



Tournament Rules and Regulations

Area 2C and 2D Select Season Tournament

(revised February 24, 2010)

1. The matches will be played according to the FIFA Laws of the Game and the AYSO National Rules and Regulations unless modified by these regulations.
2. Each team must present their credentials to the Tournament Officials prior to each game. Failure to present credentials within a reasonable amount of time before the game may result in forfeiture of the game. A team representative will provide the tournament officials with a pre-approved AYSO line-up card which includes each player's jersey number and name in ascending numerical order; a pre-approved AYSO Player ID card, with picture, for each player; a pre-approved Coach ID card with picture and current coaching certification for each coach; and the current medical release for each player. Only those players listed on the Rosters presented to the Area Directors at the beginning of the Select Season are eligible to participate. Any team using an unauthorized player will forfeit that match.
3. Coaches must wear their their AYSO Coach ID card during each game, or have it readily available to identify them as a team official.
4. The properly-completed line-up card - including front and back - will be presented by each team to the referee prior to the start of each match. At the end of the match the line-up cards will be signed by the referees and the winning coach will return the cards to the appropriate tournament table. In the case of a tie, the home team will be responsible for returning the game cards to the tournament table. Also, in the case of any disciplinary actions (cautions or send-offs/dismissals) the referee will deliver the game cards to the tournament table and inform the tournament officials.
5. Each team member must play one-half (½) of each match during regulation time. If a player does not participate for this minimum amount (other than in the case of an injury or similar circumstance) the team shall forfeit that match. A player who begins a quarter and subsequently becomes injured receives credit for playing that quarter.
6. Standard substitution opportunities will be used in U10, U12 and U14 matches. These include midway through the first half, half time, midway through the second half, and injury only for the injured player. The stoppage midway through each half is for substitution only and is not for a strategy or other break. The referee's watch will continue to run during this stoppage and all players not being substituted must remain on the field.

7. In U16 and U19 matches, substitutions can be made by either or both teams at any stoppage of play with the permission of the referee. Permission may be denied in cases where the substitute is not prepared and standing at the halfway line, or if the restarting team has already initiated the restart. All players must still participate in one-half (½) of each match.

8. Slide tackling and heading of the ball in the U10 division is allowed if done in a safe manner. Referees can use their discretion to call "Playing in a dangerous manner" if these actions are not performed safely.

9. All matches must end at least five minutes before the start of the next match. It is the responsibility of the referee to ensure that matches end on time. There will be no overtime periods during bracket games. If a semi-final, consolation, or championship match is tied after regulation time, two 5-minute overtime periods will be played. Normal substitution opportunities for that division will still apply, but the minimum playing time for each player does not apply. If the match is still tied at the end of the two overtime periods, the match will be settled by following the FIFA instructions for the taking of kicks from the penalty mark for teams in a draw match. Only the players on the field at the end of the 2nd overtime period will be allowed to participate in the shots from the penalty mark.

10. If a quarter-final is held in any bracket, and that match is tied at the end of regulation time, the match will be settled by following the FIFA instructions for the taking of kicks from the penalty mark as described in the prior paragraph (no overtime periods).

11. Any team that is unable or unwilling to continue a match will forfeit the match. In the case of a match that has started, the existing score will be used if the non-forfeiting team is ahead. Otherwise the result of the match will be a 1-0 score in favor of the non-forfeiting team.

a. A match may not start nor continue if either team has fewer than the minimum number of players available - less than seven (7) players for U14 and older, less than six (6) players for U-12, and less than five (5) players for U10. The team that does not have enough players will forfeit the match. If neither team has enough players the result will be a 0-0 tie.

b. A forfeit will result if a team is not at the field at the posted match starting time. A five (5) minute grace period in starting time will be allowed. Poor weather conditions or unusual circumstances may be a consideration for match delay or for a particular team being late for its match. Only the Tournament Director (or his appointee) may decide on these matters.

c. Coaches, spectators and players are expected to display good sportsmanship throughout the tournament. Coaches will be held responsible for any action by the spectators or supporters. If for any reason the referee calls the match because of actions by spectators or supporters, the match will be

forfeited to the opposing team. In such an event, the match referee or Tournament Director may assign red card(s) to the spectator(s) for purposes of the tie-breaker provisions for the tournament.

12. The team listed first on the schedule is the home team and will provide the match ball(s).

13. Team uniforms must match according to the AYSO National Rules and Regulations. This includes jerseys, shorts and socks. If tape is used on the socks, it is to be the color of the socks or black. If some type of warm gear is worn under the uniform (e.g. Under Armour[®]), it must be the color of the uniform, black or white. If a player's uniform does not match that of the rest of his/her team, that player will not be allowed to participate in that match. If two teams in any given match have identical uniform colors, it is the responsibility of the home team to change colors. If pinafores are available, the home team wears the pinafores. If more than one player has the same jersey number on any team, tape must be used to change the jersey number (by either adding a 1 before or after the jersey number). The Tournament Director has final say in this matter.

Pittsburg is a pilot region participating in AYSO for the first time. Their uniforms may not match the AYSO standard. Walnut Creek will also be wearing non-standard uniforms but should have the AYSO logo applied to the jersey.

14. In all matches, the contending teams (and their coaches and spectators) shall remain on opposite sides of the field of play wherever possible. Home team will have its choice of the side of the field. Spectators shall remain behind spectator lines (at least 3 yards from the touchline whenever feasible) and coaches shall remain within the boundaries of the coaching (technical) area (10 yards – either side – from the half line and at least 1 yard from the touchline) during all matches.

15. No alcoholic beverages or smoking are allowed on or near the playing grounds. Spectators, coaches or players suspected of intoxication will not be allowed to participate in their scheduled matches.

16. No protests will be allowed.

17. Send-offs/dismissals and cautions (red and yellow cards) must be reported immediately by the referee to the Tournament Table for the field in use. A send-off (red card) or an accumulation of 3 cautions (yellow cards) during the tournament will result in a **minimum** one match suspension, even if the next match is a playoff or championship match. For serious misconduct, a player, coach or team may be suspended for multiple matches or the balance of the tournament. The Tournament Director (or his appointee) will rule on the suspension. A coach may appeal any match suspension on behalf of himself or a player. The Tournament Director (or his appointee) must be notified of the appeal one (1) hour before the player's or coach's next match.

Tournament Structure

All teams will participate in a preliminary round with two or three matches (the structure will vary depending on the division and the number of teams participating). Points will be assigned to the teams based on the results of the preliminary rounds. Points will be awarded to each team as follows:

- 6 points for a win
- 3 points for a tie
- 1 point for each goal (up to a maximum of 3 per match)
- 1 point for a shutout
- 2 points for each send off/dismissal (red card) issued to a player or coach
- 1 point for an accumulation of three cautions by a team within one match

A forfeit resulting in a 1-0 score would equate to 8 points: 6 for the win, 1 for the 'goal', and 1 for the shutout.

After the preliminary rounds are completed, the points will be used to determine which teams advance to the elimination rounds. If there is a tie in total points the following tie breakers will be used in the following order:

1. Head to head competition
2. Subtracting goals against from goals scored (to a maximum of 3 points per match)
3. Fewest goals scored against (based an average per match)
4. Fewest red and/or yellow cards received (two points for each send-off, one point for each caution)
5. Coin toss conducted by the Head Scorekeeper/Tournament Director

In the case where a Wildcard team is necessary in order to balance the number of teams for semi-final matches, the Wildcard will be determined by the team with the highest point total not counting the bracket winners. If there is a tie in determining the Wildcard, the above tie-breaker rules will be used to determine the Wildcard team. Additionally, the semi-final match schedule may be modified to ensure that the Wildcard plays the highest-point team. If this results in the Wildcard team playing their bracket-mate, then the Wildcard team will compete against the second highest-point team.

Please remember at all times and that we are here for the Kids!

Everyone Plays - Balanced Teams - Positive Coaching - Open Registration - Good Sportsmanship - Player Development



Important Coach Information

Area 2C and 2D Select Season Tournament

Please carefully read the following summation of Team Credentials necessary for participation:

Teams will forfeit tournament games for the following reasons:

- No official team roster signed by their Regional Commissioner.
- No parent-signed medical release forms.
- No Regional Commissioner-signed player ID cards.

If a coach does not have a full set of parent-signed medical forms which match the Regional Commissioner-signed team rosters and Regional Commissioner-signed Player ID cards, the team will forfeit their game(s).

All coaches must have all three items above in order for each player to play. If coaches fail to have any one of the three items, the players affected will not be able to play.

Additionally, player uniforms that do not match the AYSO Uniform standard - including having the AYSO logo - will not be allowed to play. If an entire team does not meet the uniform standards, that team will forfeit their game(s).

THERE WILL BE NO EXEMPTIONS OR EXCEPTIONS.



Referee Information

Area 2C and 2D Select Season Tournament

Please ensure the following are completed before each game:

- The teams have presented themselves at the tournament table for check in and the following items were verified:
 - Each player has a Regional Commissioner-signed Player ID card
 - Each player is listed on the pre-approved AYSO Game Card

- Uniforms match the AYSO National Rules and Regulations

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Walnut Creek will also be wearing non-standard uniforms but should have the AYSO logo applied to the jersey.

- Each team presents you with the pre-approved and verified AYSO Game Card
- The Home Team (team listed first on schedule) provided game balls
- The Home Team has chosen a touchline to occupy
- The Visiting Team has occupied the opposite touchline
- Uniform colors are distinct enough. Pinafores should be worn by the Home team if alternate jerseys are not available.

The following substitution opportunities will be used:

- U10 through U14 - the standard substitution opportunities
 - Midway through the first half
 - Halftime
 - Midway through the second half
 - Anytime for an injured player
- U16 and U19
 - Any stoppage with your permission. Permission should only be denied if:
 - The substitute is not standing ready at the halfway line
 - The restarting team has already begun the restart

Immediately after the game:

- Completed game cards are handed to the winning coach for returning to the tournament table
- If a misconduct occurred during the game, the Referee should return the game cards to the tournament table and inform the tournament officials.