

Tournament Rules

Team Formation:

The preferred registration for this tournament is on a team basis. Teams must be co-ed, requiring at least two boys and two girls on the field at all times. Teams shall be formed from at most two regular season AYSO teams. Any exceptions to this must be cleared by the tournament coordinator at slam@ayso1103.org. This must be done PRIOR to the completion of the team registration.

14/16U combined teams are allowed to have at most three 16U players per team. 16U players have the option to play in either the 14/16U division, or the 19/16U division, however, any 16U player with any high school varsity soccer experience is ONLY allowed to participate in the 19/16U division.

Any team may have at most three Club level or select team players per team. This includes AYSO players that participate in Club programs outside of AYSO, and also any non-AYSO guest players.

There will be a free agent listing maintained by the tournament, of players interested in participating, but without a team. Anyone is welcome to place their name on the free agent list, simply by registering and paying without entering a team name. Every effort will be made to provide them an opportunity to participate, and the expectation is that we will find them a team to participate on, but placement on a team is NOT guaranteed. The ONLY way to guarantee participation is to register multiple participants using the same "Team Name" at registration, prior to the registration deadline.

Teams needing players should contact the tournament coordinator at slam@ayso1103.org to request additional players. Potential participants will be assigned to teams by the tournament coordinator. This will be done in a fashion that will balance teams as much as possible. Coaches will not be able to pick and choose players off the list under any circumstance. Any attempt to use the free agent list to circumvent team formation restrictions and rules will result in the team roster being invalidated.

The goal of these roster restrictions is to attempt to make the teams as balanced as possible, while still allowing you to participate with different players from your regular AYSO team. While these restrictions will be considered when assigning free agents to teams, they may at the tournament coordinators discretion, be waived in full or in part, if the result is a more balanced and competitive division.

Pre-Game, Uniforms, and Weather:

This is an AYSO tournament and all AYSO etiquette will be observed at all times. Coaches, parents, or players may be penalized or asked to leave should this become an issue.

The coach must have a volunteer form for themselves and up to two additional assistant coaches. They must also have an AYSO player registration form for every player on their team. These registrants are the only people allowed on the player sideline during the game. Coaches may be asked to provide these forms at any time by the referee. All volunteers listed on the team roster must be Safe Haven Certified, and at least one must be coach certified at the proper level, or the team will not be allowed to participate.

Uniform requirements are similar to regular season. All players are required to wear athletic shoes, without toe cleats. No metal cleats are allowed. Shin guards are required and must be covered by socks at all times. The home team on the schedule will wear a white shirt, the away team will wear a dark shirt (black or navy preferably). Numbers are NOT required. No inappropriate language or advertising will be allowed on your shirts. No jewelry. Goalie

MUST be in a different color uniform from the rest of the team, and from the opposing team. Teams may use a team uniform instead of the white and black shirts if they choose, however, if their team uniform color is not distinguishable from the opposing team, they may be asked to switch or wear pennies.

Games may be shortened, delayed, or cancelled due to weather. Please check the registration tent for any changes. Every game will have a referee. It will be the referee's responsibility to stop games in progress if weather dictates. If at least half the game has been played, the game will be considered complete at that point. If less than half the game has been played, then an attempt will be made to finish the game later in the day. It may still be shortened or ended at the tournament coordinator's discretion.

Prior to the start of the game, the Referee will perform an equipment check, and will ask for team captains to perform a coin flip. The Visiting Team on the schedule will call the coin flip, and will have choice of goals to defend. The team losing the flip will start with the ball in first half, and the opposite team will start with the ball in the second half.

Game Forfeitures and Start Time:

Games will start at the time posted at the registration tent. The field should be clear for at least 15 minutes prior for warm-ups, equipment check, coin flip etc. A team may start the game one player short, but may not start two players down. If additional players show late, they may substitute in according to the substitution rules below, but must go to the referee for an equipment check immediately upon entering the game for the first time. If a team is unable to field the minimum required players at the scheduled start time, they will be penalized 1 point. If they cannot field a team within 5 minutes after the scheduled start time, the game will be declared a forfeit. This will result in a 1-0 win for the team that was present, or a 1-1 tie if neither opponent could field a team. A win by forfeit will not be considered a shutout in pool play tiebreaker calculation for seeding.

Player Substitution and Injury Substitution:

All divisions will play open substitution. Players wanting to substitute must be standing at midfield **PRIOR** to one of the following occurring.

- Lineup for Kickoff after a Score
- Own Teams out of play restart (Goal Kick, Corner Kick, or Touch Line)
- When the other team substitutes because of an out of play restart.

The referee will acknowledge the substitution by blowing the whistle and waving the player in. They must substitute in a timely fashion. All divisions must maintain the gender requirement throughout the game (2 boys and 2 girls on the field). In addition, all players on the team must play at least half of each game unless they are injured. It is the coach's responsibility to ensure this criterion is met.

In the case of an injury, we will err on the side of caution. If a player does not want game stoppage, they should indicate this to the referee immediately. Once the game has been stopped, the player must be substituted for. If a team cannot meet the gender requirement with a substitution, they must play short until they can substitute back in. The opposing team **MAY NOT** substitute at this time. Only the injured player may be substituted.

A game may start with either team or both short at most one player. The opposing team may choose to play down to that field roster, but is not required to do so. Once a game has started, a team must be no more than 2 players short on the field at any time. Should they not be able to field at least 3 players for 8U, or 4 players for all other divisions, either because of injury or disqualification, then the game will be forfeit at that point. If the opposing team is ahead at the time of forfeit, the current score will be used. If the disqualified team is ahead, this will result in a 1-0 win for the opposing team. Any forfeit win is not considered a shutout,

regardless of time played or time remaining.

Gender Requirements:

Two boys and two girls are required to be on the field at all times. It is the coach's responsibility to ensure this requirement is maintained. Failure to do so may, at the referee's discretion, result in a yellow card for the players involved. Intentional or repeated violation of this rule may result in a team being disqualified. A team unable to meet the gender requirements MAY play short that player or players, as long as they do not violate any of the substitution or forfeiture rules above.

Game Scoring, Game Length:

Scoring will be one point per goal for all boy's goals, and 2 points per goal for all girl's goals, in all divisions. Any scoring on any free kick, rather it be a Direct Free Kick, a Deflected Indirect Free Kick, a Penalty Kick, or a Penalty Kick Shootout, will be scored as one point regardless of gender of the player taking (or deflecting) the kick. An indirect free kick that is intentionally re-directed will be scored based on the gender of the person re-directing or shooting. Any deliberate shot on goal that deflects off a defender trying to make a play on the ball or ricochet's off a defender and into the goal, will be scored based on the gender of the player taking the shot. If there is an own goal situation NOT involving a shot on goal (player error by defender, for instance) the goal will be scored as 1 point.

Any Shot on Goal will be scored one or two points based on the gender of the player shooting. Any ricochet situation will not change this scoring. Any intentional re-direction will result in scoring based on the gender of the player redirecting. Any deflections off opposing players will not be considered, but any Own Goals not directly the result of a shot from the opposing team will always be scored as 1 point. For example, a drop to the keeper that is mishandled, or a stop with control by the keeper, but then it falls in due to a mishandle while distributing or moving around in the goal box.

The referee will keep score, and will inform the coaches of the score at half time, and also at the end of the game. The referee will also turn in the lineup sheet (score card) for the game to the registration tent to report the result. Any games in pool play will end at regulation, either in a tie, or with one team declared the victor. Any games played in bracket play (single or double elimination) will play a 3 minute overtime, a three minute second overtime, and then a penalty kick shoot out as described below in the bracket play section.

Game length will be as follows...

- 8U Division – Two 15 minute halves, with a 5 minute half time.
- 10U Division – Two 20 minute halves, with a 5 minute half time.
- 12U Division – Two 20 minute halves, with a 5 minute half time.
- 14/16U Division – Two 20 minute halves, with a 5 minute half time.
- 19/16U Division – Two 20 minute halves, with a 5 minute half time.

Games will start at the time listed at the registration tent, with all equipment checks and warm-ups being complete prior to this time.

Other Rules:

All other regular AYSO region 1103 rules will apply according to the division on the field. 8U will not utilize a keeper, will not enforce offside, and will not allow heading. 10U and 12U will enforce offside, but will not allow heading. 14/16U and 19/16U will both fully enforce offside and will allow heading. Slide tackling is allowed, but referees are instructed to call it extremely tight. Any contact with the player while slide tackling will be considered a foul, and contact with player without contacting the ball will be considered dangerous play and a yellow

card. Slide tackling a player from behind will be considered dangerous play and a yellow card, regardless of whether there was contact or not. In general, slide tackling is discouraged.

Referee Decisions and Grievances:

Referee decisions on the field are final. You may request an explanation of a referee decision at half time or after the game, however the decision will not be changed. Should you feel the need to protest a game you may request this at the registration tent. They will contact the tournament coordinator or their proxy to discuss your grievance. Due to the limited number of referees available, we may require referees to officiate their own teams or children. This will be avoided if possible, but considering many of our referees are also coaches and have children in multiple divisions, it is not always feasible. If your team provides a tournament referee, you will have a much better chance of avoiding this if you feel it is an issue.

It is expected that referees are treated with respect throughout the game, including pre and post game, by players, coaches, and spectators. It is the coaches responsibility to keep their teams parents and fans under control, and aware of this expectation. Sportsmanship scores are used to determine the winner of the sportsmanship trophy, and also figure heavily in the determination of seeding after pool play is complete.

Championship Games and Awards:

For any division involved in pool play, this will be complete by Saturday or at the latest, 11:00 Sunday morning. Teams will then be seeded into a single elimination tournament based on the results of their pool play. Please see the team scoring guidelines posted below for tie-breaker situations. Depending on pool size, teams 5th place and below may or may not be seeded into the brackets. In addition, in the case of weather delays, at the discretion of the tournament coordinator, the brackets may be shortened to only four, or only two teams. For teams involved in double elimination brackets and affected by weather, games may be shortened or the bracket may become single elimination at the tournament coordinator's discretion. If weather significantly impacts the second day of play, then trophies may be awarded strictly on pool play seeding results. Every effort, however, will be made to avoid this situation.

There will be an awards ceremony following the championship game in each division, with an opportunity for team pictures. Championship trophies and runner-up trophies and medals will be awarded at this time. The sportsmanship trophies for each division, voted on by the referees, the skills competition winners, and the winner of the Ruth Grafft College Scholarship will be announced following the completion of the Championship Round of the Skills Competition on Sunday.

Tournament Seeding

Tournament divisions employing pool play will be seeded into a single elimination tournament following the completion of pool play. The number of teams seeded will depend on the size of the tournament, and the size of the division. Additionally, any weather or other unforeseen delays may affect the number or length of games.

In certain situations, due to either an odd number of teams, or different size pools within a division, teams may not play the same number of games, or may play games outside their pool. All pool play games will be used when determining seeding including cross pool games, with one exception. Every team will have the same number of games counted toward seeding. If there is an odd number of teams, and one team plays an "extra" game, the stats on this extra game may not be counted for one team, but may be counted for the other (so that all teams in the division play the same number of games). In general if this situation occurs, it is noted on the official schedule below the list of pool play games for the division.

Either the last game a team plays, or the last cross pool game a team plays, would be selected as the game which was not counted.

In general, seeding into the brackets will utilize the following formula.

- 1) Overall record in pool play. This is based strictly on wins, losses, and ties.
- 2) If two teams have identical records, then we will look at head to head competition. If they played each other, then this game will decide placement.
- 3) If there are still teams that are tied after step 2 (3 way tie, or teams did not compete or tied in pool play for instance, Then points will be awarded as follows: (3 points x total wins) + (1 point x total ties) + (2 points x total shutouts) – 1 point for each card issued (yellow or red) - 1 point for each forfeit. (forfeit wins are not considered shutout victories. Further, if both teams forfeit, neither will receive any points for a tie)
- 4) If teams are still tied, the following criteria will be used.
 - a. First, least amount of goals (points) allowed.
 - b. Next, total sportsmanship points awarded.
 - c. Next, total goal differential (points scored – points allowed) with a maximum 5 per category per game.
 - d. Next, total points scored with a maximum of 5 per game.
- 5) If teams are still tied, then a coin flip will be used to determine seed position. Teams will be arranged alphabetically by team name. Lowest alphabetical team name will call the flip(s) against the highest alphabetical team name. First loser gets lowest potential group seed. Process is repeated if their are remaining teams to be seeded.

Coaches and referees: Please note that these tiebreaker rules are designed expressly to discourage blowout victories. Much more premium is placed on shutouts, and minimizing the opponents scoring. There is no benefit whatsoever to more than a 5 point victory.

Bracket Play

Tournament divisions employing a double elimination bracket, or divisions having completed pool play and now playing in single elimination tournament will require a winner for each game. Games tied at the end of regulation will be decided by a single 3 minute sudden death overtime, with a coin flip to decide possession and goal. The Home team will call the coin flip in overtime (or the opposite team from the beginning of the game). The winner of the coin flip may choose either possession or side of the field. If the game is still tied at the end of the first overtime, a second three minute sudden death overtime will be played with the opposite team choosing possession or side of the field. In either case, the opposing team will have the opposite selection.

If still tied at the end of two overtimes, then there will be a penalty kick shootout to decide the winner. To begin the shootout, each team will select a keeper (10U division and up). This does not have to be the same keeper that played in the game, and does not preclude this player from taking a shot on the other team's goal. Each team will then line up all the remaining players on either side of the center circle, in the order they will shoot, with the coach standing in line holding the keeper's position. All team members (unless injured during the game) will line up. There is no requirement that they be on the field prior to the end of the overtime.

The first five players on each team will start the shootout. Home team will shoot first, away team will shoot second, with alternating shots for each. The individual shooters, after completing their attempt, will proceed back to midfield at the end of their team's line,

maintaining the player order in case they are required to shoot an additional time. Within the first set of five players, the shootout will be complete as soon as one team is mathematically eliminated. For instance, team #1 scores first three, and team number two misses first three.

If the game is still tied at the end of the 5 player shoot out, then the shootout will continue on a shot and shot, make it and match it, sudden death basis. If the home team player scores, the subsequent visiting team player must also score, or the match is complete with the home team declared the victor. If the home team player misses and the visiting team player subsequently makes, then the visiting team is declared the victor. If both make or miss, then the next pair of players according to the order set prior to the shootout inception will take their turn.

No player may shoot a second time until all players on the team have shot once. The order for which the players shoot will be maintained until the shootout has determined a victor. These penalty kicks will count on the score sheet, but all penalty kicks will only be worth 1 point regardless of the gender of the shooter. The keeper chosen for a 5-shot series must stay for the entire 5 shot series, unless injury occurs. In the case of an injury, you may substitute the keeper, however the injured player's subsequent shots in the shootout rotation will be forfeit (automatic miss). The keeper may be switched after the 5-shot series, or at any time in the sudden death shootout. The team coach will always hold the place in line of the current keeper, and the keeper will take their attempted penalty shot(s) in the proper order. Any shooter that is injured during the shootout (once the shootout has started) will forfeit their potential point on any subsequent shots, should they be unable to continue. Players injured during the game or not participating due to injury will not participate in the shootout.

The 8U division will not employ a keeper during the penalty kick shootout. The remaining shootout rules and structure will be the same as listed above except for the following...

1. No Keeper. The coach will stand at the beginning of the line (closest to the center circle) and ensure their team stays in order.
2. Any player's second shot will be taken from the top of the circle, instead of from the penalty mark.
3. Any player's third shot will be taken from the top of the circle with their left foot. Shot will be taken left footed regardless of what their dominant foot is.

Game Forfeiture, Tournament Removal

Even though this is a competitive tournament, it is also an AYSO tournament, and as such the fundamental philosophies of AYSO will be followed at all times. If at any time a player, volunteer, or team is deemed to be violating these fundamental philosophies, they may be penalized at the tournament director's discretion. Penalties will include game forfeiture, and player or volunteer removal. Acts which would require such penalties shall include, but shall not be limited too, the following

1. Utilizing a non-roster player or non-roster coach.
2. Blatantly ignoring the "Everyone Plays 50% of every game" rule.
3. Repeatedly violating or attempting to violate the on field gender requirements.
4. Arguing with a referee, in a fashion that undermines the referee's authority on the field.
5. Any Physical Abuse, Any Repeated Profanity.
6. Any Blatantly unsporting behavior.
7. Any actions by any players or team volunteers that incite or provoke a negative response from either the other team, or from the spectator sideline.

Coaches are responsible for communicating this information to parents and spectators, as the team may be penalized for parent and spectator violations. It is critical that all AYSO and Kid Zone philosophies and ideals are practiced at all times.