

AREA U FALL LEAGUE CHAMPIONSHIP AND ALL-STAR TOURNAMENT GUIDELINES

Dear Coach,

Congratulations to you and your team for advancing to either the Area U Fall League Championship Tournament or the Area U All-Star Tournament. We hope you and your teams have an enjoyable experience competing. Please note that Area U has adopted the "3/4 Play" rule and each player available must play three quarters before a teammate plays four, so plan accordingly.

These guidelines have been established to set a standard under which all teams will compete in Area U League Championship and All-Star tournaments. Your knowledge of these guidelines may be the difference between a happy or a disappointing experience for you and your team. Therefore, all coaches, players and spectators are urged to read carefully and follow these guidelines with a positive and sportsmanlike spirit, for the benefit of all of the young people who participate and play soccer in our respective programs – teammates and opponents alike.

These Tournaments will be conducted under the current FIFA Laws of the Game, AYSO National Rules & Regulations, and the following Guidelines:

1. **LEAGUE CHAMPIONSHIP TOURNAMENT DATES:** Preliminary pool play will be played on or around the second Saturday of January at locations to be determined.

The Semi-Finals & Finals will be played on or around the third Saturday of January at locations to be determined. (the fourth Saturday of January is reserved in case of rain).

2. **ALL-STAR TOURNAMENT DATES:** Preliminary pool play will be played on or around the second Saturday of February at locations to be determined.

The Semi-Finals & Finals will be played on or around the third Saturday of February at locations to be determined. (the fourth Saturday of February is reserved in case of rain).

3. **FORMAT:** The winner of each pool, as determined by total points, will advance to the Semi-Finals. If two teams in a pool are tied for most total points, the pool play bracket tie-breaker will be determined by:
 - head-to-head play
 - fewest goals allowed
 - goal differential (up to 3)
 - most shutouts
 - fewest ejections

Semi-finals and finals will be single elimination. **In the semi-final and final rounds only**, should a tie exist at the end of regulation play, two complete 5-minute overtime periods will follow (no Golden Goal). Should a tie still exist at the end of the overtime periods, a "shoot-out" as outlined in sections 20 and 21 will determine the winner.

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4. **PLAYER ELIGIBILITY:** A complete roster listing all players by team shall be submitted by the regional commissioner to the area director. Only those players listed on the approved rosters will be eligible to compete.

In order to be eligible for league playoff competition a player must have played in at least half of the total number of league games played by that playoff team to which he/she was assigned during the regular season, except in the situation where the player is assigned in time to meet this requirement but is unable to play because of illness, injury, or a change of residence which causes a change of regions.

Any player or coach who received a red card for fighting during the previous year's area playoffs will be ineligible to participate in the current year's area playoffs.

5. **GAMES:** In all games, games shall be played as scheduled and only the referee in charge, the tournament director or the area staff or their respective designees, shall have the authority to cancel such games.

In case of inclement weather, teams will show up at the field. The decision to play or not play shall be made by the **TOURNAMENT DIRECTOR OR HEAD REFEREE**. The decision to play or not play will be made on each game throughout the day.

6. **FIELD SET UP & TAKE DOWN:** Teams scheduled to play the first game of the day are expected to help set-up the field one hour prior to the game time. Those teams playing the last game of the day are expected to help take down the fields. Teams not arriving at their scheduled time to assist with set-up take down, and clean up shall be subject to disciplinary action by the Area Board and tournament staff.

7. **TEAM CHECK-IN:** All teams need to report for check-in at the registration *area at least 60 minutes prior to their scheduled first game of the tournament*. Each coach shall present themselves along with their entire team to the tournament officials for a roster check and uniform inspection (see below). **Coaches must have in their possession, at all times, a valid AYSO player medical release (registration) forms for each player on the team.** Forms without an **original** signature (in wet ink) will not be accepted and the player or players affected will be ruled ineligible to play. **NO EXCEPTIONS!** Players arriving late to their first scheduled game must be checked-in at the registration area prior to participating in a game. Check-in for late arriving players in subsequent games will be at the field.

The team listed first on the schedule will be considered the home team and will have the choice of which goal they will defend. The home team will occupy the north or east side of the field and provide a "game ball".

8. **OFFICIAL UNIFORM:** There will be observance of the AYSO dress code. Every player shall wear a matching team uniform consisting of jersey, shorts and socks, as provided by the Region in accordance with AYSO Rules and Regulations. Metal braces, studs, earrings, hair ornaments and any other hard or metal jewelry or other objects are not allowed. Commercially manufactured shin guards of the appropriate size are **MANDATORY** and must be worn under the sock.

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If any player is found to be in improper uniform, it must be corrected at this time or the offending player(s) may not be allowed to play. Decisions of tournament officials regarding uniforms are final and may not be appealed. In case of inclement weather, garments may be worn under uniforms provided they do not conflict with the color of the opposing team. Bicycle/sliding shorts worn beneath regulation shorts should be the same color as the regulation shorts. Black is an acceptable alternative. The home team will wear "pinnies" in the case of a color conflict. It is also a good idea to bring another goalie shirt in case of a color conflict.

9. **GRACE PERIOD:** A minimum of seven (7) players (U12 and U14) and five (5) players (U10) shall constitute a team. A scheduled U12 or U14 game shall not commence nor be continued if one or both teams cannot field at least seven eligible players. A scheduled U10 game shall not commence nor be continued if one or both teams cannot field at least five eligible players.

A ten-minute grace period shall be allowed by the referee in charge of the game. This period commences at the scheduled kickoff time of the game or when the field becomes available, after which the referee will cancel the game if one or both teams are not ready to play. Matches starting late but within the allotted 10-minute grace period will be shortened by the number of minutes the match is late, and will continue to be divided into two (2) equal playing halves.

In case of failure to play a regularly scheduled game, the offending team shall lose said game by a score of 1-0.

10. **GAME DURATION:** Pool play: U10 (2) 20-minute halves, U12 (2) 20-minute halves, U14 (2) 30-minute halves. Semi-finals and finals: U10 (2) 25-minute halves, U12 (2) 30-minute halves, U14 (2) 35-minute halves.
11. **SUBSTITUTIONS:** Substitutions shall take place approximately half-way through each half, at half-time, and at the conclusion of the first overtime period (semi-final and final). All players will play at least three quarters of the game, excluding overtime(s). Substitutions shall be conducted in such a manner as to have minimum effect on the flow of the game. The referees will keep the clock running during substitutions (this is not a water break). Substitutes entering the field shall not enter until the player they are replacing leaves the field. Players leaving shall report to the assistant referee at the halfway line. This process should take less than 30 seconds.
12. **POINT SYSTEM:** An accumulated point system will be used as follows for pool play:
 - 6 points for a WIN
 - 3 points for a tie
 - 0 points for a LOSS
 - 1 point for shutout
 - 1 point per goal, up to a maximum of 3 (win or lose)
 - minus 1 point (-1) for $\frac{3}{4}$ Rule violations
 - 8 points for a forfeit (recorded as 1-0)
 - Maximum points earned per game are 10
 - Red cards or coach/assistant coach ejection - minus 2 points (-2)

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13. **COACHING:** Coaching is only permitted from your own team's side of the field and is limited to two coaches within the coaching area. The coaching area will extend approximately 10 yards from either side of the center line.

ALL COACHES MUST BE SAFE HAVEN CERTIFIED TO COACH IN THE TOURNAMENT!

14. **SPECTATORS:** Teams shall occupy opposite sides of the field. All spectators must remain at least three (3) yards behind the touchlines and between the penalty areas and conduct themselves in an appropriate AYSO manner. Spectators shall only engage in positive comments. Spectators shall make **NO** comments to the referees.

Spectator conduct will be the responsibility of the coach who will work with the referee team to ensure **POSITIVE, INSTRUCTIONAL, and ENCOURAGING sideline participation.**

15. **MISCONDUCT:** Any participant receiving an EJECTION for violent conduct (i.e., fighting) or abusive language, before, during or after the game, will be suspended from further participation in the tournament. Any participant receiving an EJECTION for actions other than the above shall be suspended from the team's next official game.

Outrageous conduct may result in suspension from AYSO for up to one (1) year.

A team playing short because of ejections will continue to play short during any overtime period(s).

Any player accumulating 3 cautions (yellow cards) during the tournament will not be allowed to participate in the team's next game.

Ejections will carry over from prior league or tournament play.

Decisions of tournament officials are final.

16. **Electronic and artificial noisemakers (i.e., air horns, cowbells or any communication devices) will not be allowed.**
17. **NO SMOKING WILL BE ALLOWED AT THE FIELDS.**
18. **NO DOGS OR ANIMALS OF ANY KIND ARE ALLOWED AT THE FIELDS.**
19. **There shall be NO protesting of RED CARDS or GAME RESULTS.**
20. **TIE-BREAKING PENALTY KICKS ("SHOOT-OUT"):** In the case of a tie at the conclusion of regulation play and two overtime periods (semi-finals and finals only), the winner shall be determined by taking kicks from the penalty mark as follows:

Only those players on the field at the end of overtime (semi-finals and finals) may take part in the penalty kick shoot-out. None of these players may be exempted from taking a kick if the number of kicks required to be taken equals or exceeds the number of players on the field.

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Should a team finish the match with a greater number of players than their opponent, they may reduce their numbers to equate with that of their opponent and inform the referee of the name and number of each player excluded.

Players participating in the taking of penalty kicks shall be positioned within the center circle during the shoot-out.

The referee shall choose the goal at which penalty kicks shall be taken.

A coin toss shall determine who kicks first. The home team tosses the coin and the visitor calls heads or tails. The winner of the toss must kick first.

21. **TAKING OF PENALTY KICKS:** Each team shall alternately take up to five penalty kicks at the same goal; a different player shall take each kick. The team scoring the most goals (best of five) shall be declared the winner. Should both teams score the same number of goals, the kicks shall continue in the same order (each kick being taken by a different player until all eligible players of each team, including the goalkeeper, have each taken a kick) until such time as both teams have taken an equal number of kicks (not necessarily five) and one team has scored a goal more than the other. This team shall be declared the winner. If all players of each team have participated and the game is still tied, kicks shall continue in the same order as used previously.

The goalkeeper may be changed after any kick.

If both teams have taken fewer than 5 kicks, but one team has scored more goals than the other could, even if it were to take its 5 kicks, the taking of penalty kicks shall cease, and the team with the most goals is declared the winner.

Tournament Directors shall be the Area Board Members:

Area Director

Area Referee Administrator

Area Coach Administrator

Regional Commissioner Region 624, Walnut

Regional Commissioner Region 112, La Verne/San Dimas

Regional Commissioner Region 602, Covina

Regional Commissioner Region 215, Rowland Heights

Regional Commissioner Region 23, Hacienda Heights