



AYSO Area 2D Tournament Rules

December 1, 2018

Last updated: 11/5/18, 10:00 pm

General and pre-game information

1. The Area 2D tournament is an invitational tournament. To participate, regions must be in good standing with National AYSO and teams must have shown good sportsmanship throughout the fall season. To participate, team rosters must be the same as in the fall season. Contact the Area Director (AD) for exceptions. AD will make the final decisions and approvals.
2. Matches will be played according to the current IFAB Laws of the Game—AYSO Edition and AYSO National Rules and Regulations unless modified by these rules.
3. Coaches and Assistant Coaches (hereafter referred to as coach or coaches) must be trained and certified for the age division of their teams. Certified includes having a volunteer status of “eligible” in the current membership year, having completed AYSO Safe Haven and concussion training, and being assigned as a team official to the team. ONLY PROPERLY TRAINED COACHES FOR THEIR TEAM’S DIVISION WILL BE ALLOWED IN THE COACHES’ TECHNICAL AREA. (10U coach training or above for 10U division, 12U coach training or above for 12U division, Intermediate coach training or above for 14U division and Advanced coach training or above for 16U and 19U divisions). Coaches must be listed on the official signed roster.
4. Players Cards and Coaches ID are mandatory, printed from Blue Sombrero. Each card must have a picture ID clearly showing the player or coach. Coaches must wear their “badge” clearly during the tournament (plastic pouch with lynchard recommended).
5. Field Marshal tables will be located at each venue. Each team must check-in each day with the Field Marshal table at their venue at least 30 minutes before the team’s first tournament game with the following items:
 - Team roster printed from Blue Sombrero without any hand modifications. Only coaches and players printed on the roster will be considered as part of the team. The Regional Commissioner must have signed the roster which must have been printed within 14 days of the tournament start (or 6-7 days prior to the Area tournament to accommodate games played the week before in some regions).
 - Player Registration (Medical Release) Form for each player on the roster. Players without a Registration Form will not be allowed to participate.
 - Game lineup cards for each possible game, including championship games, with players clearly listed in numerical order by jersey numbers and with full names.
6. Each team must present a lineup card to the referee prior to the start of each match. Referee or Field Marshal must check in both teams prior to each game (roster and players/coaches ID cards).
7. The team listed first on the schedule is the home team and will provide three game balls.

8. Team uniforms must match according to the AYSO National Rules and Regulations. This includes jerseys, shorts, and socks. If tape is used on the socks, it is to be the color of the socks or black. If some type of warm gear is worn under the uniform (e.g. Under Armour®), it must be the color of the uniform, black, or white. Any exceptions to player uniforms must be approved by the Area Director.
9. If, in the opinion of the referee, the uniform colors of two competing teams are too similar, the home team must wear pinafores.
10. In all matches, the contending teams with 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.
11. Coaches, spectators, and players are expected to display good sportsmanship throughout the tournament. Coaches will be held responsible for any action by their spectators or supporters.
12. No alcoholic beverages, no smoking, no tobacco products are allowed on or near the playing grounds. This includes vaping. Spectators, coaches, or players suspected of intoxication will not be allowed to participate in their scheduled matches.
13. Coaches and players may not officiate games within their own division.

During each game

14. Spectators shall remain behind spectator lines, at least 3 yards from the touchline whenever feasible, and not behind any goal line. Only two coaches are allowed per team and during the match they must remain within the boundaries of the coaches' technical area, 10 yards to either side from the halfway line and at least 1 yard from the touchline. Coaches and spectators shall not enter the field of play unless requested by the referee.
15. Artificial noisemakers are not allowed.
16. Dogs/Pets policy: Please understand that some children are afraid of dogs, small of large, so we ask that you keep your dogs/pets away from the fields.
17. All players must play at least half of each game per NRR I.C. AND **players must play three quarters before anyone plays four quarters (3/4 playing time)**. Violation of the player participation requirement or other player rules will result in forfeiture of game and possible disqualification from the tournament at the discretion of the Area Director.
18. 10U play and goalkeepers — No one individual player may play more than two quarters in goal at 10U and all players must play at least one quarter on the field in addition to their quarters as goalkeeper.
19. Length of games:
 - 10U: ALL games are 15 min halves with 1 minute substitution break halfway through each half. Only substituted players should leave the field at that time. Round-robin point system. No consolation or championship games
 - 12U: ALL games are 20 min halves with 1 minute substitution break halfway through each half. Only substituted players can leave the field at that time. Round-robin point system. No consolation or championship games

- 14U: ALL games are 25 min halves with 1 minute substitution break halfway through each half. Only substituted players can leave the field at that time. Round-robin point system.
- ~~16U Boys, 16U/19U Girls and 19U Boys: ALL games are 30 min halves with free substitution. See paragraph on substitution opportunities. Round robin point system. No consolation or championship games~~
- Half-time periods should be 5 minutes in length.
- Referees must not add time for substitution breaks, injuries, or any other reason.

20. Substitution opportunities:

- Substitution in 10U-14U matches will be approximately midway through each half, at 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 or other break. All players not being substituted must remain on the field.
- ~~In 16U and 19U matches, substitutions can be made by either or both teams at any stoppage of play with the permission of the referee. Permission may be denied only in limited circumstances: 1) the substitution request occurs just as the ball is being put into play; or 2) a team requests a substitution but the substitutes are not ready at the halfway line. All players must still participate as noted above.~~

21. All matches must end at least five minutes before the start of the next match. It is the responsibility of the referee to ensure that matches end on time.

22. Referees must notify a Field Marshal or tournament staff if a player is suspected of having a concussion or head injury and on the game report must identify the player by number and name and write “suspected concussion or head injury.” 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.

23. Good sportsmanship requires a limit of a six-goal differential. Poor sportsmanship may disqualify a team from advancing to the Section Tournament.

24. Winners of the Area Tournament may be invited by the Section 2 Director to participate in the Section Tournament. Winning teams represent Area 2D, therefore good sportsmanship during Regional and Area Tournament play is also a qualifier. Poor sportsmanship by coaches, parents, or players may disqualify a team from advancing to the Section Tournament.

Breaking tied games

25. Bracket or round-robin games tied at the end of regulation play will end tied.

26. If a quarter-final or semi-final match is held in any division, and that match is tied at the end of regulation time, the match will be settled by kicks from the penalty mark. Only the players on the field at the end of

the 2nd half will be allowed to participate in the kicks from the penalty mark.

27. If the consolation or championship match 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 minimum playing time rule does not apply in the overtime periods. Substitution opportunities include only the beginning of each overtime period and injuries. If the match is still tied at the end of the two overtime periods, the match will be settled by kicks from the penalty mark. Only the players on the field at the end of the 2nd overtime period will be allowed to participate in the kicks from the penalty mark.

Forfeits

28. In the case of a forfeit the result of the match will be a 1-0 score in favor of the non-forfeiting team, unless otherwise specified here. In the case of a match that has started the existing score will be used if the non-forfeiting team is ahead.
- Any team that walks off of the field of play will forfeit the match.
 - No match shall start or continue if either team has less than the minimum number of players in the game. The team that does not have enough players will forfeit the match. If neither team has enough players the result will be a 0-0 tie.
 - 10U play 7v7, minimum 5 players for a team
 - 12U play 9v9, minimum 6 players for a team
 - 14U and older play 11v11, minimum 7 players for a team
 - A forfeit will result if a team is not at the field at the posted match starting time. A five-minute grace period in starting time will be allowed. Poor weather conditions or unusual circumstances may be a consideration for match delay or for a particular team being late for its match. Only the Tournament Director (or appointee) may decide on these matters.
 - If for any reason the referee terminates the match because of actions by spectators or supporters, the match will be forfeited to the opposing team. In such an event, the Tournament Director may assign one or more red cards to the spectators for purposes of the tiebreaker provisions for the tournament.

After each game

29. At the end of the match, the game card shall be signed by the referees and coaches, and the referees must return the game card to the Field Marshal station. All misconducts and all suspected concussions or head injuries must be clearly documented on the game card for the tournament officials.
30. Suspensions: A send-off or an accumulation of 3 cautions by any one player during the tournament or expulsion of a coach at any game will result in a minimum one match suspension, even if the next match is a playoff or championship match. For serious misconduct, a player, coach, or team may be suspended for multiple matches or the balance of the tournament. The Tournament Director (or appointee) will rule on the suspension.
31. No protests will be allowed.

Tournament Structure

32. Points will be assigned to the teams based on the results of the bracket or round-robin games. Points will be awarded to each team as follows:
- 6 points for a win
 - 3 points for a tie
 - 1 point for each goal, up to a maximum of 3 per match
 - 1 point for a shutout
 - -2 points for each send-off of a player or expulsion of a coach
 - -1 point for an accumulation of three cautions by a team within one match
33. After the preliminary rounds are completed, the points will be used to determine team placement or advancement to the final rounds.
- The Tournament Schedule will indicate Brackets and team groupings.
 - The Tournament Schedule will indicate how teams qualify for semi-final or final matches.
 - In single-bracket divisions (of usually 4 or fewer teams) final placement is the result of points placement after round-robin play and typically do not include semi-final or final matches.
 - In multiple-bracket divisions (of typically 5 or more teams divided into two or more brackets), leaders of the brackets will meet for semi-final or final matches.
34. If there is a tie in total points the following tie breakers will be used in the following order:
- Head-to-head results
 - Goal differential (subtracting goals against from goals scored, to a maximum of 3 per match)
 - Fewest goals scored against
 - Fewest point deductions for misconducts: one point deduction for each Caution, two points for each Send Off
 - Fewer point deductions for blow-out scores: one point deduction total for each win over 6 goals differential
 - Coin toss conduct by the Tournament Director (or appointee)