

## Basic Rules:

- A. Only the Team Coach and Assistant Coach on your current roster are allowed on the player/coach side of the field
- B. A Team Coach OR Assistant Coach on your current roster must be at each game or your team will forfeit that game.
- C. **A zero tolerance policy is in place regarding abuse from coaches, spectators and players. Abuse includes, but is not limited to, any verbal or non-verbal conduct which questions the referees authority, derides the referee or questions his/her judgment in making/not making calls during the game. Directs any player to abuse or otherwise violates the spirit of the game or AYSO policies. Coaches, players and spectators may be ejected from the match by the Referee. If the coach is ejected and there is no Assistant Coach then that team would forfeit regardless of the score. If a spectator is ejected and refuses to leave, the game clock will stop, at which time the Referee will go to the spectator's coach and have the coach explain to the spectator to leave the premises. Leaving the premises means they must not only leave the immediate field, but leave the park such that they are no longer visible to the players on the field. If the offending spectator leaves then the Referee will restart the game and the game clock. If the offending spectator refuses or leaves and returns, then the offending team forfeits that game. Remember these are kids and this is supposed to be fun.**
- D. Games must start on time. No time allowance will be made to wait for missing players. Please check-in 30 minutes prior to your game.
- E. Goal keepers are considered as all other players with regards to playing time (that is in keeping with our philosophy of everyone plays at least half of the game). In addition they must follow the guidelines of:
  - 10U - no more than half a game in goal
  - 12U - no more than 3 "quarters" in goal
  - 14U & 16U - can be in goal entire game.

## GAMES:

A. Point play games will consist of 20 to 30 minute halves depending on the age division (see chart below) with a five minute half time and no more than 1 minute quarter substitutions. **There will be a running clock during the substitutions.** All games will be terminated no less than 5 minutes before the next scheduled game is to start. **Point play games may end in a tie.**

Game duration shall be as follows:

<b>Division</b>	<b>Point Play,</b>	<b>Semi &amp; Championship</b>
10U:	20 minute half	25 minute half
12U:	25 minute half	30 minute half
14U:	30 minute half	35 minute half

B.. All semi & championship games will be played until there is a winner. A Final tie at the termination of regular play will be extended to two 5 minute overtime periods, switching sides after 5 minutes, (without Golden Goal rule). If the score is tied at the end of 10 minutes of overtime play, then the winner will be decided by kicks from the mark, in accordance with the Laws of the Game.

## **STANDINGS:**

A) Standings for point play games will be determined on the "12-point system" as follows:

WIN = 6 points

TIE = 3 points

LOSS = 0 points

GOAL = 1 point per goal up to a maximum of 5 goal points

SHUTOUT = 1 point for a shutout, including a 0-0 tie

FORFEIT = 8 points (scored as a 1-0 win)

RED CARD = 1 point deduction for a red card/ejection of coach or player. (2 Yellow cards received by a player in one game is = to a red card. A negative point total may result).

B) Winners of ties in point play points will be determined as follows:

1. Head to head competition.

2. The team with the best goal differential. (Goals for minus goals against – For goal differential calculation purposes, the maximum differential is 5 goal points per game.)

3. Fewest Goals scored AGAINST the team.

4. Goals FOR (max 5 goal points per game)

5. Most Wins

6. Kicks from the mark, in accordance with the Laws of the Game. If both teams are not available for kicks from the mark then a coin toss by a tournament official will determine the winner.

\*\*\*\* Games can exceed the 5 goal differential, however, only a 5 goal differential is used for tiebreaking purposes. Likewise, for Goals For (Tiebreaker #4), 5 goals per game will count for the tally.