



# ***REGIONAL TOURNAMENT GUIDELINES***

## ***A Supplement to the Regional Guidelines***

Except as provided below, tournament games and the conduct of participants shall be in accordance with FIFA Laws of the Game, AYSO Rules and Regulations and the Region 440 Guidelines, including the Regional Coach Manual.

### **A. GENERAL CONDITIONS**

1. The following items should be completed by the coach on the game card:

- Region, Division, Team number, Team name, Colors, Coach's name, Assistant Coach's name
- The names of all players on the team roster and their jersey numbers, with notations indicating absent players. Players should be listed in numerical order by their jersey number.
- Indicate Captain (C), Alternate Captain (AC), and Goalkeeper (GK)

Quarters Out-of-Play should be left for the Referee to mark.

Game cards should be completed before each game and given to the Referee.

2. A maximum of two coaches are allowed per team. A maximum of three (minimum of two) players may be selected as captains and alternate captains. Only one player may be designated as captain.

3. Coaches for the two teams shall each occupy separate sides of the field. Sideline coaching shall be limited to one side of the field per team. Coaches should remain clear of the touchline and in the coach's box (ten yards on either side of the halfway line). If needed, the Referee shall determine which coach occupies which side of the field.

4. Coaches should remind spectators that they are to remain behind and within the spectator lines (three yards back from the touchlines and within the area between the penalty areas). Coaches are responsible for the conduct of the spectators from their team. Negative and dissenting remarks toward the coaches, referees, or players will not be tolerated.

5. Unreasonable displays of temper, dissent, and/or unsportsmanlike conduct on the part of players, coaches, spectators, etc. will be cause for ejection from the field area by a member of the Tournament Committee or by the game referee when the occurrence is during or immediately before or after a game.

6. Send offs (red cards) - any coach or player sent from a game must leave the field of play immediately. In the case of the player, the team shall play short for the remainder of the game as well as any overtime periods. Any player or coach who is sent off for "violent misconduct" or "abusive language" will be suspended from the tournament. Any player or coach who is sent off will be ineligible to participate in his or her next scheduled game.

7. All players in the tournament must have been on the team roster and must have played in at least one half of the regular season games. Players not meeting this criteria are not eligible for post-season play.

8. Protests concerning rules of competition may be submitted, in writing, to the attention of the Tournament Committee, no later than one (1) hour after the discovery of the occurrence. Protests shall be accompanied by a \$25.00 cash deposit (refundable only if the protest is upheld). The written protest must recite the FIFA Law and/or the AYSO Guideline that has been violated. A Referee's judgment call may not be protested.

9. A game ball may be provided by the Region. In cases where one is not available, the Referee shall choose a ball from either team. He / she may also designate alternate balls.

## **B. TOURNAMENT COMMITTEE**

The Tournament Committee shall consist of the Regional Commissioner (RC), Coach Administrator, Referee Administrator, Tournament Director, and one additional member as appointed by the RC. The additional member may not be a coach involved in the tournament. Where an incident directly involves the child or team of a committee member, the committee member must abstain from participation in the decision and a neutral, substitute member shall be appointed by the RC. All matters pertaining to the tournament (including the interpretation of these rules) shall be decided by the Tournament Committee.

## **C. SUBSTITUTION POLICY**

### **REGULAR SUBSTITUTION**

1. Substitutions will be at quarters.

2. Every player must play at least one half of every game and all players must play three quarters of the game before any player plays four quarters.

3. The Referee will be responsible for marking, on the game card, the quarters each player does not play. The Referee shall verify that each eligible player plays one half of every game and that every player has played three quarters of the game before any player plays four quarters. .

4. Prior to the beginning of each period, the coach shall instruct players who will be sitting out to go to the halfway line and face away from the field until the Referee has indicated that substitutes have been noted. All other players must remain on the field of play except during halftime.

5. The time between quarters (except halftime) is not for coaching or water breaks. Coaches should use this time to quickly re-position players as needed. Players who must have water should come to the touchline quickly (without leaving the field) and receive water from someone outside the field.

### **FREE SUBSTITUTION**

1. Free substitution will be utilized by the U19 and U16 teams throughout all games. Free substitution will be utilized by U14, U12 and U10 teams only during overtime periods, as described below. Coaches are still obligated to play every player at least one half of the game and to play every player at least three quarters of the game before any player plays four quarters of the game. .

2. Substitutions may be made with the Referee's permission:
  - After a goal has been scored
  - At the beginning of any period of play
  - At a throw in, by the team in possession of the ball
  - In case of an injury on a one-for-one basis for the injured player(s)
  - To replace a cautioned player
  - For either team on a goal kick
3. Any player receiving a caution (yellow card) must be replaced by a substitute for at least five (5) minutes.
4. The coach shall notify the Assistant Referee if a substitution is desired. The Assistant Referee will notify the Referee of the request at the next appropriate time. If the Referee acknowledges and grants the substitution, the substitute player shall not enter the field of play until the player he or she is substituting for has left the field of play. Players must enter and leave the field of play at the halfway line.
5. The Referee shall have final authority on allowing substitution.

#### **D. TOURNAMENT GAMES FORMAT**

Rounds of games will be designated as Round Robin, quarter-finals, semi-finals, or final. An entire bracket for a given division may be composed of one, or a combination of two or more of these types of rounds depending on the number of teams involved. Teams shall be assigned to the brackets by a random draw. As a general rule, round robin games will be used only in divisions that have three teams and single elimination games will be used in divisions with 2, or 4 or more teams.

#### **ROUND ROBIN FORMAT**

Round Robin games will end at modified regulation time regardless of the score. Placement for subsequent finals will be determined by the total points awarded during the Round Robin, per Table "A" below.

#### **TABLE A**

Win = three (3) points  
 Tie = one (1) point (for both tying teams)  
 Loss = zero (0) points

Bonus Points - Shutouts = two (2) points

A shutout is a game in which the winning team does not allow the challenging team to score any points.

Bonus Points - Goal Differential = up to three (3) points - per game

\*The winning team shall receive one point for each goal differential (i.e. the difference between the challenging team's score and the winning team's score). Points are awarded on a per game basis with a maximum of three (3) points per game. (The three point maximum is intended to discourage "running up" the score.)

If, after applying the formulas in table "A" there is a tie in total points, the criteria in Table "B" shall be applied to settle the tie. The criteria are applied in the order listed:

#### **TABLE B**

#1 - result of head to head competition (not considered in the event of a tie between more than two (2) teams)

unless one (1) team beat all other tied teams).

#2 - total most wins

#3 - total most ties

#4 - total most bonus points (combined shutout and goal differential)

#5 - total most bonus points from shutouts

#6 - total most bonus points from goal differential

#7 - total least number goals allowed

#8 - result of FIFA knockout competition procedure (not considered when a tie exists between more than two (2) teams). See below for Knockout Competition rules.

#9 - Reviewed by tournament committee for determination of further judicious procedure.

Official points tally and bracket advancements will be kept by tournament officials at the administration table.

Regulation time for Round Robin games shall be modified as follows:

<u>Division</u>	<u>Regulation Time</u>		<u>Modified (Round Robin) Regulation Time</u>
U10	50 minutes	to	<b>40 minutes</b>
U12	60 minutes	to	<b>50 minutes</b>
U14	70 minutes	to	<b>60 minutes</b>
U16	80 minutes	to	<b>70 minutes</b>
U19	90 minutes	to	<b>80 minutes</b>

## **FINAL ROUNDS and SINGLE ELIMINATION FORMAT**

Games are played at normal regulation time.

No quarterfinal, semi-final, or final games may end in a tie. If at the end of regulation time the game is tied, a winner must be determined. The following procedure shall be used when it is necessary to determine which team shall advance to the next level or otherwise be declared the winner of the game.

### OVERTIME PLAY

1. If scores are tied at the end of regulation or modified regulation time, teams shall play a 10-minute overtime period. If the score is still tied at the end of this period, a *sudden death* 10-minute overtime period will follow.
2. Teams shall be given a five (5) minute rest after regulation time. A coin toss shall be conducted at the start of the first overtime period and the winner shall choose which side they wish to defend. The other team shall kick off. The teams shall switch sides at the start of the second overtime period and the winner of the previous coin toss shall kick off.
3. Free substitution will be in effect during overtime periods. (See Free Substitution procedure above)
4. If the teams are tied at the end of the second overtime period, a knockout competition shall determine which team advances.

*KNOCKOUT COMPETITION (the taking of kicks from the penalty mark)*

1. The Referee shall choose the goal at which all of the kicks shall be taken.
2. The Referee shall toss a coin. The team whose captain wins the toss shall take the first kick.
3. The Referee shall note each player as he/she takes a kick.
4. Each team shall take five kicks from the penalty mark, as follows:
  - (a) The kicks shall be taken alternately by each team. The kicker must wait for the Referee's signal before taking the kick.
  - (b) If, before both teams have taken five kicks, one team has scored more goals than the other team could, even if it were to complete its five kicks, the taking of kicks shall cease.
  - (c) If, after both teams have taken five kicks, both have scored the same number of goals or have not scored any goals, the taking of kicks shall continue in the same order, until such time as both have taken an equal number of kicks (not necessarily five more kicks) and one team has scored a goal more than the other.
5. The team which scores the greater number of goals, whether the number of kicks taken is in accordance with the terms of paragraph 4(a), 4(b) or 4(c) shall qualify for the next round of the competition or shall be declared winner of the competition.
6. Only the players who are on the field at the end of the last overtime period (or the end of the match if no overtime period was held) shall take part in the taking of kicks in the knockout competition (referred to as eligible players) except that a goalkeeper who sustains an injury during the taking of the kicks and who, because of the injury, is unable to continue as a goalkeeper, may be replaced by a substitute. No other players may be replaced by a substitute. If a player other than the goalkeeper must leave the field due to an injury, the team will kick with remaining players but will not be required to miss a turn in the kick procedure
7. Each kick shall be taken by a different player and not until all eligible players of a team, including the goalkeeper (or the substitute by whom she/he was replaced under the terms of paragraph 6), have each taken a kick may a player of the same team take a second kick.
8. Subject to the terms of paragraph 6, any eligible player may change places with the goalkeeper anytime during the taking of kicks.
9. Other than the player taking a kick from the penalty-mark, and the two goalkeepers, all players shall remain within the center circle whilst the taking of the kicks is in progress.
10. The goalkeeper who is the colleague of the kicker shall take up position within the field of play, outside the penalty area at which the kicks are being taken, behind the line which runs parallel with the goal-line, and at least 10 yards from the penalty mark. The defending goalkeeper is reminded that he must remain on the goal line between the goal posts until the ball is kicked into play.
11. Unless stated otherwise above, all other laws of the game shall still be applied in so far as they can apply at the taking of kicks.

## **E. FORFEITS**

A team that is unable to field the minimum number of required players for a game will be allowed a fifteen (15) minute grace period after the scheduled kickoff time before a forfeit win is awarded to their opponent. A team which fails to complete a match against its opponent shall also be considered to have forfeited the match.

In the round robin format, a forfeit shall be recorded as follows:

- non-forfeiting team - awarded score of two (2) tournament points
- forfeiting team - awarded score of zero (0) tournament points

Once a particular team has forfeited, tournament points will be awarded as follows in all games, past and future, involving that team:

- a) if the team which forfeited wins a game, tournament points shall be awarded according to Table A in the Round Robin Format.
- b) if the team which forfeited loses a game, the winning team shall be awarded two tournament points, regardless of the score of the game.

This point schedule is intended to allow a team which forfeited for reasons beyond their control to continue in the tournament and to minimize the subsequent advantages and disadvantages realized by other teams. The tournament committee reserves the right to modify scores related to forfeits if a forfeit appears to be counter to the spirit of fair competition.

## **F. SUSPENDED GAMES**

Games suspended by the Referee, due to continued misconduct or interference by players, coaches, or spectators, will be reviewed by the tournament committee and an outcome will be determined.

Games will generally continue during rain showers; however, games will be suspended by the Referee or tournament officials in the event of lightning, hail, or unplayable field conditions or other threats to the safety of the players. In the event of inclement weather, the tournament officials will have the authority to change games as follows:

- relocate, reschedule, or change the duration of any game(s)
- cancel any preliminary game(s) which no longer have a bearing on the selection of the winners

Games may be temporarily suspended if the weather or threatening conditions appear to be temporary. Normally the suspension shall not last over 20 minutes.

Round Robin games terminated due to weather after one half of play shall be considered final.

## **G. AFTER THE GAME**

1. Once eliminated, each coach should see the Tournament Director, Coach Administrator, or Regional Commissioner for the presentation of trophies.
2. If there is an Area playoff tournament, championship teams shall advance to the Area level and should see the Regional Coach Administrator for information concerning this advancement. Coaches who have not attended Intermediate Coach training may only advance upon recommendation of the Regional Board and upon approval of the Area Director and/or in accordance with the Area tournament rules. In cases where teams are ineligible to advance or choose not to advance, the next lower ranking team shall advance in their place.