

REGION 80 TOURNAMENT FORMAT

DOUBLE ELIMINATION

Game lengths shall be

U10 & U12 – Two 20 minute halves (5 minute halftime)

U14 - Two 25 minute halves (5 minute halftime)

Ties will be broken per Section 1 Rules and Regulations. (TWO FULL OVERTIME PERIODS – NO SUDDEN VICTORY)

U10 - Two five minute periods

U12 - Two seven minute periods

U14 - Two nine minute periods

If after overtime and game still tied it proceeds to shots from the penalty mark.

SHOTS FROM THE PENALTY MARK: The coach selects five players from his or her team to take shots from the penalty mark. The referee will toss a coin; the team that wins the toss has the choice of shooting first or second. Alternating shots are taken until all 10 players (five from each side) have shot or it is impossible for one team to tie the match. If these shots end in a tie; the remaining players who were on the field and the end of overtime will take alternating shots to decide a winner. This portion of the shootout is sudden victory.

INCLEMENT WEATHER: SHOW UP AT FIELDS

FORFEIT TIME IS 15 MINUTES FROM ASSIGNED GAME TIME. NOTE - The only time the forfeit time comes into play is if there are not enough players to start the game. Once the minimum number of players is met the game must start.

ALL PLAYERS MUST PLAY THREE QUARTERS BEFORE ANY PLAYER CAN PLAY THE FULL GAME. ANY VIOLATION OF THE RULE WILL RESULT IN THE FORFEIT OF THE GAME. Please refer to guidelines for further clarification for special situations.

EACH TEAM MUST FILL OUT THE EVALUATION SHEET AND TURN IT IN AT CHECK IN BEFORE BEING ABLE TO PLAY IN THE TOURNAMENT.

REGION 80 TOURNAMENT RULES & GUIDELINES

DRESS CODE:

Shin Guards Mandatory. Socks shall cover shin guards completely and shin guards must be under the socks. Socks must be same color. Only AYSO issued shorts, jerseys, and socks must be worn (this includes goal keepers. Goal keepers must check in with their regular team jersey. They can then put on their goal keeping jersey after check in. Names of the player are not allowed on the back of the goal keeper jersey nor are any liquor or beer advertising names or logos allowed. Sliding shorts may be worn provided they are the same color as the uniform shorts. Sweatshirts may be worn under the jersey, pushed up to the elbow and must be same color as teammates. Cleats are recommended but are not mandatory. Players either boys or girls with long nails who do not wish to cut them will have the option of wearing gloves; however all gloves worn by players of the same team must match in color and no two color gloves such as red on right hand and blue on left hand will be allowed.

Jewelry is not allowed except for medical alert metals or bracelets but they must be taped to the body. **PLEASE NOTE THAT TAPEING OF EARRINGS IS NOT ALLOWED AND THEY MUST BE REMOVED ALONG WITH ANY BODY PIERCINGS INCLUDING TONGUE PIERCINGS. THE COACHES ARE RESPONSIBLE FOR MAKING SURE THEIR PLAYERS HAVE REMOVED ANY AND ALL PIERCINGS.** The referees will be instructed to issue yellow cards for any players who are found to be wearing jewelry do to the fact players have removed jewelry for check-in and then put it back on and this will be considered dissent and not tolerated.

CHECK IN: Each team will be expected to check in at least one hour prior to each game. Properly completed line-up cards (date, time, field, players listed in numerical order with first and last names) shall be presented at check in for each game. There will be a uniform and safety check of players at this time and they should be lined up numerically and in proper uniform ready to play. Registration slips will be checked. The registration slips should be in numerical order to match the game card. No player will be allowed to participate if the registration slip and roster are not in order. There may be a case where there is a registration slip but the player was not listed on the roster. If this problem occurs it will be at the Regional Commissioner discretion whether the player gets to participate or not. All registration slips must have a wet signature in order for the player to participate (no exceptions).

This is a team check in and not an individual check in. Any players arriving after the game cards are given to the referee must report to the tournament check in table for a uniform inspection and a players slip. This slip is to be given to the referee upon entering the game. The responsibility to present this slip lies totally with the player. The slip will contain certain information as to playing time for the late arriving player.

COACHES: Only two coaches per team and they will remain within the ten yard coaching box on the same side of the field as their team. Only players are allowed on the field unless the referee signals the coach onto the field.

All coaches must be certified in the age group they are coaching in order to participate in the tournament. The coaches must be safe haven certified and have a valid current volunteer form in EAYSO. If a coach is red carded and he either has no assistance coach or the assistant is not certified and there is no other certified coach on the sideline to take over the game it is a forfeit. Coaches who have the first game of the day are responsible for putting the goal and flags up for their half of the field. Coaches who have the last game of the day are responsible for taking the goal and flags down for their half of the field.

Home team is listed first on the schedule and will locate on the East or North side of the field as applicable. Home team will change jerseys in case of a color conflict or wear pennies. Visitors will locate on West or South side of the field as applicable.

BEHAVIOR GUIDELINES: There will be no mechanical or man made noise makers allowed such as but not limited to air horns; both mechanical and blowing type, megaphones, cow bells, rattlers, sirens or any other device. The parties participating will be told this is not allowed and if it continues they will be escorted from the field. If parties persist and do not leave the game is subject to forfeit.

Any coach who pulls his team from the field without the consent of the tournament director or his/her designee will be considered as pulling his team from the tournament. The coach will not be allowed to participate as a coach or an assistant in next years tournament.

Any player who receives a red card for fighting will not be allowed to participate in the remainder of the tournament and be suspended from participating in Area Tournament, Section Tournament as well as the State Games.

Any coach who receives a red card for bumping and or physically threatening a referee will not be allowed to participate in the remainder of the tournament and will be barred from coaching in any AYSO region for one year. This will also apply to making any physical threats to any tournament personnel.

Parent and Guest Conduct.

Parents and or guest who become uncontrollable during a game, or at halftime subject that game to being suspended. If such a case occurs and the referee suspends such a game he/she shall request that the presence of the Regional Commissioner is needed at the field.

The Regional Commissioner or designee may or may not bring various staff members to the field to assist in the process of making a decision whether to continue the game or not.

The Regional Commissioner with or without staff may place certain conditions and or requirements of what is needed for the game to proceed. If these conditions and or requirements are not meant by either or both teams the game may be called. The decision of the Regional Commissioner and or designee whether to continue or call the game is final with no recourse.

If the game is called and the winning team does not meet the conditions and or requirements set forth by the Regional Commissioner and or designee to continue the game it will result in a forfeit. The score of such a game will be 1-0.

If the game is called because the losing team does not meet the conditions and or requirements set forth by the Regional Commissioner and or designee the score will be such as that of the time of occurrence.

In cases where the game may be tied and the game is called it will revert to a 1-0 game in favor of the team complying with such conditions and or requirements as set forth by the Regional Commissioner and or designee. If both teams fail to comply it will be a double forfeit and the score of such game will be 0-0.

PARK RULES

NO pets allowed during AYSO events
NO barbeques allowed in parking lot or inside the field
NO E Z up style tents or large umbrellas aloud between fields.

PLAYERS: ALL PLAYERS MUST PLAY THREE QUATERS OF THE GAME BEFORE ANY PLAY CAN PLAY THE FULL GAME. ANY VIOLATION OF THE RULE WILL RESULT IN THE FORFEIT OF THE GAME.

EACH TEAM MUST FILL OUT THE EVALUATION SHEET AND TURN IT IN AT CHECK IN BEFORE BEING ABLE TO PLAY IN THE TOURNAMENT.

Any items not covered by the above will be at the sole discretion of the Regional Commissioner