

AYSO TRI STATE GAMES

AYSO AREA 4 J TOURNAMENT RULES & PROCEDURES

MISSION: Area 4 J will host a combined tournament for the U12, U14 & U16/19 Divisions seeking to increase player development through more competitive play. Proceeds will be used to assist 4 J Area Staff defray training expenses in all disciplines as Area Staff deems necessary, and will help Area Staff promote volunteer recognition to our Regions.

Play will be governed by the FIFA Laws of the Game and the AYSO National Rules. In the event of a conflict in the rules, the rules you are now reading will take precedence. Any situation not covered by these rules shall be decided by the Tournament Committee.

ELIGIBILITY

1. The only teams eligible for this tournament are Section 4 AYSO teams. All players must be currently registered with the NSTC and fees currently paid. A player has to have participated in a minimum of half of the regular seasons games and not registering for the sole purpose of participating in this Tournament.
2. Coed teams may participate in the tournament, and shall be placed in the boys division, respectively. Please note: ALL U16 Teams will play in the U19 Division.
3. The Section Director, Area Director can approve up to (3) three guest players from another Region and Area in Section 4, meeting the above eligibility requirements.
4. The Regional Commissioner & Regional Registrar is responsible for assuring the eligibility of all players, and a signed copy of each team's roster will be given to both the Committee and the coach. The Coach's copy of the roster registration and/or player cards will be accepted in providing eligibility to both the Tournament Committee and the referee.
5. To enter the tournament, the team coach must submit the tournament entry form and entry fees to the Tournament Committee by the appropriate deadline.
6. If an ineligible player plays in any part of a tournament game, the team will be disqualified from the tournament, and all games will be forfeited.
7. ALL teams must provide a minimum of (3) qualified referees for the tournament.

COACHES TRAINING

1. ALL coaches should have taken **or** working toward the AYSO Age Specific Training. Certifications will be monitored for participation in future tournaments.
2. ALL coaches **MUST** have taken the AYSO Coach Safe Haven Course. Certification could be done either in a classroom setting or online.

REFEREE TRAINING

1. ALL teams providing referees for the tournament should have taken Basic Refereeing. This tournament should be utilized by regional referees to assist in being assessed.
2. ALL referees **MUST** have taken the AYSO Safe Haven Course. Certification could be done either in a classroom setting or online.

ENTRY FEE, REFUNDS

An entry fee of \$200.00 per team shall be collected for the U12, U14 & the U16/19 Divisions. If a team withdraws 30 or more days before the tournament, a full refund is given. Within 30 days of the tournament, no refund is provided unless a replacement team is found. Refunds will be reimbursed back to your local region at the discretion of the Tournament Committee.

REFEREE BOND FEE, REFUNDS

A \$100.00 Referee Bond Fee shall be collected for each team participating in this tournament. We ask for each team to provide a qualified 3-person referee team to cover 3 games during the tournament. This bond fee will be refundable within 14 days of the tournament, only if the referee assignments have been completed. Partial refunds will be given based upon the number of game slots completed.

WEATHER

1. In case of inclement weather or unplayable field conditions, the Tournament Committee may take any of the following actions: Delay play for a period of time, reduce game times to catch up the schedule, reschedule games, cancel or reschedule the tournament.
2. Refunds will not be paid if a team has played the minimum guarantee of three games.

GAME RULES

1. Each team will play a minimum of 3 games.
2. Teams will advance to the semi - finals, and finals using a point system.
3. Awards will be given to First through Third Places in all Divisions, and participation awards will be given to all other players.

THE FIELD OF PLAY

1. In all games, the team listed first on the official game schedule shall be the home team.
2. Both coach(es) and players shall occupy one side of the field, while parents and spectators occupy the opposite side.
3. Each team will be responsible for picking up trash and other debris from their sideline during and after their game. Alcohol, tobacco products, illegal drugs and animals will not be allowed at this tournament.

THE BALL

1. Teams shall use balls as follows:

U12	#4 Size Ball
U14	#5 Size Ball
U16/19	#5 Size Ball
2. The home team shall supply the referee with one or more suitable balls, properly inflated and in good condition. The referee shall choose the ball to be used in the game.

NUMBER OF PLAYERS

1. Teams must report at the scheduled game time with at least the minimum number of rostered players required for their division (see the table below). Otherwise, a forfeit will be declared and no game will be played.

Division	Minimum # of rostered Players to avoid forfeit	Maximum # of players on the field
U12	6	9
U14	7	11
U16/19	7	11

NUMBER OF PLAYERS - CONTINUED

2. **U12 & U14 players can only substitute at the following stoppages;**
 - A. At the end of the first quarter.
 - B. At half time.
 - C. At the end of the third quarter.
 - D. After an injury when the referee has stopped play.

With the referee(s) permission, a team may substitute or re-substitute any number of legal players at the following stoppages for U16/19:

- A. Prior to a throw-in (only by the team throwing in)
 - B. Prior to a goal-kick (by either team)
 - C. After a goal (by either team)
 - D. After an injury when the referee has stopped play (one player by either team)
 - E. At half-time (by either team)
3. A team shall not replace a player who has been sent off. The team shall play short by the number of players sent off in that game for the remainder of that game.
4. Each player on a team's roster who is present at a game must play a minimum of one-half of each game unless prevented from doing so by reason of injury, illness, being set off, or suspension of the game prior to its completion.

PLAYERS' EQUIPMENT

1. All players on a team shall wear an AYSO approved uniform: jersey, shorts & socks. All players shall wear shin guards, covered in full by the socks at all times. Regulation soccer shoes, or gym shoes or sneakers (with or without rubber cleats) are permissible in competition.
2. If both teams are wearing similar colored jerseys, the home team shall be required to change. Either team's goalkeeper shall change jerseys as the referee directs regardless of home/visitor status.

EJECTIONS AND PROTESTS

1. Referee decisions, calls and judgments are final. All players, coaches and spectators are asked to please respect the referee's judgment on difficult calls and cooperate with him/her during the game.
2. The referee has the authority to eject a player or a coach from the game. Any official who ejects someone shall deliver a written report to the Tournament Committee.

EJECTIONS AND PROTESTS – CONTINUED

3. If a coach or player is ejected from the game, they shall also be suspended from that team's next game, to include the first game of next season, if the team has no more games in this tournament.
4. Protests will not be accepted by the Tournament Committee.

DURATION OF GAMES

1. Prior to the start of a game, the Tournament Committee will make the determination as to whether or not to begin a game based on the existing local weather conditions.
2. Quarters will be played, with a five minute halftime.
Division – U12 Quarters – 15 minutes* **
Division – U14 Quarters – 17 ½ minutes* **

Two halves will be played, with a five minute halftime.

Division – U16/U19 Halves - 45 minutes* **

*to be modified +/- based upon number of registered teams if needed.

**games may be modified +/- to keep tournament schedule on track.

3. If a game is called by the referee after the start of the second half due to weather, then the game shall count as a full game and will not be rescheduled.

THE START OF PLAY

1. If a team is not ready for play at the scheduled game time, the game is a forfeit. Extraordinary circumstances beyond the team's control shall be considered at the sole discretion of the Tournament Director.
2. Prior to each game, each team representative shall present the team's official tournament roster to the referee or the field marshal who is checking in the team to verify those individuals who are eligible for that game.
3. Players not on the official tournament roster cannot participate in any part of a tournament game. If a player/team is in violation, the team will forfeit the game the illegal player participated in. If it is deemed flagrant, the tournament committee has the option to disqualify that team from participation in future tournament games. All losses will then count as a forfeit in favor of the opposing team and against the team in violation.

FOULS AND MISCONDUCT

1. Any individual who receives two stand alone cautions in a single game within this tournament shall be suspended from the next tournament game.
2. **KID ZONE** will be enforced. Harassment or insult by word or action to any Official or tournament Staff member by any player, team representative or spectator **WILL NOT BE TOLERATED** and asked to leave; and if they refuse, they will be escorted from the premises by legal authorities.

POINT SYSTEM AND ADVANCEMENT

Teams shall be awarded points for games as follows:

WIN	6 points plus 1 point for each goal (up to a maximum of 3 per game)
FORFEIT	8 points
TIE	3 points plus 1 point for each goal (up to a maximum of 3 per game)
LOSS	0 points plus 1 point for each goal (up to a maximum of 3 per game)
SHUT OUT	1 point for holding the other team scoreless

Teams shall lose points for games as follows:

YELLOW CARD	minus 1 point
RED CARD	minus 1 point

A team will receive no points or other credit for more than three goals scored in any game. The total possible points per game are 10.

If a bracket has an uneven number of teams, one or more teams may be scheduled to play 4 games. In such cases points will be awarded only for 3 games played. The qualifying games will be determined by the tournament committee.

If a team is declared ineligible or if a scheduled team does not show for play, the game is a forfeit. In the unlikely event of forfeits during the preliminary games, the forfeit shall be scored as follows.

- (A) For purposes of awarding points, a team which “wins forfeit” shall receive 8 points.

POINT SYSTEM ADVANCEMENT- CONTINUED

- (B) If a team withdraws from the tournament voluntarily or is disqualified from the tournament prior to completion of all of its games in the preliminary rounds, each of the teams in the flight shall receive 8 points.

Coaches must be sure to verify scores and points awarded on the official tournament score boards following the completion of a game.

If, at the completion of the preliminary round, two or more teams in a flight are tied in total number of points, the team that shall advance shall be determined in the following sequence:

1. Results of head to head competition between the tied teams.
2. Fewest goals allowed.
3. Number of goals scored up to three per game.
4. Taking of kicks from the penalty mark.
5. Tossing of a coin - in the event that adverse weather conditions or nightfall prevents the taking of kicks from the penalty mark.

IN EVENT OF A TIE BREAKER

Please refer to the FIFA LAW BOOK.