



**AYSO Area 8C FallFest  
Guidelines / Manual**

**Port Huron, Michigan  
October 13-14, 2018  
Hosted by Area C**

**[www.ayso8c.org](http://www.ayso8c.org)**



**== SOCCER ==**  
*Game of Champions*

## 1. NAME AND LOCATION

**AYSO FallFest Tournament.** – Port Huron, MI  
3344 Beach Rd, Port Huron, MI 48060

## 2. TOURNAMENT SCOPE

Tournament shall be an AYSO Area 8C; **Open to Area C Regular season (core) teams excluding Extra teams.** Teams have had to play in the current fall season. Co-ed teams will compete in the boys division.

## 3. TOURNAMENT DATES

October 13-14, 2018

## 4. LENGTH OF GAMES

All divisions shall be in two year age groupings with match length and team size as follows:

Division	Age	Competition Size	Preliminary Rounds	Final Rounds
DIV – 5	10 U	7 vs. 7	40 Minutes	50 Minutes
DIV – 4	12 U	9 vs. 9	40 Minutes	60 Minutes
DIV – 3	14 U	11 vs. 11	40 Minutes	70 Minutes
DIV – 2	16 U	11 vs. 11	40 Minutes	80 Minutes
DIV – 1	19 U	11 vs. 11	40 Minutes	90 Minutes

TABLE 4.1: COMPETITION DIVISION FORMAT

## 5. REGISTRATION

- a. The Tournament Committee will accept applications from teams in the order they were received, based on the application letter postmark. A team becomes an official tournament entry only after payment of the required registration fee, acceptance of the registration application by the Tournament Registrar or the designated representative and the team coaches meet the minimum Coaching Certification (effective August '08). Registrations fees may be paid by regional check (recommended not required). All checks payable to Area 8C.
- b. All teams must be registered on or before **Sept. 21, 2018**. Registrations will only be accepted after this date if there is an opening in an age division.
- c. Teams selected for participation will be notified by letter or email prior to the tournament and coach's packet / schedule distribution.

*Any registered team selected for participation in this tournament that elects not to participate in the tournament will forfeit its entry fee after October 5 if prior notification is not supplied.*

*Any team not selected for participation will receive a full refund by letter postmark not later than Oct. 5, 2018*

### **Age Divisions – Dates according to AYSO Guidelines**

Division	Age	Max Players Per Roster
DIV - 5	10 U	10
DIV – 4	12 U	12
DIV – 3	14 U	18
DIV – 2	16 U	18
DIV – 1	19 U	18

*The effective date of age determination shall be the player's age as of December 31, 2019; and shall be the effective date for play in this tournament.*

## **6. PLAYER ELIGIBILITY**

- Coaches must provide AYSO Player Registration Forms for each player at check-in and at any game for review by tournament officials or referees. Check-in will be an hour before the first scheduled game.
- Each head coach is responsible for assuring the eligibility of all players on his/her team.
- Each AYSO Player entering this tournament must have played in the regular (Core) season (current regional season) in that age group/division.

## **7. COACH ELIGIBILITY**

- **Coaches need to have appropriate certification for the age-level coaching.**
- **Coaches must wear ID badge at all times while on the field. ID Badge must be visible at all times.**
- **Only certified coaches listed on tournament roster are allowed in the coach's box during any game.**

## 8. TEAMS

Teams may have a maximum number of registered Players as indicated on Table 7.1 at any one time; fielding the maximum number of players according to and depending upon the division in which each player is registered:

Division	Age	Max Players Per Roster
DIV –5	10 U	10
DIV –4	12 U	12
DIV – 3	14 U	18
DIV – 2	16 U	18
DIV – 1	19U	18

TABLE 7.1: ROSTER SIZE

If over player limit, all players must be from the original team roster and be preapproved by Tournament Director. In no case will the team roster exceed tournament guidelines (some exceptions will be allowed with Tournament Director approval). A copy of the original team roster must be provided at the time the team submits its tournament application.

A player **MAY NOT** play in the tournament, registered on more than one (1) team.

If you have 60% of your home roster, you can add additional players from another home region team not to exceed your roster total or tournament roster maximum .

All members of original home roster must be asked to participate prior to asking players from another team to join your team for tournament play.

Participation waiver must be submitted with application, signed by parent and Region RC, for any player on the original home roster not participating in the tournament if you are adding players to your team.

Teams discovered to have ineligible Player(s) shall be disqualified from further competition. Previous matches won by a disqualified team will be recorded as a 1-0 win for the opposing team.

An original roster signed by the regional commissioner must be submitted with the tournament application. Exceptions will require the Tournament Director's approval.

Note: Any roster submitted requires an original signature in blue ink from the Region's Regional Commissioner.

## 9. SCHEDULING

- All teams will be guaranteed a minimum of three (3) scheduled matches.
- All groupings will be conducted by random draw.

**In the event that unusual conditions necessitate rescheduling, curtailment or cancellation of games, the Tournament Director consulting with the host area director and tournament committee will have authority to make these changes in the best interest of the tournament. All schedules are final.**

## 10. CHECK-IN GUIDELINES

### Registration and Pre-Equipment Check-In:

Upon team registration, each coach must have in his/her physical possession a valid player registration form. All teams, in **complete uniform (matching jerseys, shorts and socks for all players)**, will be checked at the playing site at least sixty **(60)** minutes prior to the start of their **first match each day**. Complete uniform must be visible and worn outside of any other garments (sweats, sweat-shirts, hoodies, coats...)

**Team check-in – At least sixty (60) minutes prior to start of match**

**Late Teams will forfeit their match if they cause game delays.**

**Teams must re-check-in – At least sixty (60) minutes prior to start of the first match on Saturday (if they played on Friday night) and when returning for playoff games on Sunday**

### Pre-Game Check-In and Final Equipment Check-In:

Player's have been confirmed to play prior to the match by a tournament official. The Referee will also briefly check Players' for safety before each match. The Referee will have the final say on the safety of equipment before each match along with the proper uniform.

**Note: No protest of players' equipment shall be allowed. AYSO Uniforms will meet the requirements of the Rules and Regulations.**

## 11. PLAYERS' EQUIPMENT CRITERIA

Players shall wear the necessary compulsory equipment in accordance with Law IV, The Players' Equipment. The Referee shall determine the safety of player's equipment in accordance with the Law.

If adding players to your team, they must have a matching uniform. (shirt, shorts and socks)

EQUIPMENT	CRITERIA
<b>SHOES</b>	Allowed: Soccer shoes; molded or screw in cleats; all turf shoes; tennis shoes Not Allowed: Baseball; football, street shoes that present any unreasonable danger to participants
<b>SHIN GUARDS</b>	Shin guards are MANDATORY for player safety; shall be age appropriate and shall be worn during matches at all times.
<b>SOCKS</b>	Shall be pulled up and over the shin guards at all times during the match and shall be matching and uniform in color. Socks must be visible during registration and during games.
<b>SHORTS AND SHIRTS</b>	Teams must have shirts that are uniform in color. Shirts must be properly marked; include the approved AYSO National logo (in contrasting color) and have a unique player number displayed. <b>Sponsorship markings must comply with the AYSO Rules and Regulations.</b>  All Teams must have an alternate color jersey. In the event of a color conflict with two matched teams, the Visiting Team shall change jerseys. Alternate jerseys need not be numbered. Shorts should be of the same predominate color – shades and design may vary.
<b>JEWELRY</b>	Only religious and medical alert medals taped securely to the chest are allowed. No rings; earrings; body rings, or bracelets including friendship or string types are permitted. Eyeglass holders are recommended.
<b>HAIR</b>	No hard barrettes or bobby pins. Cloth or rubber bands are recommended. Soft scrunches are allowed.
<b>HATS</b>	Not hats or bandanas. Only the Goal Keeper may wear a soft-billed baseball cap.
<b>SLIDERS</b>	Sliders, sliding shorts, or hip-padded shorts are allowed.
<b>KNEE BRACES</b>	Knee braces are allowed as long as no metal is showing and all hard parts are sufficiently padded on all sides.
<b>CASTS – SPLINTS</b>	No players shall be allowed to play with a cast or splint of any kind. <b>WITHOUT ANY EXCEPTIONS</b>

## 12. DIVISIONS

Divisions 1 – 5 (19 U through 10U) will be separated into divisions both for boys and for girls. Coed teams shall play in the boys' division.

### 13. HOME TEAM

The first team listed on the match schedule is the home team and must take the NORTH or EAST side of the field. Spectators must sit on the same side of the field as their respective team. In the example below, "Browns and Blues are both the Home team.

Example: BROWNS VS. GREENS – BLUES VS. REDS

### 14. LAWS OF THE GAME

All matches shall be conducted in accordance with the current AYSO Edition – FIFA Laws of the Game and the decisions of the International Board in effect; with exceptions noted herein.

### 15. GAME CANCELLATION AND CONTINGENCY PLAN

Referees are to postpone their match in the event of lightning.

Tournament Officials will notify the referees in the event of other conditions that may arise that may cause match cancellations, i.e., tornado warnings, heavy rain, hail, lightning etc.

A match is considered official as soon as the second half begins. Matches must be started promptly. Move quickly if the weather turns bad.

### 16. CONDITIONS OF PLAY

Coaches (or other officials) shall not enter the field of play unless requested by the referee. Only coaches and players will be allowed in the bench/team area.

All matches shall start on time. Teams are to have no more than two (2) coaches on the touchline coaching during the match.

If a team is not on the field of play and ready to start the match within five (5) minutes after scheduled time, the match shall be deemed a forfeit. A forfeit shall be recorded as a 1-0 win in favor of the opposing team.

A minimum of seven (7) players shall constitute a team (Full-Roster Team). A scheduled game shall not commence nor be continued if one or both teams cannot field seven (7) eligible players. If a game cannot be started as a result of both teams being unable to field seven (7) eligible players, each team is to be assessed a 0-1 loss. Short-sided games minimum player numbers is equal to the playing format. Example: 9V9 is six (6) players; 7V7 is five (5) players

**Teams shall play and advance in their brackets according to the following point system:**

OUTCOME	POINT VALUE
WIN	3 Points
TIE	1 Points
LOSS	0 Points
FORFEIT	Recorded as a 1-0 Win for opposing team
BYE	Recorded as a 1-0 Win for playing team

**Preliminary match rounds will be held. There shall be no overtime periods in preliminary match rounds.**

### **Brackets / Seeding**

Each age division will be divided into one or more groups. The Tournament Committee shall have absolute authority to structure a division in the best interest of all participating teams. Each team in each group will play qualifying games within their group. Based on the number of brackets, advancement to later rounds will be determined as follows:

<b>4 Brackets</b>	4 – First Place Teams
<b>3 Brackets</b>	3 – First Place Teams and One Wild
<b>2 Brackets</b>	2 – First Place Teams, 2 – Second Place Teams
<b>1 Bracket</b>	4 – Top Teams. In the event of a shortened tournament, playoffs may not be played. In this case, the awards will be based on final standings after preliminary play.

### **Wild Card Selection**

For brackets with wild cards, wild cards will be selected from the second place teams who have accumulated the most points. Ties on points will be broken in accordance with the rules listed below.

**Seeding will be determined based upon points after preliminary play.** Play in Semi Final / Final rounds will be determined as follows:

<b>Semi Final Rounds</b>	The First Seed Team will play the Fourth Seed Team. The Second Seed Team will play the Third Seed Team.
<b>Final Rounds</b>	Winners of the Semi Final Rounds will advance to the First/Second Place Match. Losers of the Semi-Final Rounds will advance to the Third/Fourth Place Match.

### **Tie Breakers for preliminary play**

**In the event that a tie exists when determining the top teams in each group/division, the following tie breakers will be used:**

<b>FIRST TIE BREAKER</b>	Head to head competition (not applicable if the tie involves more than two teams)
<b>SECOND TIE BREAKER</b>	If still tied after first tie breaker, the team having the fewest goals scored against will have a better record.
<b>THIRD TIE BREAKER</b>	If still tied after the first and second tie breaker, the team with the most goals scored in the preliminary round will have the better record.
<b>FOURTH TIE BREAKER</b>	If still tied kicks from the penalty mark will be taken in accordance with FIFA Law.

### **Tie Breakers in Semi-final and Championship matches**

Ties in semi-final and championship matches will be broken as follows:

Overtime **periods** shall be comprised of two (2) full and equal 10 minute periods. If neither team scores in the overtime periods, the winner shall then be determined by kicks from the penalty mark in accordance with FIFA Law.



**\*\*Sunday Check-in for finals / Semifinals – All teams must check in 60 minutes prior to first game on second day or tournament. No exceptions.**

## **17. SUBSTITUTION**

All matches will be played according to the AYSO substitution breaks or break system. Monitored substitution will be allowed in 19U division during Semi Final and Final rounds only.

Except as noted below, all registered players in attendance at games must participate and play at least one half of each match **including overtime**.

### **Substitution Procedure**

The referee will stop play approximately half way through the first and second halves for a one (1) minute break. These stoppages are for substitutions only.

Approximately halfway through the first half and approximately halfway through the second half, the referee will halt the game and note on the lineup card those players substituting. The players are at the half way line and ready to play. Stoppage is made when the ball is out of play: such as a throw-in, goal-kick, or following a goal. Additionally, substitutions may be made at half-time. Coaches of each team may substitute as many players (or none) during such interruptions as long as all substitutes have played at least one-half of the game by game's end.

Note: Time expended for substitution may be added to each half by the referee as "stoppage time;" the amount of which being at the discretion of the referee.

### **Substitution for Injury**

If a player is injured, the coach may provide a substitute for the player; in which case the injured player may not return until the beginning of the next quarter. Only the player who is injured is credited with a quarter of play regardless of the actual time played.

The coach may choose to play short thereby allowing the injured player to return during the quarter in which he/she was injured at the next stoppage of play. Note: "The next stoppage of play" may be any stoppage of play – including a free-kick.

The player must be recognized by the referee to legally return to the game.

### **Monitored Substitution – 19U Only**

Monitored Substitution will only be allowed in the Semi Final and Final games. There is no limit to the number or frequency of substitutions that a coach can make. The referee is the sole judge of when the game can be stopped to allow substitutions. Neither the referee nor the assistant referee will keep individual player's playing time statistics. It is the sole responsibility of the coach to ensure that each player gets a minimum of one half of the game playing time as required by AYSO. The assistant referee has the responsibility to manage the player entry and exit process in games in which monitored substitution is allowed.

**The referee may refuse substitutions during the final two minutes of either half of the game.**

## **Monitored Substitution Procedure**

The coach will inform the referee that a substitution is to enter the game. Player substitutions shall be allowed only at Kick-Offs, Goal Kicks, the Teams' own Throw-In, and Injury.

The assistant referee will issue the signal for substitution (a flag held horizontally above the head). The referee will stop the game at an appropriate time after the signal has been seen. When the game stops, the referee will announce that a substitution will occur.

The player being substituted will leave the field at the half line.

The substitute will enter the field at the half line after the substituted player is off the field.

The referee will restart the game.

The time is not stopped for substitution. The wasting of time may be considered unsporting behavior and a caution, or send off, may be given.

### **Substitution of Late Arriving Player**

Players not present (or expected to be present) when the match begins must be identified on the line-up card.

#### **Late arriving players shall be substituted as follows:**

If the player arrives during the first quarter, the player must play a minimum of two (2) of the remaining three (3) quarters.

If the player arrives during the second or third quarters, the player must play a minimum of one (1) quarter.

Any team not found to be following the rules governing substitutions may be subject to immediate disqualification.

## **18. GAME CARDS**

Supplied game cards must be provided before the match by each coach. If the five minute delay rule is broken because of no game card, the offending team will forfeit the game. Players should be listed in number order.

Coaches are responsible for turning in completed cards, which have been signed by the referee, to the Tournament Official at the main tent at each site. The winning coach must turn in both game cards.

In the event of a tie, both coaches are to turn in the game cards independently. Failure to turn in cards will result in forfeit of points.

## 19. MISCONDUCT

If a caution or send-off is given during the match, the Referee will make out a report at the Referee Tent immediately after the match. A misconduct report will be available at the Referee Tent.

### **Send-Offs (Ejections)**

Two yellow card cautions to any one player during the tournament will result in ineligibility for one game. That suspension must be served at the next playable match.

One red-card will eliminate that player from the remainder of the match in which he/she is sent-off and at least one or more games as determined by the Tournament Director and Tournament Referee Committee based on the gravity of the incident. No substitutions can be made for the sent-off player during the match.

The Field Marshall and/or Referee will be responsible for removing the sent-off individual's registration and/or player ID card and returning it to the referee tent. The coach shall have the responsibility of obtaining a suspended player id.

If a coach is ejected (sent-off) from any match, the minimum penalty for an ejection is that he/she shall not be permitted at the immediate next tournament game of his/her team.

## 20. PROTESTS

***NO PROTESTS WILL BE ENTERTAINED / ALLOWED.***

## 21. FIELD OF PLAY

Dimensions, the field of play, marking goal area, penalty area, corner area and goal area will conform to FIFA and AYSO requirements. All efforts will be made to conform to FIFA requirements.

The field shall be marked where possible, with spectator control lines. These lines shall be parallel to the touch lines at a distance of least three (3) yards from the touch lines. All coaches, referees, assistant referees and other tournament and league officials are to ask and ensure that spectators remain behind this line.

Coaches on the touchline must remain within 10 yards of the center line and three feet back from the touchline.

With the exception of photographers who have received authorization from the Referee, Assistant Referee, receive a press pass from tournament officials; spectators shall not be allowed behind the goal line.

Please refer to paragraph 23 for further information. Note: Photographers must remain quiet and sufficiently back from the goal line and away from the goal.

## **22. OFFICIATING**

Referees shall at all times impose the rules and regulations of competition as defined by AYSO and the FIFA Laws of the Game.

All AYSO referees must be Safe Haven certified and trained.

The Diagonal System of Control shall be used for all tournament matches; utilizing a referee and two assistant referees wherever possible.

Referees shall at all times put great emphasis on the welfare of players and officiate the match in a manner conducive to clean competition and good sportsmanship.

If a player is injured, the referee at his/her discretion may stop play to ensure the welfare of the player even if the ball has not gone out of play.

## **23. DUTIES AND RESPONSIBILITIES OF COACHES AND OFFICIALS**

**It shall be the duty of each coach and official to:**

- Conduct him/herself in a manner promoting good sportsmanship
- Encourage clean competition and fair play at all times
- Teams are encourage to provide a three person referee team for the tournament
- Coach their respective teams to the best of their abilities
- Uphold the Tournament Rules and Regulations
- Participate in Positive coaching that Instructs and Encourages players
- Present a healthy and athletic environment for players
- Safe Haven Certified. Referees also must be Safe Haven Certified.
- Coaches must be trained age commensurate (effective August '08)
- Safe Haven and various other training can be completed on line at [www.aysotraining.org](http://www.aysotraining.org)
- Coaches and referees shall not consume alcoholic beverages nor use tobacco products during games or in the immediate vicinity of the soccer fields.
- The coaching area shall be marked by two (2) lines perpendicular to the touch-line
- Negative comments and complaints about the officiating, tournament officials, or opposing teams will not be allowed.
- Upon team registration, each coach must have in his/her physical possession a player registration form and photo for each player assigned to the team; Roster must be signed by the Regional Commissioner.
- Completed line-up card is to be given to the Referee prior to the start of the match,
- The first team listed on the schedule is the home team. The Home Team will be responsible for providing the proper match ball.

## **24. SPECTATORS**

Spectators shall remain three (3) yards from the touch-line; between the eighteen (18) yard lines (penalty areas) and on the same side with their team.

No Spectators shall be allowed at the ends of the field, nor in the areas behind either goal. Please refer to paragraph 20 for further information.

Spectators are expected to behave in an appropriate manner and shall be a positive influence on the players during the tournament. Spectators will not be allowed to be disruptive during the game or to make negative comments, noises or gestures towards officials, referees, coaches, players or opposing teams at any time during the tournament.

Inappropriate behavior will be subject to penalty up to and including dismissal from the tournament.

## **25. ALCOHOL, SMOKING AND PET POLICY**

No alcohol, smoking or pets are allowed in the vicinity of the fields. This policy will be enforced and violators will be asked to leave.

## **26. TOURNAMENT STAFF**

The tournament staff is to be comprised of the necessary volunteers to provide for a fun and organized event. Representatives shall include specialties involving the following; concessions, treasurer, risk management/safety/ first aid, fields, coaching, officiating, scheduling, fund raising and various other needs.

When multiple field locations or venues are utilized a tournament staff capable of administering the responsibilities of the tournament shall be at each location.