



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

AYSO Section 2 Tournament Rules 2019

Last updated: 12/11/19

December 14-15, 2019
Foster City, California

CATEGORY	RULES
1) JURISDICTION	<p>A. Unless otherwise noted, the tournament will be administered by the AYSO Section 2 Tournament Staff in accordance with current IFAB Laws of the Game—AYSO Edition (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 each 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 Section Director – Mike Morrissey, 125 Hawthorne Ct., Pleasant Hill, CA 94523 and must arrive by Saturday, November 30, 2019. No exceptions. Please make sure to mail in time.</p> <p>B. Fees are: \$225 for 10U, \$250 for 12U and \$300 for 14U.</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 determined the Area Director.</p> <p>B. Each Area must specify by Friday, November 15, 2019, 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 good standing, compliant at Area, Section and National levels. This means RAP, P&P, and Budget are all turned in, and unpaid fees due to Area and National (2019 registration) are paid in full by November 1, 2019.</p> <p>D. If there are any spots available in any division, the Section Director or tournament designee 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>

<p>5) RAINOUT/ CANCELLATION</p>	<p>A. In the event of rain, expect to play. Fields are all-weather turf.</p> <p>B. If necessary, as dictated by the City of Foster City, we may have to move to a single elimination or kicks from the penalty mark.</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 or parents.</p>
<p>6) PLAYERS/ TEAMS</p>	<p>A. Only properly registered Fall 2019 AYSO Section 2 core (house) 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 team rosters must be verified and approved by the Area Director.</p> <p>D. A roster signed by the Regional Commissioner 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 players must have Player ID cards. No exceptions.</p> <p>F. See rule 11 for Medical Release guidelines.</p> <p>G. Division 14U will play 11 versus 11. Maximum Roster Size 15 Division 12U will play 9 versus 9. Maximum Roster Size 12 Division 10U will play 7 versus 7. Maximum Roster Size 10</p> <p>Due to Regional Fall Season waitlist considerations, we will accept one over on rosters that played that way all year, but ONLY one.</p> <p>H. All players must play at least half of each game per NRR I.C.</p> <p>I. Violation of the half-game participation requirement or these player rules will result in forfeiture of game and possible disqualification from tournament at the discretion of the Section Director or designee.</p>
<p>7) COACHES</p>	<p>A. All coaches and assistant coaches—hereafter referred to as “coach” or “coaches”—must be listed on the Official Team Roster. Coaches that do not appear on the Official Team Roster will not be permitted on the team touchline during the games. Only two coaches are permitted on the team’s touchline and they must wear their ID badges on visible lanyards. (Field Marshals and Referees will be enforcing—coaches without an ID will be asked to leave the coaching touchline; consequences include loss of points.)</p> <p>B. Each coach must be currently 2019 registered, have completed AYSO Safe Haven and CDC concussion training, and be age-appropriate certified as a coach. A coach’s AYSO ID with name, photo, and certification level must be provided on a visible lanyard. In addition, a copy of the coach’s ID must be bundled with the players’ IDs.</p> <p>C. Coaches must be age-appropriate certified BEFORE attending their Area Tournament. Coaches will not be accepted who receive certification AFTER their Area Tournament.</p> <p>D. Coaches are expected to set the example for their teams in exhibiting proper AYSO behavior and Kid Zone behavior.</p> <p>E. Coaches and players will comply with all of the rules, regulations and standards set forth in Section 2’s PDI implementation.</p>

	<p>F. Coaches shall implement CDC concussion training procedures in case of suspected concussions or head injuries.</p> <p>G. Coaches are expected to remain in the coaches’ technical area during games and only enter the field of play as requested by the referee.</p> <p>H. Coaches 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>I. See Rule 11 for check-in times for Saturday and for Sunday.</p> <p>J. Coaches must have their teams assembled and prepared for the Referee’s pre-game check-in 15 minutes prior to each scheduled match.</p>
<p>8) REFEREES</p>	<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 three Referees. Fourth officials may be available.</p> <p>C. All officials must be certified as AYSO Referees, must be currently 2019 registered AYSO volunteers, and have completed AYSO Safe Haven and AYSO CDC concussion training.</p> <p>D. Only the diagonal system of control will be used to referee the games.</p> <p>E. Referees must be certified at the level of AYSO Regional Referee or above. Referees for 14U games are recommended to be certified at the Advanced level or above. Referees for 12U games are recommended to be certified at the Intermediate level or above. Referees will be assigned by tournament staff based on a combination of experience and certification.</p> <p>F. Youth Referees must be at least two 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. Referees will help manage player send offs by retaining the player ID card and handing it over to the Field Marshal in charge of the respective field. Player ID cards will be returned to the teams when released by the referee.</p> <p>I. Referees must notify a Field Marshal if a player is suspected of having a concussion or head injury and must write “suspected concussion or head injury” on the game report. A player who is suspected by a parent, guardian, coach, referee, tournament official, or other AYSO volunteer of sustaining a concussion or other head injury shall be immediately removed from the game and shall not be permitted to play the remainder of the day. In order to return to play on a subsequent day, the player must be evaluated and cleared for return to play and full participation by an appropriately licensed medical professional who has received training in the evaluation and management of concussions. Such a clearance for return to play must be indicated by the medical professional’s signature on the AYSO Concussion Release Form; in addition, a parent or guardian must sign the AYSO Participation Release Form.</p> <p>J. Coaches and players in the tournament will not be allowed to referee.</p> <p>K. Referees will uphold tournament rules, AYSO NRR, and IFAB Laws of the Game—AYSO Edition. At the discretion of the tournament staff, a Referee may be dismissed from the tournament for failing to uphold these requirements.</p> <p>L. Referees must ensure that coaches on the team touchline are official by checking their visible lanyard ID’s.</p>

<p>9) FIELDS</p>	<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. NO DOGS ALLOWED on fields except for service dogs.</p> <p>D. NO chairs or eating are allowed on artificial turf fields. Adhere to field rules posted by the City of Foster City. Only water is allowed on the artificial turf fields. What is not allowed:</p> <ul style="list-style-type: none"> • Drinks other than water • Chewing gum • Sunflower Seeds • Fruit or other food snacks
<p>10) FORMAT</p>	<p>A. This is a pool-play tournament involving eight teams per age division. A division may be increased to 9 or 10 teams if all Areas in Section 2 participate in the tournament.</p> <p>B. Each age division will be bracketed into two playing pools of four teams each. Each team will play a minimum of three preliminary play games within their respective pools.</p> <p>C. The 10U division tournament may limit the number of teams to just one team per Area and therefore may involve less than eight teams. A playing format suitable to the number of teams participating will be implemented with each team guaranteed a minimum of three 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 third-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. (No forfeits allowed.)</p>
<p>11) CHECK-IN</p>	<p>A. Teams, including coaches and players, must check in on SATURDAY ONE HOUR prior to their first scheduled game. Teams, including coaches and players, must check in on SUNDAY 45 minutes prior to their first scheduled game. For subsequent games each day, coaches and players must check in 30 minutes prior to each game.</p> <p>B. Failure to check in on time, with correctly signed player registration form (see D below), official line-up cards (see E and G below), player passes, and coach ID's (see F below) 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>C. Team check in for 14U will be performed at Sea Cloud Park. Team check-in for 12U will be at Sea Cloud Park. Team check in for 10U will be at Catamaran Park.</p> <p>D. Coaches must always carry and be able to provide AYSO Player Registration forms with original ink signatures (Blue Sombrero forms with eSignature accepted but must include the SECOND page) for verification by tournament officials.</p> <p>E. Coaches must provide four completed OFFICIAL AYSO computer printed Game Cards for their three 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. Game cards should be printed or mounted onto a heavy piece of paper.</p> <p>F. Coaches must present their player passes and their own AYSO ID with picture and age</p>

	<p>appropriate coaching certification listed to be worn on a lanyard while coaching on the field.</p> <p>G. Official AYSO Lineup Cards can be printed from www.aysovolunteers.org/lineup-cards or ordered from the AYSO Store. Print on card stock for best durability.</p> <p>H. Late arriving players must be escorted to the check-in station by a team official. The players' Player Registration Forms must be presented. Such players must be cleared by the Tournament Staff before participating in any games.</p>												
<p>12) FIELD MARSHALS</p>	<p>A. There will be Tournament Field Marshals and Referee Administrators assigned to each field, and they will be reporting to the Tournament Director. Field Marshals will check in teams prior to each game and present the verified game cards to the match Referees. Field Marshals must have completed CDC concussion training.</p> <p>B. At the conclusion of the game, the match Referees must return the completed game cards to the Field Marshal.</p> <p>C. Field Marshals will be responsible to respond to any incidents or injuries and will be in contact with the rest of the tournament staff by cell phone. Tournament participants shall report any concerns immediately to the Field Marshal or Referees and respectfully follow any instructions given by the Field Marshal or Referees.</p>												
<p>13) GAMES</p>	<p>A. Game durations are listed below. In addition, all games have a 5-minute half-time.</p> <table border="0" data-bbox="418 877 1079 1003"> <thead> <tr> <th>Division</th> <th>Pool Play</th> <th>Champ & third place</th> </tr> </thead> <tbody> <tr> <td>10U:</td> <td>20-minute half*</td> <td>25-minute half</td> </tr> <tr> <td>12U:</td> <td>25-minute half</td> <td>30-minute half</td> </tr> <tr> <td>14U:</td> <td>25-minute half</td> <td>35-minute half</td> </tr> </tbody> </table> <p>*also: 20-minute halves in 10UG quarter- and semi-finals—all on Sunday morning</p> <p>B. In each game, the home team will be the first team or top team listed on the game schedule and will be responsible for providing at least three game balls. The home team will change jerseys or don pinnies in the event of a color conflict with the visitor team. The Referee will determine whether this is necessary.</p> <p>C. All games must be played at the scheduled time and are expected to end on time. Games may be shortened if they start late.</p> <p>D. Referees shall not add time in any game. Time will not be added for substitutions or any other reasons.</p> <p>E. Tie-breaking procedures:</p> <ul style="list-style-type: none"> • Pool play games tied at the end of regulation play will end in a tie. • All quarter-final (10UG), semi-final (10UG), championship, and third-place matches tied at the end of regulation play will advance straight to kicks from the penalty mark. There will be no extra time play. Per the LOTG, only players who are on the field at the end of regulation play are eligible to take kicks from the penalty mark. <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). Minimum number of players to start or continue a match:</p> <ul style="list-style-type: none"> • 10U division: 5 players • 12U division: 6 players • 14U division: 7 players <p>If a team cannot field the minimum number of players, the game will be abandoned, and a forfeit will be declared.</p>	Division	Pool Play	Champ & third place	10U:	20-minute half*	25-minute half	12U:	25-minute half	30-minute half	14U:	25-minute half	35-minute half
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	<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; the Committee may distribute awards according to games played and points. The Committee will determine the outcome of any single game which is abandoned (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 in an enclosed vehicle or building, and do not leave shelter just because the rain has ended. Games will restart after no thunder has been heard for 30 minutes.</p> <p>J. Good sportsmanship requires a limit of a six-goal differential.</p>
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 extra time (overtime) periods of medal-round matches will be at the beginning of the periods only. Playing time requirements do not apply during extra time periods.</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> <ul style="list-style-type: none"> • WIN = 6 points • TIE = 3 points • LOSS = 0 points • GOAL = 1 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 • Deduction = -1 point for any game exceeding a 6-goal differential • Sportsmanship: SEND OFF (red card) = 2-point deduction for each player, substitute, or coach sent off. • Irresponsible behavior by coaches or spectators may result in point deductions. <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:</p> <ul style="list-style-type: none"> • 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

	<ul style="list-style-type: none"> • Kicks from the penalty mark, per LOTG. This will be conducted immediately after all teams have completed group pool play <p>D. Standings will be updated at the Tournament Scoreboard and on-line.</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 third-place game. The winner of Pool A will be the Home team and the winner of Pool B will be the Away team. If there is only one pool (possible in the 10U 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 third-place game.</p>
17) AWARDS	<p>A. Medals will be presented to the First, Second, Third and Fourth place teams in each age division.</p> <p>B. Medals will only be handed out by the Section or Area Staff assigned to the respective fields.</p> <p>C. A tournament pin will be presented to each player and key chains to each coach, available at check-in.</p> <p>D. Winners may be invited by the Section 2 Director to participate in the AYSO Western States Championships, March 14 & 15, 2019, in Bullhead City, AZ. Winning teams are representing Section 2, therefore good sportsmanship during Area and Section Tournament play is also a qualifier. Poor sportsmanship by coaches, parents or players may disqualify a team from advancing to the Western States Championships.</p>
18) 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 spectator - control line and between the penalty areas. Two coaches maximum per team, and they must remain in the marked coaches' technical area (within ten yards either way from midfield).</p> <p>B. At the conclusion of each match, the Referees will briefly document on the reverse of the game cards any misconduct or other irresponsible behavior by players, coaches, and spectators. In addition, Referees will be required to complete a formal game misconduct report with full details of any misconduct or other irresponsible behavior by players, coaches, and spectators. This formal report must be completed and submitted to the field marshals immediately following the game.</p> <p>C. Any coach who is sent off (red card) or spectator ejected must immediately leave the vicinity of the playing field (must be out of sight and sound) and will be prohibited, at a minimum, from attending the next scheduled game. Any player or substitute sent off (red carded) must immediately leave the vicinity of the game (under supervision of their parent or Safe Haven-certified adult that is currently a 2019 registered volunteer) and may not return to the field of play during the current game, including for the post-game handshake, and is suspended, at a minimum, from participation in the next game. There will be sportsmanship point deductions for all send-offs (see Rule 15 for Standings rules).</p> <p>D. Any violent conduct send-off (red card) of a player or violent conduct involving a coach or spectator will result in that person/s 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 or her 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 and Area Director.</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,</p>

	Section, and AYSO Office parties.
19) 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 Field Marshal 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 Field Marshal tent.</p>
20) UNIFORMS/ SAFETY	<p>A. All players must wear the approved AYSO uniform only, and all players on the same team must wear matching uniforms (except that the goalkeeper must wear colors that are distinguishable from the other players of both teams). 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 a player 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 (e.g., long sleeves) during inclement weather, however the match referee will be the judge of what should be allowed or not.</p> <p>D. Jewelry, hard casts of any kind, or hard metal or plastic clips on clothing or hair will not be allowed.</p> <p>E. AYSO will allow 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, to eliminate the possibility of its causing injury to the other players on the field.</p>
21) 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, 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). <p>B. All protests must be presented in writing only by the opposing coach to the Section Director within half an 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>
22) 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>