

AYSO Region 112 REGIONAL CUP

Tournament Guidelines

DEAR COACH:

Thank you for participating in the Annual AYSO Region 112 Regional Cup Soccer Tournament! We hope this will be an enjoyable experience for you and the members of your team. Acceptance is limited to teams who have satisfied the referee point / volunteer requirements outlined previously and posted on the Region Website.

Please remind your parents...**NO DOGS and NO SMOKING**. The following are some brief details about the tournament:

- WHERE:** Local fields as needed.
- WHEN:** November 7th – November 14th, 2009 (Pool Play & QF matches as needed), SF and Finals/Consolation the week of Nov. 16th or early December as needed. Some weeknight games may be scheduled. After the start date of the Tournament **ALL PRACTICES ARE CANCELLED** for participating Divisions; violation of the no-practice regulation shall result in a forfeiture of remaining Cup games and disqualification from the Tournament
- WHO:** Divisions UD, U14, U12 and U10 boys and girls (AYSO registered Fall, 2009)
- STAFF:** Tournament Director: Steve Kennedy; Assistants: Steve Salyards and Carolina Coppolo
- COMPETITION:** All teams will play a minimum of 2 shortened games (tournament format) unless there is a no-show or forfeit.
Teams placing 1st through 4th in Division Play will receive medals for all players and two coaches. First and Second place teams **MAY** be eligible for the Area League Championship Tournament.
- SCHEDULES:** Will be made available about a week prior to the tournament. Please check the web site: www.ayso112.org for game schedules and referee assignments. You must provide Referees for the Regional Cup to be successful.
- FORMS:** All coaches will be responsible to have present at the tournament the original AYSO player registration form, or a copy with an original signature and date along with their current coach badge.

Rules and Regulations

1. **RULES:** This tournament shall follow the laws and decisions of FIFA as adapted and amended for AYSO. The tournament directors will have jurisdiction over all games played. The tournament director or his/her designees shall resolve all disputes immediately. **Any participant receiving a red card for violent misconduct or abusive language shall be suspended from the tournament. Any participant receiving a Red card for actions other than the above shall be suspended for the balance of that game, the team's next official game and the shootouts that may follow those games.** Any Red cards will be reported to the Regional Commissioner. A player sent from the field must be accompanied by a Safe Haven certified volunteer or his/her parents. There will be no protesting of Red cards. The following rules are intended specifically for this tournament ONLY!
2. **PLAYERS/TEAMS ELIGIBILITY:** Players on participating teams must have played in Region 112 during the Fall season. **All players must play at least three quarters of each game.** Violation of player rules opens a team up to protest and renders them subject to forfeiture of game and possible disqualification at the discretion of the Tournament Director.
3. **The Tournament Director may disqualify any team, at any point of the tournament, if a team refuses to abide by the Rules and Regulations of the Tournament. Any situation not covered by these rules and regulations revert to AYSO Section and National Rules and Regulations.**
4. **TOURNAMENT FORMAT:** Each age division will be bracketed into playing pools. Each team will play a minimum of two (2) preliminary play games within their respective pools (cross pool play may be necessary depending on the number of teams in the brackets). If a team fails to show for their game, a forfeit will be awarded to the remaining team. Teams will advance from qualifying pools based on pool play standings points. Where cross-pool play is established, highest overall points will determine which team advances.
5. **Typical Pool Arrangements:** for 9 teams shall be 3 pools of three; for 12 teams shall be 4 pools of 3 or 3 pools of 4; for 24 teams shall be 8 pools of 3, etc. Where an odd number of pools are scheduled, pool winners and the team with the next highest point total shall advance to Quarterfinal/Semifinal play. Where uneven pools exist, a multiplier shall be used to determine the best second place team if needed.
6. **GAME FORMAT:** Each qualifying pool game will consist of twenty or twenty-five minute halves (depending on the age division) with a five-minute half time. There will be a running clock during the match including substitutions. There will be no time added on for injuries or time wasted in qualifying rounds. Championship game durations are indicated below:
7. **DURATION OF PLAY:** Game duration shall be as follows:

Division	Pool , QF & Semifinal	Championship Play
U-10	20 minute half	25 minute half
U-12	25 minute half	30 minute half
U-14	30 minute half	35 minute half
UD	35 minute half	45 minute half

8. **SUBSTITUTIONS:** For lower age divisions (U10 through U14), substitution is permitted approximately midway through the first half, and approximately midway through the second half as allowed by the Referee. Additionally, substitutions may be made at half time and at the start of any overtime periods in accordance with AYSO National Rules and Regulations. There shall be "Free Subs at the Referees discretion" for UD Play.
9. **STANDINGS:** Standings for qualifying round games (Pool Play) will be determined on the "ten-point system" **AND Referee Credit Points** as follows:
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|---------|--|
| WIN | = 6 points |
| TIE | = 3 points |
| LOSS | = 0 points |
| GOAL | = 1 point (one point per goal scored up to a maximum of 3 per game, win or lose) |
| SHUTOUT | = 1 point (for an <u>earned</u> shutout, including a 0-0 tie) |
| FORFEIT | = 8 points (scored as a 2-0 win, no shutout points as it is not an "earned" shutout) |

Winners of ties in standings will be determined as follows:

- Head to Head
- Goals Allowed (fewest number advances)
- Goal Differential (up to 3)
- Red Cards or Coach / Assistant Ejections, minus two points (-2)
- Total Referee Points accumulated in pool play (2 points min. to advance)
- Committee Coin Toss

Referee Credits:

Teams should earn at least 2 referee credits during the Pool Play phase of the tournament in order to be eligible to advance to the Semi-finals! If a team has earned less than the required 2 credits, their Fall Season may end at the conclusion of the Pool Play.

Each team will be obligated to share the referee load during the Semi-finals and the Finals of the tournament at the request of the Regional Referee Administrator and designated Referee Scheduler.

10. **SEMI-FINAL AND CHAMPIONSHIP FINAL GAMES** ending in a tie will have two full overtime periods of five minutes in length with teams changing field direction after the first five-minute period. If still tied after overtime play, the game shall be decided by penalty Shoot Out. See 17 below.
11. **Field of Play:** Set up will be done by the first teams to play each morning. Take down will be done by the last teams to play. Teams from all games shall remain on opposite sides of the field of play. The Home Team will have the North or East side of the field to occupy and will be the first team listed on the schedule. The Home Team shall provide a game ball and kick off to start the match. Visitors shall choose initial direction of play (no coin toss required).
- In case of inclement weather, teams will show up at the field. The decision to play or not play shall be made by the TOURNAMENT DIRECTOR OR CENTER REFEREE. The decision to play or not play will be made on each game throughout the day.
12. **Coaches and Spectators:** Shall encourage clean play and good sportsmanship at all times and shall refrain from negative comments and/or complaints about referees or the opposing teams players / coaches. Unsportsmanlike conduct could result in a caution or removal from the field of play. **Coaches shall control their spectators and enforce the NO DOGS and NO SMOKING requirements while they are on an AYSO or school field. Electronic and artificial noisemakers (i.e., air horns, cowbells or any communication devices) will not be allowed.**
- Teams shall occupy opposite sides of the field. All spectators must remain at least three (3) yards behind the touchlines and between the penalty areas and conduct themselves in an appropriate AYSO manner. Coaching is only permitted from your own team's side of the field and is limited to two coaches within the coaching area. The coaching area will extend approximately 10 yards from either side of the halfway line.
13. **Medical Emergencies:** Emergency 911 will be utilized for all injuries requiring professional medical assistance. First aid supplies will be on site at the Tournament. Each venue will be staffed with an emergency manager; and all injuries must be reported to the emergency manager. First aid information, local emergency numbers and evacuation procedures will be posted at all venues. First aid kits will be available at all venues.
14. **Player Uniforms:** Each player on the team shall wear a jersey in accordance with AYSO National Rules and Regulations, including the AYSO logo, with a different number. The player may not exchange it with another player for the duration of the game. At the customary handshake after the game, all players **MUST** be wearing their jerseys. Decisions of tournament officials regarding uniforms are final and may not be appealed. In case of inclement weather, garments may be worn under uniforms provided they do not conflict with the color of the opposing team. Bicycle/sliding shorts worn beneath regulation shorts should be the same color as the regulation shorts. Black is an acceptable alternative. The home team will wear "pinnies" in the case of a color conflict. It is also a good idea to bring another goalkeeper shirt in case of a color conflict.
15. **Safety Guidelines:**
- a. All players must wear shin guards at all times during the game. They must be completely covered inside the sock for the duration of the game
 - b. No jewelry or casts of any kind will be allowed.
 - c. Knee braces – AYSO will not prohibit the use of knee braces by players in AYSO events and programs, provided that the brace is adequately covered and padded in the judgment of the referee, so as to eliminate the possibility of its causing injury to the other players on the field of play.
 - d. No dogs and no smoking allowed on any Tournament Field.

16. **GRACE PERIOD:** A minimum of seven (7) players (UD, U14 and U12) and five (5) players (U10) shall constitute a team. A scheduled UD, U14 or U12 game shall not commence nor be continued if one or both teams cannot field at least seven eligible players. A scheduled U10 game shall not commence nor be continued if one or both teams cannot field at least five eligible players.

A ten-minute grace period shall be allowed by the referee in charge of the game. This period commences at the scheduled kickoff time of the game or when the field becomes available, after which the referee will cancel the game if one or both teams are not ready to play. Matches starting late but within the allotted 10-minute grace period will be shortened by the number of minutes the match is late, and will continue to be divided into two (2) equal playing halves.

In case of failure to play a regularly scheduled game, the game will be considered a forfeit.

17. **TIE-BREAKING PENALTY KICKS ("SHOOT-OUT"):** In the case of a tie at the conclusion of regulation play and two overtime periods (semi-finals and finals only), the winner shall be determined by taking kicks from the penalty mark as follows:

Only those players on the field at the end of overtime (semi-finals and finals) may take part in the penalty kick shoot-out. None of these players may be exempted from taking a kick if the number of kicks required to be taken equals or exceeds the number of players on the field.

Should a team finish the match with a greater number of players than their opponent, they may reduce their numbers to equate with that of their opponent and inform the referee of the name and number of each player excluded.

Players participating in the taking of penalty kicks shall be positioned within the center circle during the shoot-out. The referee shall choose the goal at which penalty kicks shall be taken.

A coin toss shall determine who kicks first. The home team tosses the coin and the visitor calls heads or tails. The winner of the toss must kick first.

Each team will have up to 5 alternating penalty kicks, each taken by a different player, and the best of 5 shall be declared the winner. If the game is still tied after 5 penalty kicks have been taken by each team, then each team will take additional penalty kicks until one team scores and the other team fails to score. Again, each penalty kick must be taken by a different player. Every eligible player must have taken a penalty kick before any player takes a second penalty kick. Should both teams score the same number of goals, the kicks shall continue in the same order (each kick being taken by a different player until all eligible players of each team, including the goalkeeper, have each taken a kick) until such time as both teams have taken an equal number of kicks (not necessarily five) and one team has scored a goal more than the other. This team shall be declared the winner. If all players of each team have participated and the game is still tied, kicks shall continue in the same order as used previously.

The goalkeeper may be changed after any kick.

If both teams have taken fewer than 5 kicks, but one team has scored more goals than the other could, even if it were to take its 5 kicks, the taking of penalty kicks shall cease, and the team with the most goals is declared the winner.