# Madison, AL Soccer Region 5/C/498



**2022 FALL TOURNAMENT RULES** 

(v5.0) October 6, 2022

APPROVED BY: Regional Commissioner	DneD Sehern_Date_	10/07/2022
APPROVED BY: Tournament Director	Date	

# AYSD REGION 458 NACTOR ALAGAMA

#### **2022 FALL TOURNAMENT RULES**

### General

- A. These rules are for the Region 498 2022 Fall Regional Tournament.
- B. Tournament dates and eligibility have been previously established in Memorandums from the Regional Commissioner.
- C. All participants (players, coaches and game officials) must be registered with AYSO.
- D. All teams will be checked in prior to the tournament, or at a time designated by the tournament director. Check-in will verify:
  - ✓ All players registered (rosters with AYSO Player ID Number)
  - ✓ All players eligible
  - ✓ Coaches and assistant coaches registered
  - ✓ Coach and assistant coaches are eligible
  - ✓ Team's officials have been identified
- E. Games will be conducted in accordance with the current *IFAB* Laws of the Game with AYSO modifications and decisions (the Laws). Any exceptions are noted in these rules.
- F. The tournament director shall have the sole authority to make the changes in the best interests of the tournament.
- G. All teams agree to be bound by these rules and by the decisions of the tournament director or his appointed representative.
- H. Player evaluations/ratings will have been completed and turned in prior to or at team check in. See <a href="http://www.ayso498.org/">http://www.ayso498.org/</a> for player rating info.



# Player Eligibility

- A. A player must have been registered for at least one half of the season to be eligible to play in the tournament. Waivers may be granted by the tournament director or the regional commissioner on the recommendation of the division coordinator.
- B. Only regular season teams will be allowed in the tournament.
- C. A player may only play on one team in the tournament.
- D. Each team must have a head coach. The head coach and any assistant coaches must be registered AYSO volunteers, certified AYSO coaches to the appropriate level and have the Safe Haven and Concussion Coaching Certificates. In the event the head coach is sent off, and an assistant coach that is a certified AYSO coach, is not available, the game will be terminated. The Tournament Director shall decide the outcome of the game and if further action is required.
- E. Coaches must have completed player evaluations and provided them to their division coordinator prior to the start of the Regional Tournament for their team to be eligible for the tournament.

# 3. Competition

- A. All games shall start on time. If a team is not on the field of play and ready to start the game at the scheduled time, the game shall be deemed a forfeit. This decision will be made by the referee. Teams shall check-in as described below in Field Coordination.
- B. Division 10U and 12U competition will be played as short-sided games.

Division level	Max number of players per team	Minimum number of players per team
90	7	5
10U	7	5
12U	9	6
14U	11	7



C. Teams shall play for the following points:

WIN	6 points
TIE	3 points
LOSS	0 points
FORFEIT	7 points (scored as 1-0 win)
GOALS scored	1 point per goal scored (max of 3)
EXCESSIVE GOAL DIFFERENTIAL	-1 point for each goal differential over 6 goals
PLAYER SEND-OFF (EXCEPT 2 <sup>ND</sup> CAUTION or DOGSO)	-2 points
COACH or ASST COACH SEND-OFF	-3 points
Nine (9) points maximum per game.	

- D. Teams advancing will be determined in the following priority order. In the event one or more of the concerned teams have a victory by forfeit, the tournament director may eliminate items if they put any team at an unfair advantage due to the forfeit(s). Only if there is a tie in point standings will movement down the priority order be made.
  - 1. Points total
  - 2. Head-to-head competition
  - 3. Most number of wins
  - 4. Goals allowed total (up to a maximum of three per game; fewest number advances)
  - 5. Taking of Kicks from the Penalty Mark per appropriate section in these rules.



E. Game times will be per the following table. The tournament director has the authority to change game times as required.

Division	Prelim or Round Robin Game Length	Semi or Final Game Length
9U	40	50
10U	40	50
12U	50	60
14U	70	70

- F. There will be no overtime or Kicks from the Penalty Marks in pool play and round robin rounds. In the event that two teams tie at the end of pool play or round robin play and no winner can be determined using the above tie-break priority, then Kicks from the Penalty Marks will be used as the tie breaker.
- G. Game delays and suspensions due to inclement weather.
  - 1. If more than 50% of the game has been completed and the game cannot be resumed without affecting the tournament schedule, the game will be considered completed and the scored as is.
  - 2. If less than 50% of the game has been completed, the game will be either continued or rescheduled.
- H. All players must play 75% before any player plays 100%. If a team has a large roster so that all players cannot play 75%, no player may play 100%. In this case, all players must play at least 50% of the game. Violation of these player rules renders a team subject to a 6-point deduction in the pool-play rounds. Violation of these rules during a quarter-final, semi-final or final game will result in a forfeit. These penalties will be invoked at the discretion of the tournament director. Under no circumstances will a team be exempted from the Everyone Plays: AYSO philosophy.

# 4. Championship Rounds

- A. Quarter-final rounds
  - 1. All quarter-final games will play standard game times for their respective divisions. In the event of a tie at the end of regulation play, the teams will not play overtime periods, but will move directly to the taking of Kicks from the Penalty Mark, as described below.

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#### B. Semi-final/final/consolation brackets

- 1. All semi-final and final games will play standard game times for their respective divisions. In the event of a tie at the end of regulation play, the following procedures will be followed:
- 2. Overtime.
  - a) In semi-final games and final games (championship and consolation or 3rd place), two 5-minute overtime periods shall be played. If the game remains tied at the end of the two overtime periods, then the winner shall be determined by Kicks from the Penalty Mark (shoot-out).
  - b) Changing goals. The teams will change the goal they are defending at the end of the first overtime period.
  - c) Substitutions. No substitutions except for injury shall be allowed during overtime periods. Substitutions may be made during the overtime period break.
- 3. Kicks from the Penalty Mark
  - a) The taking of Kicks from the Penalty Mark (taking kicks or shoot-out) shall be conducted as described in the "Kicks from the Penalty Mark" in Law 10 of IFAB Laws of the Game modified as follows:
    - *i*.Players on the field at the end of regulation play or overtime periods, if applicable, take the first round of kicks. If kicks from the penalty mark go beyond the number of kids in the first round, the remaining players on the team take kicks. All players must kick once before any player can kick twice, excluding players injured, sent off, or who did not play in regulation play.
    - *ii*. Where taking kicks is required due to teams being tied in point standings, the prevailing team shall be credited with a 1-0 win.
    - *iii*. Spectators may be requested to move if, in the opinion of the Game Officials, the spectator location distracts the players.

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## 5. Substitution

- A. Normal AYSO National substitution rules apply 9U, 10U, 12U division games during normal game play.
- B. There is no restriction on the amount of time any one player can spend as Goalkeeper for any division, provided that all players play at least 3/4 of the game.
- C. Substitution for injury.
  - 1. If a player is injured, a coach may provide a substitute for the player, in which case the player shall not return to the game until the next stoppage of play. In divisions 9U- 14U the injured player will be credited as having played that quarter regardless of the time of injury.
  - 2. The coach may elect to play short, thereby allowing the injured player to return early. The player shall be allowed to return to play at recognition from the referee.
  - 3. If a substitute is requested for an injured player during overtime period, the opposing team may also elect to substitute at that point.
  - 4. A player with symptoms of concussion shall not return to play without medical authorization.



### Field Coordination

- A. Teams shall check-in at the field at least 20 minutes prior to scheduled game time. If a team fails to report in time for the referees to complete their duties, the team may be penalized for delay of game, to include a forfeit.
- B. At team check-in the referee will
  - 1. Verify the coach has a completed game card.
  - 2. Verify that all players are present or accounted for against the game card.
  - 3. Perform other duties as directed by Tournament Director.
- C. Game officials should report to Tournament HQ 30 minutes prior to game time. At the conclusion or termination of the game, referees will return completed game cards to Tournament HQ.
- D. The Field Coordinator volunteer at Tournament HQ will check the game card for completeness:
  - 1. Referee signature and printed name.
  - 2. Assistant Referees signature and printed name.
  - 3. Coaches' signature.
  - 4. Final Score clearly marked.
  - 5. Any Send Offs (Red Cards) noted.
  - 6. Any injuries sustained to game participants during the game.

## 7. Conduct

- A. Conduct is expected to be in accordance with the AYSO philosophy of Good Sportsmanship.
- B. Any participant, who is sent off from a game, minimally, shall not be allowed to participate in the next game.
- C. The tournament director shall have the power to suspend for one or more games or remove from the tournament any coach, participant or team who seriously violates these principles at any time during the tournament regardless of whether the individual(s) were cautioned or ejected from a game. This power shall include incidents such as fights, serious breaches of good sportsmanship, criminal actions or other serious violations of AYSO Philosophies, Regulations or By-Laws. This power extends during the entire tournament period and includes any off the field altercations. Altercations by non-participants, e.g., parents or other team supporters will result in their being asked to leave the tournament areas. If they refuse, the tournament director may suspend or cancel any games for that team until the non-participants have left the tournament area. If necessary, city police will be called.

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- D. In the event a coach is ejected from a game, that coach must leave the vicinity of the field and may not return to the field while referees or other coaches are still present. The ejected coach may watch from the parking lot. If the head coach is ejected, the team's assistant coach, if listed on the roster, may take over the team. If both the team coach and assistant coach are ejected from a game, the game shall be terminated. The tournament director shall decide the outcome of the game and if further action is required.
- E. Role of the referee The referee is the sole authority on and adjacent to the field. The authority of the referee extends from when he or she enters the field to when he or she leaves the vicinity of the field at the end of the game. Decisions "in the opinion of the referee" are final, once play has restarted.

### 8. Protests

No protests of a game will be allowed.

# 9. Player Safety

- A. Normal AYSO rules on safety of player equipment apply. Shin guards shall provide adequate and reasonable protection, be professionally manufactured, age- and size-appropriate, not altered to decrease protection, worn under the stockings, and are worn with the bottom edge no higher than 2 inches above the ankle."
- B. In the event of cold weather, players will be allowed to wear clothing under the uniforms. Jerseys, shorts and socks must be on the outside of all clothing worn. Coaches are advised to insure players are not overdressed and have clothing to wear when off the field and after games.
- C. Knit caps and other caps without bills may be worn.
- D. Hooded sweatshirts must be worn with the hood tucked inside the player's jersey. While playing, hoods are not to be worn over head and neck strings are not to be tied.
- E. The tournament director is the final authority on the suitability of player's equipment and uniforms subject to the provisions of Law IV.