



# TOURNAMENT RULES

Any questions regarding the Rules of the Tournament or challenges concerning the eligibility of a player should be addressed to the Adjudicating Committee at the Tournament Headquarters prior to the beginning of the game.

**TOURNAMENT CHECK-IN:** Local teams will check-in Wednesday, Feb 8th, 2017 at Jacob's Park YMCA 1010 W. Lind Street from 6pm - 8pm.

**It is your responsibility to make sure you provide us with your local phone number and hotel room number at check-in, in case we need to contact you for any reason.**

**GAME CHECK-IN:** Teams must arrive thirty (30) minutes prior to the scheduled start of their game and report to the Field Marshal for check-in. Player cards and equipment will be checked by Field Marshals prior to the start of each game. Game cards must be completed by both teams at check-in. All players must have Medical Release forms and all players must wear shin guards at check-in for their game. All rules are governed by the *2016/2017 FIFA Laws of the Game (LOTG)*.

**A special marker will be attached to all player cards at TOURNAMENT check-in and if this tie is removed, cut or destroyed in any way, your team will NOT be allowed to continue play in the tournament and will be given a forfeit with a recorded score of 3-0 in favor of the opponent.**

**ELIGIBLE PLAYERS:** Eligible players are those whose names appear on the team's roster at tournament check-in, are registered through the state association, and have proper player passes and medical release forms. Players may not play for more than one team in the tournament. *The team roster is frozen 30 minutes prior to the start of the team's first Tournament game.*

*Once a player is released from the Tournament to play another event, they may not continue to play in the Tournament.*

**LOAN PLAYERS:** Loan players are defined as players not registered in the same club as the participating team. Loan players must be registered with the same association as the participating team. Rosters are allowed three (3) loan players with proper documentation with the approval of the Tournament Committee.

**ROSTER SIZE:** Roster size is as follows:

Age Group	Format	Roster size
U8	4v4	9
U8/U9/U10	7v7	14
U11/U12	9v9	16
U13/U14/U15/ U16/U17/U18/ U19	11v11	22*
*18 dressed out for games		



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**LAWS OF THE GAME:** All games shall be played in accordance with *2016/2017 FIFA LAWS of the GAME (LOTG)* except as specifically modified by these rules. The Referee's decision will be the final with no protest accepted from the referee's interpretation of the rules of the game.

**OFFICIALS:** The Referee's decision will be final with no protests accepted stemming from the Referee's interpretation of the *LOTG*.

**HOME TEAM:** Home Team will be the team first named in the game schedule. In the event of uniform conflict, the home team must change jerseys. The Home Team will supply the game ball unless supplied by the Tournament. The Home Team will select the side from which they wish to defend. The Visitor Team will kick-off in the 1st half.

**EQUIPMENT:** All players are required to wear shin guards under socks and approved soccer cleats (no toe cleat). All players must wear numbered (minimum 6" on back of jersey) uniforms with no duplicated numbers on a team. Player's uniform numbers must coincide with the team roster. Eyeglass restrains are required. NO jewelry or metal hair accessories may be worn in competition. **NO hard casts are permitted.** Soft casts with a doctor's release and approval from the referee or tournament official may be accepted. Splints with proper wrapping and approval from the referee may be allowed. Approved ball sizes are listed below, balls will be provided by the Tournament. In brackets that U8/U9 are combined a size 4 ball will be used.

Age Group	Ball Size
U8	3
U9/U10/U11/U12	4
U13/U14/U15	5
U16/U17/U18/U19	5

**PLAYING TIMES:** Teams are guaranteed 3 game minimum.

	<b><u>PRELIM/SEMI FINALS</u></b>	<b><u>CHAMPIONSHIP GAMES</u></b>
U15/19	Two 35 minute halves	Two 35 minute halves
U14	Two 30 minute halves	Two 30 minute halves
U13	Two 30 minute halves	Two 30 minute halves
U12	Two 25 minute halves	Two 25 minute halves
U11	Two 25 minute halves	Two 25 minute halves
U9/10	Two 22 minute halves	N/A
U8	Two 20 minute halves	N/A

**HALF-TIME:** Half-time breaks will be **EXACTLY** 5 minutes long.

**OVERTIME:** There will be no overtime in games that end in a tie. If there is a tie in a Championship or Semi-Final or Third Place Match, a champion will be determined by taking penalty kicks according to *2016/2017 FIFA LOTG*.



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**A running clock will be used. During preliminary matches, time will not be extended except for serious injury.**

**U8 GAMES:** When U8 games will be played 4v4 with no goalkeeper. There will only be one (1) referee and no assistant referees. There is no offside in these games (unless it is a very blatant offense) and the opposing team has to be past the build out line when a team restarts with a goal kick. No intentional heading of the ball is allowed. Referees will restart play with an IDFK on a heading violation. All other rules conform to the **LOTG**.

**U8/U9/U10 GAMES:** U8/U9/U10 games will be played 7v7, including a goalkeeper will have a minimum of one (1) referee, if available (3) referees will be provided. Teams must have a minimum of 5 players to start and play the game. The opposing team has to be past the build out line when any keeper delivery occurs and on a goal kick restart. No intentional heading of the ball is allowed. Referees will restart play with an **IDFK** on a heading violation. All other rules conform to the **LOTG**, including offside.

**U11/U12 GAMES:** U11/U12 games will be played 9v9, including a goalkeeper, playing on age appropriate fields. Teams must have a minimum of six (6) players to start and play the game. No intentional heading of the ball is allowed on U11 games, but players on U12 games may head the ball. All other rules conform to the **LOTG**, including offside.

**SUBSTITUTIONS:** Substitutions are allowed with the Referee's approval at the following times: your throw-in, any goal kick, after a goal, on an injury, and to substitute for a yellow-carded player.

**FORFEITURES:** Teams failing to report ready to play within 10 minutes of the scheduled kick-off time will forfeit the game (3-0). If both teams fail to report on time, both teams will be assessed losses. Any team forfeiting a game will be referred to their State Association.

**RED CARDS:** Players and/or coaches receiving a red card will be ejected from the game and will not participate in the next scheduled game, as a minimum. The player/coach pass will be held at Tournament Headquarters until the player/coach is eligible to play/coach again. In addition, Home Leagues and State Associations may be advised of the offense.

<b><u>POINTS:</u></b>	WIN	-	Six (6) Points
	TIE	-	Three (3) Points
	LOSS	-	Zero (0) Points
	GOALS	-	One (1) Point per goal (max. Three (3))
	SHUTOUT WIN-		One (1) Point

The team with the most points is the winner of the bracket. **One point will be deducted for each red card.**

## **GENERAL:**

1. All coaches have **total responsibility for the conduct** of their players, bench, friends and spectators at all times. If parents/spectators display misconduct, they may be asked to leave the field.
2. **No hard casts are allowed.**



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3. **No jewelry allowed including taping of earrings.**

4. No heading in age groups Under-11 and below is allowed. If, during the course of a match, an intentional header is performed, play will be stopped and will resume with an IDFK for the opposing team.

5. Both teams are responsible for cleaning the sidelines. A trash bag will be provided by the Field Marshal.

6. **No alcoholic beverages are allowed.**

7. In ALL GAMES under the jurisdiction of AYSA, both players and coaches will be on one side of the field and all the parents/spectators on the other side. The coaches will decide which side will be the “team” side and will notify the referee PRIOR to the game.

Spectators should be seated between the coaching box (an area approximately 10 yards to each side of the center line) and the goal box and at least 2 yards from the side touch line. **NO ONE MAY SIT BEHIND A GOAL.**

**PLAYER CARDS:** *Team Officials need to pick up player passes after each game from the Field Marshal Tent.*

**TIE BREAKERS:** In flights where the teams advancing to playoffs are determined by points, a tie will be broken in the following order:

1. **Head to Head**, winner advancing. If teams played to a draw or teams did not play or a 3-way tie then go to the next breaker.

2. **Goals Against** with the team giving up the fewest goals advancing. No maximum per game. If even then, go to next tie breaker.

3. **Goals Score**. The team scoring the most goals advances. A team is credited for each goal up to 3 per game. So scoring 8 goals in a game only counts as 3 goals for that game in the tie breaker calculation. In 3 games the maximum goals for would be 9 goals. If still tied, go to the next tie breaker.

4. **Shutout Victories**. The team with the most shutout victories will advance. A 0-0 tie does not count as a victory shutout. If still tied, go to the next breaker.

5. **Goal Differential**. Goal Differential is goals scored less goals allowed. Each game has a maximum of 3. A 6-1 victory is not different than a 4-1 victory in calculating goal differential. In either case the winning team will get a +3 differential (as well as 3 goals towards the goals scored tie breaker).

**IF TEAMS ARE STILL TIED:** If there are 3 teams tied there will be a coin toss among the 3 teams with 3 coins, the toss will be repeated until there is an odd coin (i.e. 2 heads and 1 tail). The team with the odd coin will receive a bye and the first spot shootout will be between the teams with the matching coin. The winner then advancing to play the team with the bye. The loser dropping to last among the tied teams. When there are 2 teams tied both teams will advance to the playoff rounds regardless of outcome (i.e. where both teams would advance to a semi-final because they tied for first and the second play teams of the group advance to the semi-finals) there will be a coin toss to determine the placement. When there are 2 teams tied and only 1 can advance there will be Kicks from the Mark shootout.



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**COIN TOSS FOR TIE BREAKERS:** The coin toss will be done at the Fort Lowell Headquarters Tent. Teams will be notified but **DO NOT** have to be present. They can be on the phone if they desire. When there are 2 teams involved, the lower number team will be heads and the higher number will be tails. So if teams 120 and 123 are tied, 120 will be heads and 123 will be tails. The Field Marshal, Head Referee or designated Tournament Official will flip the coin in the absence of the teams. A Tournament Official will oversee the coin toss. If there are 3 teams involved, tournament officials will represent teams that are not present. The placements will be shown in the standings and schedule.