoking is permitted on or near the playing fields by players, coaches, volunteers and spectators.
- (2) Players, coaches and spectators will conduct themselves in a manner becoming a member of AYSO.
- (3) Negative comments and complaints about the referees will not be tolerated and it is the responsibility of the coaches to control.
- (4) Foul and abusive language will not be tolerated from players, coaches or spectators toward other players, teammates, or referees. Referees are instructed to utilize red and yellow cards to deal with player infractions. Further, Referees will terminate matches if coaches, team friends, spectators, or parents are improper in their conduct and do not respond to requests for appropriate behavior. Incidents involving foul and abusive language will be reported to the tournament staff.
- (5) If for any reason, a game is terminated before the expiration of regular time, the results of the game will be determined by the tournament staff.
- (6) Coaches, players, and spectators are expected clean up the field area at the conclusion of each game.

I. Cautions and Dismissals

- (1) A player shown a red card by the referee will be immediately ejected from the facility, and will be, at a minimum, suspended from the next scheduled game.
- (2) Any physical assault by a player on a referee, linesperson, coach, or other AYSO official will result in the permanent expulsion of the player from the AYSO program and prosecution to the fullest extent of the law.
- (3) Two (2) red cards during the course of the tournament will result in suspension from the remainder of the tournament.
- (4) Two (2) yellow cards shown t the same player in a game will be deemed a RED card and the player will be immediately ejected from the facility and suspended from the next scheduled game.
- (5) All cautions and dismissals must be documented by the referee on the back of the line up card with the following:

- (a) Player name and Jersey number
- (b) The misconduct and the time in the match of the occurrence
- (c) Any support information that the referee deems appropriate
- (6) Suspension beyond one (1) game may be imposed by the tournament staff.

J. Protests

- (1) All decisions are final.
- (2) No protests will be allowed.

K. Injuries

- (1) Any injury to, or damage caused by an AYSO participant shall be reported by the coach to the tournament staff.
- (2) Accident Report forms must be filed and administered by the player's home Region.

L. Players Equipment

- (1) Shin guards are mandatory. Players will not be allowed to participate unless they are wearing shin guards.
- (2) Joint braces with exposed metal or other solid material joints or sections must be securely padded and wrapped and are subject to the approval of the referee.
- (3) Players must wear the issued shirt, shorts and socks. "Compression shorts" may be worn if they do not extend below the top of the knee and are of the same color as the issued shorts. No contrasting color logo may be visible, nor are multi-color compression shorts allowed. Goal keepers may wear protective clothing, if in the opinion of the referee, it will not be dangerous to other players.
- (4) Jewelry, of any kind and/or type, is prohibited. Placing tape over jewelry is not permitted.
- (5) In the event there is a uniform color conflict, the tournament staff will provide "pinnies" and the team listed first on the game schedule will wear them over their issued uniform shirts.

M. Awards

- (1) Awards will be presented to the teams placing 1st and 2nd in each age/gender division by the Tournament Staff. The coaches and players on each of the winning teams will receive individual trophies of recognition at the end of the tournament.
- (2) Sportsmanship will receive special attention at this tournament. One team from each age division (boys and girls), who in the opinion of the referees, consistently displayed the highest sportsmanship through the tournament will receive individual medals of recognition at the conclusion of the tournament. **It is important to note that the ratings include assessment of the team supporters as well as the players and coaches.**

