

# AYSO Davis World Cup 2010 Tournament Rules

Updated 01/08/2010

## PLAYER ELIGIBILITY

All players must have **registered for and played during the fall 2009 AYSO season**. Registering players for the sole purpose of participating in this tournament is strictly prohibited.

A maximum of 3 guest players are allowed. A guest player is defined by AYSO as follows: A player on an AYSO tournament team who comes from a different AYSO team or AYSO region than the team entering the tournament. A signed "guest player form" must be submitted, signed by the Regional Commissioners of both the player's home Region and the team's Region.

All players must be listed on a roster printed with the eAYSO program by the region. The AYSO Regional Commissioner of the Region that the team represents must sign this roster. If you do not have access to this program, please contact the tournament registrar for instructions. We will not accept handwritten forms. If there are additions or deletions to the roster a new-signed copy must be submitted no later than one week prior to the tournament.

Ages of players (boys or girls) on application:

- Division U10: born from 8/01/1999 to 7/31/2001
- Division U12: born from 8/01/1997 to 7/31/1999
- Division U14: born from 8/01/1995 to 7/31/1997
- Division U16: born from 8/01/1993 to 7/31/1995
- Division U19: born from 8/01/1990 to 7/31/1993

## TEAMS

- Each player on a team must play a minimum of one-half of each game in accordance with AYSO rules.
- Each team will have a maximum of ten players in U10, twelve players in U12, fifteen players in U14, and eighteen players in U16 and U19.
- U10 teams will play with 7 players per team on the field (7V7). U12 teams will play with 9 players per team (9V9).
- Only two coaches from each team are allowed on the touchlines. They are restricted to the area ten yards from either side of the halfway line, defined as the coaches' area. Opposing team coaches (and parents and other associated spectators) should be on different sides of the field when possible. The team designated as the "home" team will choose the side of the field they will occupy.
- If there is a conflict in the color of the uniforms, the "home" team must either change uniform color or both teams must wear pinafores supplied by the tournament.
- All teams must wear uniforms that meet AYSO requirements. USYSA uniforms, for example, are not allowed. At the discretion of the Tournament Director, teams that have non-compliant uniforms may forfeit their games. Logos used for check in and removed for games will result in forfeiture.
  - Team members must wear a matching uniform consisting of a jersey, shorts, and socks. Such uniform shall be properly marked with the AYSO Traditional logo approximately 3 to 4 inches in height located on the upper left front of the jersey.
  - No AYSO uniform may bear a team members name, or team name, league name, program name, or inappropriate sponsor name.
  - Team members must wear shin guards that provide a reasonable degree of protection, and that are completely covered by their socks.

- Players shall not wear anything that is dangerous to either themselves or other players.

## COACH PARTICIPATION

Coaches shall participate in positive coaching that instructs and encourages players during the games. Negative comments are not permitted and may result in a caution or ejection of the coach. Coaches should remember that they are responsible for the actions of their players, parents and spectators. They can and will be disciplined for their actions.

## REFEREES AND ASSISTANT REFEREES

Referees and assistant referees will be assigned from teams not involved in the game being played when possible. Referees must record on the official game card any incidents resulting in disciplinary action. Referees are required to check all players' I.D. cards prior to every game (unless that is done by the Field Marshal). **Players will not be allowed to participate without player I.D. cards!**

## GAME/ROSTER CARD

Rosters must be confirmed PRIOR TO THE TOURNAMENT by the Tournament Registrar. For bracket games the rosters will be pre-printed on the game card. Coaches will be asked to fill in the player uniform number prior to each game. For all elimination, quarterfinal, semifinal, and final and consolation games coaches will be provided with a roster card that must be given to the field marshal at the time the team checks in.

HAND WRITTEN CHANGES ARE NOT ALLOWED. ONLY THOSE PLAYERS ON THE PRE-PRINTED GAME AND/OR ROSTER CARDS are eligible to play in the tournament.

The coach of the team that wins the game is responsible for bringing the completed game card to the nearest tournament table, or to tournament headquarters. This must be done as soon as the game is finished. In the case of a tie, the home team will bring the card in. Exceptions: First, if a player was cautioned or sent off or if a coach was expelled from the game, the referee should bring the card to the tournament table or headquarters. Second, if a field marshal is present, the field marshal will collect the game card.

## DURATION OF GAMES

Divisions U14, U12 and U10 will play 20-minute halves with a 5-minute halftime break (and a short midway break each half for substitutions) for all bracket, elimination, and quarterfinal games.

Division U16 and U19 will play 30-minute halves in all bracket, elimination and quarterfinal games.

All semifinal, championship, and consolation games will be regulation length with respect to their division. At the tournament director's discretion some or all of these games may be shortened.

## TOURNAMENT FORMAT

- In some age groups there may be separate "flights" each resulting in a champion.
- In each age group (and flight), teams will be divided into brackets, and will play a number of round-robin games in their bracket (usually three games). Based on the number of brackets and teams in each division, we hope that all teams will progress into elimination play (this might not occur if

there are fewer than 8 teams in a division). Seeding for elimination games will be based on how teams fare in preliminary games, and on standings with teams previously played. The scorekeeper may adjust seeding to try to avoid rematches in the first elimination round. For seeding rules, see the tournament program for your division.

C. Scoring. Points will be awarded as follows:

6 points	win/forfeit
3 points	tie
0 points	loss
1 point	each goal scored (maximum of 3 per game)
1 point	shutout (including 0-0 tie)
-1 point	for each red card issued to a player and for each coach expulsion
-1 point	for every two yellow

cards accumulated by a team across all bracket games. If there is a tie in points during seeding, the following tiebreakers will be used in sequence until a winner is determined:

1. Head-to-head (how teams played against each other).
  2. Fewest goals scored against.
  3. Difference between "goals for" vs. "goals against" to a maximum of three points per game.
  4. Lowest number of accumulated penalty points (see the scoring rules above).
  5. Coin toss conducted by the Head Scorekeeper and Tournament Director.
- D. Any player accumulating two yellow cards during tournament play will sit out the team's next game (except championship or consolation game). Two yellow cards in one game are equivalent to a red card.
- E. Any player receiving a red card or any coach who has been expelled from a game will sit out the next game (including the championship game if applicable). The grievance committee will review all red cards and expulsions and may render additional discipline.

## ELIMINATION AND QUARTERFINAL GAME TIEBREAKER

Elimination and quarterfinal games that are tied at the end of regulation time will be decided by kicks from the penalty mark.

## SEMI-FINAL AND CHAMPIONSHIP GAME TIEBREAKER

Semi-final, championship and consolation games that are tied at the end of regulation time will continue with two overtime periods. These overtime periods will be five minutes each for every division. Both periods will be played; there is no "golden goal".

If the game is still tied at the end of the second overtime period, the game will be decided by kicks from the penalty mark.

At the tournament director's discretion, if weather conditions warrant (such as excessive heat), the overtime periods can be skipped and a game that is tied at the end of regulation will proceed immediately to kicks from the penalty mark. This decision will be made prior to the start of the game.

## SUBSTITUTION OF PLAYERS

For Divisions U14, U12 and U10, substitutions will be allowed **ONLY** at substitution breaks or to replace an injured player. All players must participate (play) at least half a game (counting regulation time). In overtime, substitutions can only be made at the beginning of each overtime period.

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 only in limited circumstances: 1) the substitution request occurs just as the ball is being put into play; or 2) a team requests a substitution but the substitutes are not ready at the halfway line. All players must still participate in at least half of the game. Players coming into the game should wait at the half way line and enter the field only when the referee signals. A form will be supplied to every coach for every game to track player time. Designed tournament staff will be assigned to each game in these age groups to complete a playing time form. This person or persons will keep the coaches informed as to their player's playing time. This form will be returned with the game card.

Coaches should take special care to ensure that substitutions are not used as a tactic to delay the match. If, in the opinion of the referee, a team is using substitution to delay the match, the referee may allow for extra time in the match and may apply sanctions for such tactics. However, it is also the responsibility of the referee to allow any substitution that follows proper procedures.

## GAME FORFEITURE

If a team forfeits a game for any of the reasons listed below, the score of the game will be listed as a 1 – 0 victory for the opposing team, unless the score of a game in progress would yield a higher number of tournament points for the winning team. In that case, the score at that time will stand.

- A. Any team leaving the field during regulation play will forfeit the game, and the coach will be ejected, thus excusing him or her from the next game.
- B. Failure of a team to be ready within 5 minutes of the official kickoff time may constitute a forfeiture as determined by the referee.
- C. If a coach fails to play a player for at least one half (unless it is due to an injury reported to the referee or tournament committee), a forfeit will be declared.
- D. If a player is determined to be ineligible by the tournament registrar, or participates in a game when that player was suspended, the team will forfeit any games in which the ineligible player participated.

## PROTESTS AND GRIEVANCES

No protests of any kind will be allowed.

## OTHER RULES

- A. Any serious injury to a participant, or damage caused by a participant, must be reported to the Tournament Director or Field Marshal as soon as is possible. An Injury Report is **REQUIRED**.
- B. Coaches must carry the AYSO Player Medical Release (or Registration) forms with them at all times.
- C. Players shall not be allowed to participate with any type of cast or splint.
- D. Jewelry, including earrings of any kind, must be removed before a player can participate in a match. Taping or using a band-aid to cover the item is not acceptable.

## AND FINALLY...

AYSO National rules will cover any situation not covered by the rules in this document. The Tournament Committee will have the final say on the interpretation and application of the rules.

**Always remember, "It's for the kids"!**