



Modified September, 28th 2006

2006 Region 498 Tournament Rules

General

- A. These rules are for the Region 498 Annual Region Tournament.
- B. Tournament dates and eligibility have been previously established in Memorandums from the Regional Commissioner.
- C. All participants (players, coaches and game officials) must be registered with AYSO.
- D. All teams will be checked in prior to the tournament, or at a time designated by the Tournament Director. Check-in will verify:
 - 1. All players registered (rosters with National Player ID)
 - 2. All players eligible
 - 3. Coaches and assistant coaches registered
 - 4. Coach and assistant coaches are eligible
 - 5. Team's officials have been identified
- E. Games will be conducted in accordance with the current FIFA Laws of the Game with AYSO modifications and International Board decisions (the Laws). Any exceptions are noted in these rules.
- F. In the event of unforeseen circumstances, which necessitate rescheduling, curtailment or cancellation of games, the Tournament Director shall have the sole authority to make the changes in the best interests of the tournament.
- G. Teams must provide referees per Region 498 Guidelines for Officials at Region 498 Tournaments.
- H. Any team, which enters the tournament, agrees to be bound by these rules and by the decisions of the tournament director or his appointed representative.

Eligibility

- A. A player must have been registered for at least one half of the season to be eligible to play in the tournament. Waivers may be granted by the Tournament Director or the RC on the recommendation of the Division Coordinator.

- B. Only regular season teams will be allowed in the tournament.
- C. A player may only play on one team in the tournament.
- D. Birth dates

| DIVISION | EARLIEST | LATEST |
|-----------------|-----------------|---------------|
| U19 | 8/1/87 | 7/31/90 |
| U16 | 8/1/90 | 7/31/92 |
| U14 | 8/1/92 | 7/31/94 |
| U12 | 8/1/94 | 7/31/96 |
| U10 | 8/1/96 | 7/31/98 |

It is permissible for a player to play "up". A player may have a birth date after the "latest" cutoff date shown above, but under NO circumstances may a player have a birth date prior to the earliest date for that division.

- E. Each team must have a head coach. The head coach and any assistant coaches must be a registered AYSO volunteer, certified AYSO coach and have the Safe Haven Coaching Certificate. In the event the head coach is sent off, and the assistant coach that is a certified AYSO coach and has the Safe Haven Coaching Certificate, is not available, the game will be terminated. The Tournament Director shall decide the outcome of the game and if further action is required. Minimally, the team shall not be eligible to play its next game.
- F. Roster Sizes. Regions that have teams, whose rosters exceed the 12 for U10, 15 for U12 and U14, and 18 for U16 and U19 player maximum must have approval of the Area Director. Teams, which have not been granted waivers, will NOT be allowed in the tournament. Coaches will be required to play all players for 2 quarters. Under no circumstances will a team be exempted from the Everybody Plays: AYSO philosophy.

Competition

- A. Coaches or others shall not enter the field of play unless requested by the referee. Only coaches and players will be allowed in the technical (bench) area.
- B. All games shall start on time. If a team is not on the field of play and ready to start the game at the scheduled time, the game shall be deemed a forfeit. Teams shall check-in as described below in Field Coordination.
- C. A minimum of seven (7) players shall constitute a team except as discussed in Short sided divisions. A game shall not be started unless both teams can field a minimum of seven (7) players. A game shall be terminated if a team cannot continue to field seven (7) players. If a game cannot be started due to one team being unable to start, then the

game shall be declared a forfeit. If neither team has sufficient players, then the game shall be ruled a 0-1 loss for both teams.

D. Short sided divisions will be limited to U10. Division U10 competition will be played as short-sided games. The number of players allowed on the field is 7, i.e., 7 vs. 7 competitions. Due to the short-sided teams, rules in Section C dealing with minimum number of players are all amended to 5; e.g., a team must have 5 players to start a game.

E. Teams shall play for the following points:

| | |
|---------|---|
| WIN | 3 points |
| TIE | 1 point |
| LOSS | 0 points |
| FORFEIT | Recorded as a 1-0 victory (See notes B & C above) |

- Teams will also receive a 1-point deduction for every Send-Off of players. Teams will receive a 3-point deduction for a Send-Off of a coach or assistant coach.

Teams advancing will be determined in the following priority order. In the event one or more of the concerned teams have a victory by forfeit, the tournament director may eliminate items if they put the concerned team at an unfair disadvantage.

1. Point total
2. Head-to-head competition.
3. Goals differential, with a maximum differential of 3 goals per game (i.e. in each game, goals scored minus goals allowed not to exceed 3).
4. Total goals scored with a maximum of three allotted per game.
5. Fewest total goals allowed in all games.
6. Kicks from the penalty mark per FIFA penalty kicks rules.
7. If more than two teams are tied, the resolution shall proceed starting with Step 2 until a team is eliminated. Step 2 may be thrown-out if the results are inconclusive as determined by tournament director. The process shall then restart at Step 3 and continue until only one team remains. Still two or more team remains the winner shall be determined by Kicks from the Penalty Mark (shoot-out). Kicks shall be conducted as described in the paragraph on this topic. And should be moved to after 5

- F. All preliminary and Round Robin games in U10 ñ U14 will be reduced in length, as follows:

| Division | Game Length |
|-----------------|--------------------------|
| U19 | 90 min (45 min. halves) |
| U16 | 80 min (40 min. halves) |
| U14 | 60 min. (30 min halves) |
| U12 | 50 min. (25 min. halves) |
| U10 | 40 min. (20 min. halves) |

There will be no overtime or Kicks from the Penalty Marks in preliminary rounds in U10 through U14. All U16 and U19 games will be played with overtime and Kicks from the Mark as described below.

G. Championship Round

1. Quarter-final rounds

All quarter-final games will play standard game times for their respective divisions. In the event of a tie at the end of regulation play, the teams will not play an overtime period, but will move directly to the taking of Kicks from the Penalty Mark (taking kicks or shoot-out) shall be conducted as described in the "Kicks from the penalty Mark" in the FIFA Laws of the game 2006 (Appendix A).

2. Semi-final/final/consolation brackets

All semi-final and final games will play standard game times for their respective divisions.

In the event of a tie at the end of regulation play, the following procedures will be followed:

a. Overtime. In semi-final games and final games (championship and consolation or 3rd place), two 5-minute overtime periods shall be played. If the game remains tied at the end of the two overtime periods, then the winner shall be determined by Kicks from the Penalty Mark (shoot-out). Kicks shall be conducted as described in the paragraph on this topic.

b. Changing goals. The teams will change the goal they are defending at the end of the first overtime period.

c. Substitutions. No substitutions except for injury shall be allowed during overtime periods. Substitutions may be made during the overtime period breaks.

- H. The taking of Kicks from the Penalty Mark (taking kicks or shoot-out) shall be conducted as described in the "Kicks from the penalty Mark" in the FIFA Laws of the game 2006 (Appendix A). The following points should be noted:

1. Only players on the field at the end of regulation play or overtime periods, if applicable, may take part.

2. Where taking kicks is required due to teams being tied in point standings, the taking kicks shall be considered a new game even if immediately following the regulation game. Rules regarding the minimum number of players to start a game may apply.

3. If one team cannot field a full team, then the other team may reduce the number of players to no less than the number of players on the team playing short. For example, in a division where a tiebreaker taking kicks is required and normal number of players is 11, one team can only field 9 players. This satisfies the requirement for the minimum number of players (7). The other team can decide whether to use 9, 10 or 11 players. Once this decision is made, it cannot be revoked.

4. Spectators may be requested to move if in the opinion of the Game Officials, the spectator location distracts the players.

I. Substitution.

1. Normal AYSO National substitution rules apply to U10 to U14 division games during normal game play. U16/U19 games will use monitored substitution as described by AYSO National experimental programs.

2. No substitution except for injury will be allowed during overtime periods.

3. There is no restriction on the amount of time any one player can spend as Goalkeeper for any division, provided that all players play at least one half of the game.

4. Substitution for injury.

a. If a player is injured, a coach may provide a substitute for the player, in which case the player shall not return to the game until the next substitution opportunity. In divisions U10 - U14, this means the end of the quarter. In divisions U15 - U19 the injured player will be credited as having played that quarter regardless of the time of injury.

b. The coach may elect to play short, thereby allowing the injured player to return early. The player shall be allowed to return to play at any stoppage of the game after recognition from the referee.

c. If a substitute is requested for an injured player during overtime period, the opposing team may also elect to substitute at that point.

Field Coordination

A. Teams shall check-in with the field coordinator at least 20 minutes prior to scheduled game time (weekend games only). If a team fails to report on time, and the coordinators cannot complete their duties, the team may be penalized for delay of game to include a forfeit. Check-in will be done on the field for week night games.

B. At team check-in the field coordinator will

1. Verify that the coaches have all copies of player and volunteer registrations

2. Verify the coach has a completed game card or issue the coach a game card if necessary.
 3. Verify that all players are present or accounted for against the game card
 4. Perform other duties as directed by Tournament Director
- C. The Field Coordinator will provide Referees with a game ball, assistant referee flags and other equipment. Game officials should report to the Field Coordinator 10 minutes prior to game time. At the conclusion or termination of the game, referees will return game ball, assistant referee flags, other equipment and completed game cards to the Field Coordinator. The Field Coordinators will inform Tournament HQ if referees have not reported in for a game.
- D. The Field Coordinator will check the game card for completeness:
1. Referee signature and printed name.
 2. Assistant Referees signature and printed name.
 3. Coaches' signature. Field Coordinator will help to get coaches' signatures.
 4. Final Score clearly marked.
 5. Any Send Offs (Red Cards) noted.
- E. Coaches must report to the Field Coordinator within 15 minutes of game ending for any instructions or to sign the game card, if not already signed. Coaches' signature on the game card verifies the final score. Coaches refusing to sign game cards may be penalized for poor sportsmanship.

Conduct

- A. Conduct is expected to be in accordance with the AYSO philosophy of Good Sportsmanship.
- B. Any participant, who is ejected from a game, shall not be allowed to participate in the next game.
- C. The Tournament Director shall have the power to suspend for one or more games or remove from the tournament any participant or their team who seriously violates these principles at any time during the tournament regardless of whether the individual(s) were cautioned or ejected from a game. This power shall also include incidents such as fights, serious breaches of good sportsmanship, criminal actions or other serious violations of AYSO Philosophies, Regulations or By-Laws. This power extends during the entire tournament period and includes any off the field altercations. Altercations by non-participants, e.g., parents or other team supporters will result in their being asked to leave the tournament areas. If they refuse, the Tournament Director may suspend or cancel any games for that team until the non-participants have left the tournament area. If necessary, city police will be called.

- D. In the event a head coach is ejected from a game, the team's assistant coach, if listed on the roster, may take over the team. If both the team coach and assistant coach are ejected from a game, the game shall be terminated. The Tournament Director shall decide the outcome of the game and if further action is required. Minimally, the team shall not be eligible to play its next game.

Protests

No Protest of a game will be allowed.

Player Safety

- A. Normal AYSO rules on safety of player equipment apply.
Shinguard: shall provide adequate and reasonable protection, be professionally Manufactured, age- and size-appropriate, not altered to decrease protection, worn under the stockings, and are worn with the bottom edge no higher than 2 inches above the ankle."
- B. In the event of cold weather, players will be allowed to wear clothing under the uniforms. Jerseys, shorts and socks must be on the outside of all clothing worn. Coaches are advised to insure players are not overdressed and have clothing to wear when off the field and after games.
- C. Knit caps and other caps without bills may be worn.
- D. Hooded sweatshirts must be worn with the hood tucked inside the player's jersey. While playing, hoods are not to be worn over head and neck strings are not to be tied.
- E. The Tournament Director is the final authority on the suitability of players equipment and uniforms subject to the provisions of Law IV.

Appendix A - Excerpt from FIFA Laws of the Game 2006

i Kicks From the Penalty Mark Procedure

- The referee chooses the goal at which the kicks will be taken
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick
- The referee keeps a record of the kicks being taken
- Subject to the conditions explained below, both teams take five kicks
- The kicks are taken alternately by the teams
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks
- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules
- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken
- All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle
- The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line
- Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken

TAKING KICKS FROM THE PENALTY MARK



- When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility.
- Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the centre circle and they shall take the kicks.