



**AYSO Section Eight Tournament
Guidelines**

**June 19-21, 2009
Hosted by
Branch County AYSO Region 1289
Coldwater, Michigan**



1. NAME AND LOCATION

AYSO Section 8 Tournament. Branch County AYSO Region 1289 / Area D

2. TOURNAMENT SCOPE

Tournament shall be an AYSO Section Tournament; **Open to Section Eight regular season (core) teams.** Teams have had to play in the just concluded spring season. Exception: U16 and U19 Girls. Co-ed teams will compete in the boys' division.

3. TOURNAMENT DATES

June 19-21, 2009

4. LENGTH OF GAMES

All divisions shall be in two year age groupings with match length and team size as follows:

Division	Age	Competition Size	Preliminary Rounds	Final Rounds
DIV – 5	U-10	9 vs. 9	40 Minutes	50 Minutes
DIV – 4	U-12	9 vs. 9	40 Minutes	60 Minutes
DIV – 3	U-14	11 vs. 11	50 Minutes	70 Minutes
DIV – 2	U-16	11 vs. 11	50 Minutes	80 Minutes
DIV – 1	U-19	11 vs. 11	50 Minutes	90 Minutes

5. REGISTRATION

The Tournament Committee will accept applications from teams in the order they were received, based on the application letter postmark. A team becomes an official tournament entry only after payment of the required registration fee, acceptance of the registration application by the Tournament Registrar or the designated representative and the team coaches meet the minimum Coaching Certification.

All teams must be registered on or before **May 20, 2009.** Registrations will be accepted after this date only if there is an opening in an age division.

Teams selected for participation will be notified through an email or letter postmark by May 22, 2009. Teams selected after the application deadline, will receive notification within 48 hours of receipt of application and prior to the coach's packet/schedule distribution. Any registered team selected for participation in this tournament that elects not to participate in the tournament will forfeit its entry fee after May 20, 2009.

Any team not selected for participation may ask to be placed on a waiting list or will receive a full refund by letter postmark of May 22, 2009. Teams placed on a waiting list and not selected for participation will receive a full refund by letter postmark not later than June 13, 2009.

Entry fee is \$250.00 per team if postmarked by **May 8, 2009** and **\$290.00** per team if postmarked after **May 8, 2009.** **Registration fees MUST be paid by regional check.**

6. PLAYER ELIGIBILITY

Age Divisions

Division	Age	Date of Birth	Max Players Per Roster
DIV - 5	U-10	8/1/98 – 7/31/00	15
DIV – 4	U-12	8/1/96 – 7/31/98	15
DIV – 3	U-14	8/1/94 – 7/31/96	15
DIV – 2	U-16	8/1/92 – 7/31/94	18
DIV – 1	U-19	8/1/89 – 7/31/92	18

The effective date of age determination shall be the player's age as of July 31, 2008; and shall be the effective date for play in this tournament.

Coaches must provide an **AYSO Player Registration Form** and **AYSO Player Registration ID #** along with a valid **Player ID Card** issued by their Region for each player listed on the team roster. The above will be reviewed for validity by the Tournament Registrar or designated representative at check-in and may be requested for review at any game by tournament officials or referees.

Player ID cards must include a recent picture (i.e. school picture). **Player ID cards MUST be laminated.**

Each head coach is responsible for assuring the eligibility of all players on his/her team.

Any player must present a birth certificate or proof of age to the Tournament Director or his/her representative upon request.

Each AYSO Player entering this tournament must have played in the regular (core) season (just concluded regional season). Exception: U16 and U19 Girls must have played in the regular (core) fall season.

7. TEAMS

Teams may have a maximum number of registered Players as indicated on Table 7.1: fielding the maximum number of players according to and depending upon the division in which each player is registered:

TABLE 7.1: ROSTER SIZE

Division	Age	Max Players Per Roster	Competition Size
DIV –5	U-10	15	9 v 9
DIV –4	U-12	15	9 v 9
DIV – 3	U-14	15 **	11 v 11
DIV – 2	U-16	18 **	11 v 11
DIV – 1	U-19	18 **	11 v 11

A minimum of 50% of the Players listed on the **Tournament Roster** must be from the regular (core) season team. For Example: A Tournament Roster that includes 14 players must have 7 players from regular (core) season team. A Tournament Roster that includes 15 players must have 8 players from regular (core) season team. **Any player added to the regular (core) season team roster, must be registered in the SAME region as the regular (core) season team and must be within division birthdates.**

****U14-U19 ONLY:** If over player limit, all players must be from the original regular (core) season team roster. In no case will the team roster exceed 18 players in the U14 division or 22 players in the U16/U19 divisions. A copy of the original team roster must be provided with the team's tournament application.

A player **MAY NOT** be registered or play on more than one (1) team.

Teams discovered to have ineligible Player(s) shall be disqualified from further competition. Previous matches won by a disqualified team will be recorded as a 1-0 win for the opposing team.

An original roster signed by the regional commissioner must be submitted with the tournament application. Only one revised roster will be accepted prior to June 13, 2009. Exceptions will require the Tournament and Area Director's approval.

Note: Any roster submitted requires an original signature in red ink from the Region's Regional Commissioner.

8. SCHEDULING

All teams will be guaranteed a minimum of three (3) scheduled matches.

All groupings will be conducted by random draw.

Schedules will be available on or before June 15, 2009.

In the event that unusual conditions necessitate rescheduling, curtailment or cancellation of games, the Tournament Committee consulting with the host area director will have authority to make these changes in the best interest of the tournament.

All schedules are final.

9. CHECK-IN GUIDELINES

Registration and Pre-Equipment Check-In:

- Upon team registration, each coach must have in his/her physical possession a valid AYSO Player Registration form along with a valid Player ID Card for each player listed on the team roster. All teams will be checked in at the main playing site at least sixty (60) minutes prior to the start of their first match. **Late teams will forfeit their match if they cause game delays.**

Pre-Game Check-In and Final Equipment Check-In:

- Teams will be checked in at the field of play (30) minutes prior to match time. Player ID Cards, which have been previously verified by the Tournament Registrar or a designated representative, will be given to Referee or designated Tournament Field Official prior to start of the match. A completed line-up (match) card will be provided to the Referee prior to the start of the match. The Referee will also make a brief safety check of Players before each match. The Referee will have the final say on the safety of equipment. **Late teams will forfeit their match if they cause game delays. Note: No protest of players' equipment shall be allowed.**

10. PLAYERS' EQUIPMENT CRITERIA

Players shall wear the necessary compulsory equipment in accordance with Law IV, The Players' Equipment. The Referee shall determine the safety of player's equipment in accordance with the Law.

EQUIPMENT	CRITERIA
SHOES	Allowed: Soccer shoes; molded or screw in cleats; all turf shoes; tennis shoes Not Allowed: Baseball; football, street shoes or shoes with a dangerous toe cleat
SHIN GUARDS	Shin guards are MANDATORY for player safety; shall be age appropriate and shall be worn during matches at all times.
SOCKS	Shall be pulled up and over the shin guards at all times during the match and shall be uniform in color.
SHORTS AND SHIRTS	<ul style="list-style-type: none"> Teams must have shirts that are uniform in color. Shirts must be properly marked; include the approved AYSO National logo (in contrasting color) and have a unique player number displayed. Sponsorship markings must comply with the AYSO Rules and Regulations. All Teams must have an alternate color jersey. In the event of a color conflict with two matched teams, the Visiting Team shall change jerseys. Alternate jerseys need not be numbered. Shorts must be of the same predominate color – shades and design may vary.
JEWELRY	Only religious and medical alert medals taped securely to the chest are allowed. No rings; earrings; body rings, or bracelets including friendship or string types are permitted. Eyeglass holders are recommended.
HAIR	No hard barrettes or bobby pins. Cloth or rubber bands are recommended. Soft scrunchies are allowed.
HATS	No hats or bandanas. Only the Goal Keeper may wear a soft-billed baseball cap.
SLIDERS	Sliders, sliding shorts, or hip-padded shorts are allowed.
KNEE BRACES	Knee braces are allowed as long as no metal is showing and all hard parts are sufficiently padded on all sides.
CASTS – SPLINTS	No players shall be allowed to play with a cast or splint of any kind.

11. DIVISIONS

Divisions 1 – 5 (U19 – U10) will be separated into divisions both for boys and for girls. Coed teams shall play in the boys' division.

12. HOME TEAM

The first team listed on the match schedule is the home team. All teams must take the PLAYER side of the field. In the example below, Browns and Blues are both the Home team.

Example: BROWNS VS. GREENS / BLUES VS. REDS

13. LAWS OF THE GAME

All matches shall be conducted in accordance with the current AYSO Edition – FIFA Laws of the Game and the decisions of the International Board in effect; with exceptions noted herein.

14. GAME CANCELLATION AND CONTINGENCY PLAN

Referees are to postpone their match in the event of lightning.

Tournament Officials will notify the referees in the event of other conditions that may arise that may cause match cancellations, i.e., tornado warnings, heavy rain, hail, lightning, etc.

A match is considered official as soon as the second half begins. Matches must be started promptly. Move quickly if the weather turns bad. In the case of serious weather, officials have the right to shorten games prior to the match with approval from the Tournament Committee.

15. CONDITIONS OF PLAY

Coaches understand that every player present must play a minimum of one half of each game. Failure to comply with this AYSO regulation may cause the team to be dismissed from the tournament. If dismissed, all games will be forfeited. This decision shall be made by the tournament director following consultation with tournament staff.

Coaches (or other officials) shall not enter the field of play unless requested by the referee. Only coaches and players will be allowed in the bench/team area. Teams are to have no more than two (2) coaches on the touchline coaching during the match.

All matches shall start on time. If a team is not on the field of play and ready to start the match within five (5) minutes after scheduled time, the match shall be deemed a forfeit. A forfeit shall be recorded as a 1-0 win in favor of the opposing team.

A minimum of seven (7) players shall constitute a team (Full-Roster Team). A scheduled game shall not commence nor be continued if one or both teams cannot field seven (7) eligible players. If a game cannot be started as a result of both teams being unable to field seven (7) eligible players, each team is to be assessed a 0-1 loss.

Preliminary Match Rounds:

Preliminary Match Rounds will be held. There shall be no overtime periods in preliminary match rounds. Teams shall play and advance in their brackets according to the following point system:

OUTCOME	POINT VALUE
WIN	3 Points
TIE	1 Points
LOSS	0 Points
FORFEIT	Recorded as a 1-0 Win for opposing team

Brackets:

Each age division will be divided into one or more groups. The Tournament Committee shall have absolute authority to structure a division in the best interest of all participating teams. Each team in each group will play qualifying games within their group. Based on the number of brackets, advancement to later rounds will be determined as follows:

4 Brackets	4 – First Place Teams
3 Brackets	3 – First Place Teams and One Wild Card
2 Brackets	2 – First Place Teams, 2 – Second Place Teams
1 Bracket	4 – Top Teams. In the event of a shortened tournament, playoffs may not be played. In this case, the awards will be based on final standings after preliminary play.

Wild Card Selection:

For brackets with wild cards, wild cards will be selected from the second place teams who have accumulated the most points. Ties on points will be broken in accordance with the rules listed below.

Tie Breakers for Preliminary Play:

In the event that a tie exists when determining the top teams in each group/division, the following tie breakers will be used:

FIRST TIE BREAKER	Head to head competition (not applicable if the tie involves more than two teams)
SECOND TIE BREAKER	If still tied after first tie breaker, the team having the fewest goals scored against will have a better record.
THIRD TIE BREAKER	If still tied after the first and second tie breaker, the team with the most goals scored in the preliminary round will have the better record.
FOURTH TIE BREAKER	If still tied, kicks from the penalty mark will be taken in accordance with FIFA Law.

NOTE: If a forfeit match exists for any reason, goal differential will not be used to determine winner.

Seeding:

Seeding will be determined based upon points after preliminary play. Play in Semi Final / Final rounds will be determined as follows:

Semi Final Rounds	The First Seed Team will play the Fourth Seed Team. The Second Seed Team will play the Third Seed Team.
Final Rounds	Winners of the Semi Final Rounds will advance to the First/Second Place Match. Losers of the Semi-Final Rounds will advance to the Third/Fourth Place Match.

Tie Breakers in Semi-final and Championship matches:

Ties in semi-final and championship matches will be broken as follows:

A full ten (10) minute Overtime Period shall be played. If still tied, an additional full ten (10) minute Overtime Period shall be played. If score is still tied after both overtime periods, the winner shall then be determined by kicks from the penalty mark in accordance with FIFA Law.

16. SUBSTITUTION

All matches will be played according to the AYSO substitution breaks or break system. Monitored substitution will be allowed in U16 and U19 divisions during Semi Final and Final rounds only.

All registered players in attendance at games must participate and play at least one half of each match excluding overtime.

Any team not found to be following the rules governing substitutions may be subject to immediate disqualification.

Substitution Procedure:

The referee will stop play approximately half way through the first and second halves for a one (1) minute break. The referee will notate on the line-up card those players who are substituting. Substituting players will be at the half way line and ready to play. The clock will continue to run. The quarters are for substitution only.

Stoppage is made when the ball is out of play: such as a throw-in, goal-kick, or following a goal. Additionally, substitutions may also be made at half-time. Coaches of each team may substitute as many players (or none) during such interruptions as long as all substitutes have played at least one-half of the game by game's end.

Note: Time expended for substitution will be added to each half by the referee as "stoppage time;" the amount of which being at the discretion of the referee.

Substitution for Injury:

If a player is injured, the coach may provide a substitute for the player, in which case the injured player may not return until the beginning of the next quarter. Only the player who is injured is credited with a quarter of play regardless of the actual time played.

The coach may choose to play short thereby allowing the injured player to return during the quarter in which he/she was injured at the next stoppage of play. Note: "The next stoppage of play" may be any stoppage of play – including a free-kick. The player must be recognized by the referee to legally return to the game.

Monitored Substitution – U16 and U19 Only

Monitored Substitution is allowed in U16 and U19 age divisions only and will be allowed in Preliminary, Semi Final and Final games.

There is no limit to the number or frequency of substitutions that a coach can make. However, substitutions must be handled in a manner which will ensure that every present participant plays at least one half of every game. Neither the referee nor the assistant referee will keep individual player's playing time statistics. It is the sole responsibility of the

coach to ensure that each player gets a minimum of one half of the game playing time as required by AYSO. The assistant referee has the responsibility to manage the player entry and exit process in games in which monitored substitution is allowed. **NOTE: The referee may refuse substitutions during the final two minutes of either half of the game.**

Monitored Substitution Procedure:

- The coach will inform the referee that a substitution is to enter the game. Substituting players will be at the half way line and ready to play. Player substitutions shall be allowed only at Kick-Offs, Goal Kicks, Injury, or the Teams' own Throw-In. Note: Both teams may substitute at a Throw-In as long as the team in possession is substituting players.
- The assistant referee will issue the signal for substitution (a flag held horizontally above the head).
- The referee will stop the game at an appropriate time after the signal has been seen.
- When the play stops, the referee will announce that a substitution will occur.
- The player being substituted will leave the field at the half line.
- The substitute will enter the field at the half line with the permission of the referee.
- The referee will restart the game.
- The time is not stopped for substitution. The wasting of time may be considered unsporting behavior and a caution, or send off, may be given.

Substitution of Late Arriving Player

Players not present (or expected to be present) when the match begins must be identified on the line-up card.

Late arriving players shall be substituted as follows:

- If the player arrives during the first quarter, the player must play a minimum of two (2) of the remaining three (3) quarters.
- If the player arrives during the second or third quarters, the player must play a minimum of one (1) quarter.

17. GAME CARDS

Supplied game cards must be provided by each coach before the match. If the five minute delay rule is broken because of no game card, the offending team will forfeit the game.

Winning coaches are responsible for turning in both teams' completed game cards, which have been signed by the referee, to the Tournament Official at the main tent at each site.

In the event of a tie, both coaches are to turn in the game cards independently. Failure to turn in cards will result in forfeiture of points.

18. MISCONDUCT

If a caution or send-off is given during the match, the Referee will make out a report at the Referee Tent immediately after the match. A misconduct report will be available at the Referee Tent.

Send-Offs (Ejections)

Two yellow card cautions to any one player during the tournament will result in ineligibility for one game. That suspension must be served at the next playable match.

One red-card will eliminate that player from the remainder of the match in which he/she is sent-off and at least one or more games as determined by the Tournament Director and Tournament Referee Committee based on the gravity of the incident. No substitutions can be made for the sent-off player during the match.

The Field Marshall and/or Referee will be responsible for removing the sent-off individual's registration and/or player ID card and returning it to the referee tent. The coach shall have the responsibility of obtaining the suspended player id.

If a coach is ejected (sent-off) from any match, the minimum penalty for an ejection is that he/she shall not be permitted at the immediate next tournament game of his/her team.

19. PROTESTS

NO PROTESTS WILL BE ENTERTAINED / ALLOWED.

20. FIELD OF PLAY

Dimensions, the field of play, marking goal area, penalty area, corner area and goal area will be at the discretion of the tournament committee. All efforts will be made to conform to AYSO and FIFA requirements.

The field shall be marked, where possible, with spectator control lines. These lines shall be parallel to the touch lines at a distance of least three (3) yards from the touch lines. All coaches, referees, assistant referees and other tournament and league officials are to ask and ensure that spectators remain behind this line.

Coaches on the touchline must remain within 10 yards of the center line and three feet back from the touchline.

With the exception of photographers who have received authorization from the Referee or Assistant Referee or receive a press pass from tournament officials spectators shall not be allowed behind the goal line. Please refer to paragraph 23 for further information. Note: Photographers must remain quiet and sufficiently back from the goal line and away from the goal.

21. OFFICIATING

Referees shall at all times impose the rules and regulations of competition as defined by AYSO and the FIFA Laws of the Game.

All AYSO referees must be Safe Haven certified and trained.

The Diagonal System of Control shall be used for all tournament matches; utilizing a referee and two assistant referees wherever possible.

Referees shall at all times put great emphasis on the welfare of players and officiate the match in a manner conducive to clean competition and good sportsmanship.

If a player is injured, the referee at his/her discretion may stop play to ensure the welfare of the player even if the ball has not gone out of play.

22. DUTIES AND RESPONSIBILITIES OF COACHES AND OFFICIALS

It shall be the duty of each coach and official to:

- Ensure that every player present will play a minimum of one half of each game
- Conduct him/herself in a manner promoting good sportsmanship
- Encourage clean competition and fair play at all times
- Encourage region to provide a three person referee team for the tournament
- Coach his/her respective teams to the best of their abilities
- Uphold the Tournament Rules and Regulations
- Participate in positive coaching that instructs and encourages players
- Present a healthy and athletic environment for players
- All Coaches and Referees must be Safe Haven Certified**
- Coaches must be trained age commensurate**
- Coaches and referees shall not consume alcoholic beverages nor use tobacco products during games or in the immediate vicinity of the soccer fields
- Coaches shall remain in the coaching area which shall be marked by two (2) lines perpendicular to the touch-line
- Negative comments and complaints about the officiating, tournament officials, or opposing teams will not be allowed
- Upon team registration, each coach must have in his/her physical possession a valid AYSO Player Registration Form and a valid Player ID Card for each player listed on the team roster. Player ID cards must be signed by the Regional Commissioner or league official.
- Player ID Cards are to be given to the referee or designated tournament official prior to the start of the match. A completed line-up card is to be given to the Referee prior to the start of the match.
- The first team listed on the schedule is the home team. The Home Team will be responsible for providing the proper match ball.

** (Safe Haven and various other training can be completed on line at www.aysotraining.org)

23. SPECTATORS

Spectators shall remain three (3) yards from the touch-line, between the eighteen (18) yard lines (penalty areas) and on the OPPOSITE side of the field from their team.

No Spectators shall be allowed at the ends of the field, nor in the areas behind either goal. Please refer to paragraph 20 for further information.

Spectators are expected to behave in an appropriate manner and shall be a positive influence on the players during the tournament. Spectators will not be allowed to be

disruptive during the game or to make negative comments, noises or gestures towards officials, referees, coaches, players or opposing teams at any time during the tournament. Inappropriate behavior will be subject to penalty up to and including dismissal from the tournament.

24. ALCOHOL, SMOKING AND PET POLICY

No alcohol, smoking or pets are allowed in the vicinity of the fields. This policy will be enforced and violators will be asked to leave.

25. TOURNAMENT STAFF

The tournament staff is to be comprised of the necessary volunteers to provide for a fun and organized event. Representatives shall include specialties involving the following; concessions, treasurer, risk management/safety/first aid, fields, coaching, officiating, scheduling, fund raising and various other needs.

When multiple field locations or venues are utilized a tournament staff capable of administering the responsibilities of the tournament shall be at each location.