

AYSO Section 2 Area A – Playing Rules



Area 2A Director

This document covers the Playing Rules, Guidelines, and Policies for AYSO Area 2A inter-regional play. Area 2A – Silicon Valley serving Northern Santa Clara and Southern San Mateo Counties.

AYSO

Area 2A

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AYSO Section 2 Area A – Playing Rules

General

The purpose of this document is to provide a set of unified rules for Area 2-A when matches are played between teams from different regions, often referred to interlocking. This includes inter-regional regular season play and Area tournaments. Small-Sided Game guidelines, as detailed in the AYSO Guidance for Referees and Coaches current edition, define inter-regional U14 and below play rules. If there situation or rules not covered in this document the AYSO National Rules apply.

Matches between teams in the U16 & U19 divisions are covered in Madison League Rules; including those from outside the Area. To view these rules, go to: <http://www.ayso2a.org/under-16-19-madison-league>. Madison League Coordinator (MLC) is designated the acting authority regarding all U16 & U19 league play by the Area 2-A Director. The Madison League is named in honor of James R. Madison, the first “South” division director and forty (40) plus year coach, referee and management volunteer in our AYSO family. Jim, along with Manny Hirschel (North director) and Ken Bizjak (overall director) founded AYSO in the SF Peninsula in 1968 – the first site outside of the Los Angeles birthplace.

Post-season tournaments are under the authority of the age/gender Tournament Directors as approved by the Area 2-A Director. The current FIFA Laws of the Game and AYSO National Rules and Regulations in effect are applicable and take priority. New FIFA rules are updated yearly and take effect July 1st; new AYSO rules take effect on August 1st; so coaches, players, and referees are urged to become familiar with changes that may be new and in effect. This document covers allowed deviations or refinements of these overriding laws and rules. Some rules from these documents are simply restated for emphasis. Soccer is governed by the concepts of common law and the Spirit of the Game; and so shall Area play. Issues not explicitly covered here or in the previously mentioned rulebooks shall be decided by the match referee or deferred to the league authority overseeing the match. When not otherwise stated, the Area Director is the final league authority on all inter-region matches.

I. Playing Format at a glance

Playing Format									
Div	Player on field	Min # players	Duration	Half Time	Ball Size	Max Roster Size	Substitute	Min Playing time	Recom. Playing time
U7/U8	5v5	1	2x20 Min halves	5-10 Min	3	10	Qtr Sub	50%	3 before 4
U10	7v7	1	2x25 Min halves	5-10 Min	4	12	Qtr Sub	50%	3 before 4
U12	9v9	1	2x30 Min halves	5-10 Min	4	15	Qtr Sub	50%	3 before 4
U14	11v11	7	2x35 Min halves	5-10 Min	5	18	Qtr Sub	50%	3 before 4
U16	11v11	7	2x40 Min halves	5-10 Min	5	20	Free Sub	50%	3 before 4
U19	11v11	7	2x45 Min halves	5-10 Min	5	20	Free Sub	50%	3 before 4

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Roster

1. The Regional Commissioner must authorize the roster of each team playing outside the region before the team is allowed to participate. Per National rules: Larger rosters can be approved in advance and by exception in writing by the Area Director. The official Roster must include the date of approval, team member names, head coach name & contact information, head coach training level, assistant coach or additional responsible team parent, team name, team uniform color(s), and age/gender division of the team. The Rostered team members are the players and substitutes in matches of that team. No play-down requests are permitted unless overridden in writing by the Area Director. Coaches should be aware that age and roster size exceptions allowed in the Area may not be allowed in the Section tournament or other tournaments outside the Area.
2. All team must have at least one Adult Coach (21 or over) present at all times and responsible for the team. All coaches must be a currently registered AYSO volunteer (in eAYSO), AYSO Safe Haven certified and trained at the age-appropriate level they are coaching. The Adult Coach must be on the team roster and the team line-up cards used at the match.
3. As required by Safe Haven, coaches must have a signed AYSO player registration form in their possession for every rostered team member at all team practices, matches or other AYSO team events. **No exceptions.** AYSO referees may request to examine the forms at any match. A referee may exclude any member(s) from participating in a match if the referee is not satisfied with the members' eligibility.
4. Proposed changes to team rosters made after October 1st must first be approved by the Area Director and will only be considered for replacement of injured players or teams demonstrating an inability to field a full team for matches. No roster changes will be allowed after November 1st for any reason. Fall regular season rosters are to be used for end of season tournament play
5. Players must be on a Fall primary season roster to be eligible to play in a secondary program (e.g. Spring Select Season) with any region. This is a National rule (see Tournament Commission Handbook governing secondary play) with very limited exceptions (e.g. for a player who moves into the area from a city that did not have an AYSO program in Fall).
6. Regional Commissioners are responsible to ensure the eligibility of all members on the authorized roster from their Region. If a member's eligibility is questioned, the Area Director may require written proof of eligibility from the member's Regional Commissioner before allowing the member to participate further.
7. A member may play for only one AYSO team per season as required by AYSO National Rules and Regulations. A member may be registered and playing for a different soccer organization simultaneous with the AYSO season.

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8. Teams must provide to the referee a properly completed lineup card reflecting the complete roster prior to the start of the match.

II. Substitution

Quarterly Substitution (Qtr Sub)

1. Qtr Substitution applies to U14 or lower divisions
2. Qtr Substitutions will be managed by the Referee of the Match. The four (4) Qtr Substitutions points in time are:
 - a. Approximately half way through 1st half,
 - b. Half time,
 - c. Approximately half way thru 2nd half, or
 - d. Replacing an injured player
3. A Coach has an option to replace an injured player or play down until the player is available to re-enter the match.
 - a. If an injured player is substituted at the time of injury they may re-enter at the next substitution point.
 - b. If an injured player is not substituted at the time of injury, the player may re-enter at the next stoppage of play, with the permission of the Referee.

Free Substitution

Free Substitutions is used in U16 & U19 Madison League. To view these rules, go to:

<http://www.ayso2a.org/under-16-19-madison-league>.

Playing Time

1. All players must play half the time the player is present at the match. Here are the common examples of players attending a match for Qtr Substitutions.
 - a. If a player is present at the start of the match and remains for the entire match that player must play at least 2 quarters.
 - b. If a player is not present at the start of the match but shows up within the 1st half (and remains for the remainder of the match) that player is required to play at least one (1) quarter.
 - c. If a player is present at the start of the match and leaves at half time, that player must play at least one (1) quarter.
 - d. In the spirit of AYSO, Everyone Plays, it is recommended that all Player play 3 quarters before any Player plays 4 quarters.
2. It is not the role of the referee team to enforce the playing time requirements per player. They may bring to the coach's attention the players who must NOT be substituted. The referee's role in the AYSO

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“Everyone Plays” principle is: monitor, remind and report. That is, monitor that members are playing ½ the game, remind the coach of a problem with a particular player, if noticed, and report any willful noncompliance of AYSO Rules and Regulations if it occurs. A referee's reminder is not required for the league to reprimand a coach for not playing their player according to the Playing Time Requirements. This is a National rule and requirement that must be understood and adhered to by all coaches.

III. Coaching

Coaches Certifications

The AYSO Coaching Program is accredited by the [National Council for Accreditation of Coaching Education](#). AYSO is the only youth soccer program that has attained this accreditation. AYSO's coach training program is truly world class! Proper training is vital so AYSO coaches can deliver the AYSO program properly. Parents and Players are counting on Coaches to be trained!

In compliance with AYSO’s National Coaching Program, a number of coach training courses are offered by AYSO Area 2A, the individual Regions as well as advanced training by AYSO Section 2. Training to or above the level of team you are coaching is **REQUIRED** for Head Coaches and Assistant Coaches. In addition to the below coaches certification training requirements, all coaches must be registered for the current soccer year and have completed AYSO Safe Haven Training.

Coaches Certification requirements		
Division Coaching	Min. Coach Certification	Pre-Requisite
U6	U6 Coach Course	Safe Haven
U7/U8	U8 Coach Course	Safe Haven
U10	U10 Coach Course	Safe Haven
U12	U12 Coach Course	Safe Haven
U14	Intermediate Coach	U12 Coach Course
U16	Advanced Coach	Intermediate Coach course
U19	Advanced Coach	Intermediate Coach course

Coaches need only take each AYSO course once but are welcome to repeat courses as refreshers. Coaching is a privilege. AYSO Regions must choose coaches carefully to ensure a high quality AYSO soccer experience. Coaches and Referees are the face of AYSO to parents, players, and spectators. They must be AYSO role models and fulfill all duties as described in the [AYSO Coach](#) and [AYSO Referee](#) job descriptions respectively. In AYSO, Coaches and Referees are teammates who work together to ensure a safe, fair, and fun AYSO player development experience for all players and parents.

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III. Officiating

1. The home region in a regular season match or the hosting region of a tournament shall provide a sufficient number of referees to cover the scheduled matches.
2. The region must utilize referees who have sufficient officiating skill to ensure match control appropriate for the level of play. Beside experience, this means a referee should be trained and certified for the level of play they will be officiating. This is nominally:
 - Basic Referee for U10
 - Intermediate Referee for U12
 - Advanced Referee for U14
 - National Referee for U16 & U19

Referees not certified for the level of play they are officiating but are of the appropriate level of skill and experience should be in the process of upgrading to that level of certification. Basic Referee certification is the minimum requirement for any match U10 and above. Regions should consult the area referee staff to seek qualified referees from outside their region if necessary.

3. The diagonal system of control (one referee and two assistant referees) will be used at all times. In the absence of three qualified referees, club linesmen are to be recruited and used to maintain the diagonal system of control. A match cannot be held or completed without a registered referee; it is only a scrimmage.
4. If no assigned referees arrive to officiate the match, the coaches may decide to play the match with other available officials as long as those officials are AYSO trained and certified.

IV. Forfeiture and Disciplinary Actions

1. Grounds for forfeiting a match include:
 - a. Failure of a team coach to provide an official team roster or player registration forms for review, upon request, by the match referee, for the purpose of verifying player eligibility.
 - b. Failure of a team to be ready at kick-off time with at the “minimum number of players” listed in the Playing Format Chart. "Kick-off time" is defined as on the field ready for kick-off at the scheduled game start time, or at least 10 minutes after the previous game if the games are running late at the field.

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ADVICE TO REFEREES: We are not here to forfeit games. This will happen in the unfortunate event that a team fails to show up for a game.

c. Failure to have an adult coach (over 21 years old), whose name appears on the official team roster, at the field and ready by kick-off time. An authorized and responsible adult must remain in attendance during the entire match.

d. Utilizing ineligible players for a match. Players must be listed on the official team roster authorized by the Regional Commissioner. Additionally, both the player(s) and the team coach may be suspended from any remaining season play or coaching in the Area or Section tournaments for utilizing ineligible players.

e. Failure to play eligible players less than two full quarters each match they are present for, except for players arriving late or injured per National Rules and Regulations. A team forfeiting shall lose by a score of 1-0.

Note: A team that utilizes players from the other team, for whatever reason, has forfeited the game as they are using players not on their roster and thus ineligible. The moment this occurs, the match ceases to be a match and is simply a scrimmage. The coaches and referee team can continue to treat it as a match, for experience purposes, but should not count the result (other than as a forfeit) in standings. Coaches cannot cancel scheduled matches. A scrimmage with player swaps after a match is forfeited is encouraged.

2. Coaches found violating fairness rules will not be allowed to participate in Area or Section competitions for one year following the violation. A letter of reprimand will be sent by the Area Director to the home region of the suspended coach. The Area staff's decision on such matters is final.

3. Concerns about matches must be made, in writing or confirmed email, to the Area Director, delivered within 24 hours of an issue. They must fully describe the nature of the concern.

4. A valid concern during regular season play will be initially reviewed and deliberated by the Area Referee Administrator. More serious issues potentially requiring multi-game suspensions will be reviewed by the Area Council, which is comprised of the Area Director, Area Referee Administrator and Area Coach Administrator. The Area Director may appoint a replacement if a normal Council member is conflicted or not available.

5. There can be no protest of any determination made by an official during or after a match. Coaches are encouraged to submit a referee evaluation after every match to the league authority.

V. Match Particulars

1. All matches will be played as scheduled. The host Regional Commissioner or their official designate may cancel a match if a field owner or regional rules require (e.g. rain). As a courtesy, when matches are

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canceled, the host region should try and notify the teams and officials for the match. Matches that are canceled may not necessarily be rescheduled.

2. A match may be suspended, abandoned or terminated by the referee as conditions at the match site require. The referee should notify the Area Council of such actions in their match report.

3. A coach may not cancel a match. If a team does not appear for a scheduled match, the match is forfeited. Subsequent failures to appear may result in suspension of the team or coach, at the discretion of the Area Council. Be considerate of teams traveling from far away. As a courtesy, if a coach knows in advance that they cannot field enough players for a scheduled match, the coach should call the other team's coach and the referee scheduler as soon as this is known so others do not have to travel to the field needlessly.

4. If a younger division team plays an older division team, the match rules will follow those that apply to the older division.

5. A half-time must be taken following the first half of no less than five minutes but not to exceed ten minutes; as decided by the referee.

6. A match is played by two teams, each consisting of not more than the "Number of Player" in the playing format chart. For U14 & above, eleven (11) players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than the "minimum number of Player" in the playing format chart. For U14 & above, that is seven (7) players.

7. If one team has fewer than the "number of Player" from the Playing format chart (i.e. eleven (11) players (U14 & above), the decision as to whether or not to play with fewer than 11 players on the field shall be at the sole discretion of the coach who has more players.

That is, a team does not have to "reduce to equate" the number of players on the field but may chose to do so.

VI. Conduct on the Field

1. Team members, coaches and spectators are required to conform to the Laws of Soccer, AYSO National Rules and Regulations, and these Area Rules from the time they enter the area of play until they leave, including the period of time the match is in progress. The Playing Rules laws will be enforced by the referee, whose authority starts from the time they arrive until the time they leave the area. Team members include anyone listed on the roster; whether a current player, a substitute, or a team member not in uniform for this particular match.

2. Good conduct is expected of team members at all times. Coaches are expected to support, exemplify and enforce high standards of behavior for team members, families, and spectators at all times.

3. Excellent sportsmanship is expected of all AYSO coaches and team members at all times. A strong team is expected to adjust play to balance the match when a significant advantage is attained. Failure to

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sustain a sporting attitude, whether winning or losing, will be brought to the attention of the appropriate Regional Commissioner and Area Director for disciplinary action. Blow-outs where score differentials are 6 or more can be incongruent with AYSO philosophies if unsporting behavior is shown as well. Repeated blow-outs accompanied by unsporting behavior will result in a review by the Area Council and likely lead to sanctions.

4. A team member who is sent off and normally shown a red card by the referee for misconduct must be removed from the match immediately and cannot return to that match. If a player is sent off after the match has started, the player's team must play short for the remainder of the match. If additional players are sent off, the number of players on the field is reduced accordingly. A player sent off must not be substituted for. If a team drops below the minimum required seven players on the field, then the game is terminated. A team member who is sent off is ineligible to play in the next match the team plays (i.e. serves an automatic one game suspension).

5. Any team member who is formally cautioned two times (i.e. two misconducts, shown a yellow card, followed by a red card) during the course of the regular season and/or tournament is ineligible to play in the next team match following the second caution that is issued. (The second caution is equivalent to receiving a send-off with regards to automatic suspension.)

6. Any team member guilty of persistent or serious misconduct is suspended immediately and indefinitely. Persistent misconduct is a team member who is sent off twice in two different matches, receives five cautions or receives a send off and three cautions across a season or tournament. Serious misconduct is a team member whose behavior is such that the Area Director feels it warrants special consideration. A team member guilty of the above is suspended from any further Area and Section play that season until he/she appears before the Area Council and a decision on reinstatement is made.

Coaches and Spectators:

7. Coaches and their assistants are expected to exemplify good sportsmanship and may be penalized for misconduct. The referee may dismiss and expel from the area a coach or assistant coach for behavior deemed irresponsible by the referee. The referee may warn a coach concerning behavior that is approaching the limits of what the referee will tolerate; this is at the discretion of the referee. When informing a coach, the referee explains decisions and requirements verbally but shows neither red nor yellow cards to indicate the infraction.

8. Coaches are automatically suspended from the following team match when dismissed and expelled by the referee. Also similarly, the accumulation of formal warnings or suspensions may suspend them from any further participation until an Area Council reinstates them.

9. Coaches must remain within ten yards of the half-way line during the match play, whether or not this "technical area" is marked. Substitutes and coaches must remain at least one yard off the field, out of the way of the assistant referees, and not in a position so as to confuse the opposite touch line assistant referee from determining who is an on-field player. Spectators must be no closer than three yards to the playing field, not behind the goal lines or goals, nor closer to the goal line along the touch line than the

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farthest out edge of the penalty area (i.e. more than 18 yards from the goal line). Coaches are expected to cooperate with the referee in maintaining proper spectator decorum and to support the referee's need to control the match from disruptive behavior of spectators.

10. For U14 & below, opposing teams are expected to position substitutes, coaches and spectators together on opposite sides of the playing field. The home team will select the side they prefer to watch from as long as they arrive at least 30 minutes before the official starting time of the match. This arrangement minimizes potential conflict between teams during the match and helps the referee with match control. The regional board or the referee can approve alternative arrangements mutually agreed to by the coaches; especially in younger divisions and as warranted by the field setup.

11. Coaches are responsible for the conduct of their team and spectators at all times during AYSO functions. This includes litter removal after a match. Remember: coaches, referees, and spectators form a team working to set a positive example for the players.

12. Spectators who disrupt matches may be asked to leave the area. Coaches and other spectators are expected to assist the referee in enforcing any such request. Spectators may cheer but not provide prescriptive, before the fact, coaching instructions.

VII. Equipment

1. Field equipment should be in good condition so as not to pose a safety hazard to participants and spectators of the match. Goals must be securely anchored. Corner flags must be of the proper height. A match will NOT begin if the goals, other field equipment, or the environment pose a safety risk to the players as determined by the referee. The home team or region is responsible for field equipment.

2. Players are required to wear regulation equipment and team-issued uniforms (including shin guards, shoes, shirts, shorts and socks). The home team shall change jerseys or wear numbered pinnies when a color conflict arises. The first team listed on the schedule (normally the region providing the field during regular season play) is designated the home team if not otherwise stated.

3. Each player on the team shall wear a jersey with a different number and may not exchange it with another player for the duration of the match (and tournament if applicable).

4. No other equipment may be worn that may pose either a safety hazard to the player or other players (such as jewelry or wristbands) or distract players or officials (such as hats and bandannas, a similar colored uniform to that of the opposing team, or a completely distinctive marking that would set the "star" player apart). The match referee is the final authority on what is to be allowed during a match; the coach the authority during a practice.

5. Shin guards are required equipment for all players during all matches and practices. Shin guards must be worn UNDER the player's socks. Although AYSO was the first to introduce this as a requirement, it is now a FIFA requirement for all soccer.

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6. Accessories such as jewelry (earrings, necklaces, metal bracelets) are not permitted in any match. Non-metal bracelets completely wrapped in tape may be allowed only with the consent of the referee. Medic alert bracelets can be worn, but must be taped down with the Medic Alert showing. Hair clips and bands must be of a soft material to prevent potential injury. Only prescription glasses or protective eye wear with clear lenses are allowed to be worn by players. Shaded lenses are allowed if prescribed by a doctor. Any item worn by a player that is considered dangerous in the opinion of the referee must be removed prior to the start of the match or whenever ordered by the referee. The player may not participate further in the match until the condition is corrected. The referee has the final authority in such matters.

7. Medically-approved and adequately-padded knee braces will generally be allowed by the referee. So will recognized or pre-inspected medical or religious required clothing or equipment. For example, small insulin pumps strapped to the waist can be allowed for medical reasons. Long pants and sleeves to cover bare skin can be allowed for medical or religious reasons. Special exceptions can be justified to the referee by obtaining a signed league waiver in the player's name. The referee is the final authority on what is safe and fair.

VIII. Regular Season Standings:

U14 & below standings

1. In U12 regular season play, it is up to each region to determine its own system for ranking its teams and therefore which of its teams will attend the Area tournament. Matches against teams outside the region during the regular season can be considered or not by the region in doing its ranking. The Area Tournament is the normal mechanism to determine the team that represents the Area at the Section Tournament. If not held, the Area Director will determine the team, if any, that participates.

2. In U14, if the Area-wide play is utilized, then the Area will maintain standings and publish the system for ranking of teams. This ranking should be done in a manner to ensure that at least half of the teams in a given region are invited to the Area Tournament. If Area-wide play is not utilized, then each region will determine its own system for ranking its teams just as in U12.

3. The Area nor AYSO allows published standings for play at U10 and below. But regions are encouraged to have mini-tournaments for fun to develop tournament experience.

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IX. Addendum for Area Tournament Play

All regular season rules apply unless otherwise indicated. The purpose of this addendum is to provide a consistent set of rules that govern area tournament play and play-offs. Tournament directors should seek the advice and consent of the Area Director before modifying these rules or instituting additional rules that may conflict with these rules.

1. The Area board is responsible for determining:

- (a) The weekend for all Area tournaments,
- (b) Which age and gender divisions to support (generally U12 and U14),
- (c) Which region is to host each age and gender division,
- (d) The number of teams in each division (nominally 16), and
- (e) The allocation of teams from each region to the division tournament

2. The host region of a tournament is meant to:

- (a) Appoint a tournament director who serves at the approval of the Area Director,
- (b) Provide adequate fields and related equipment to support the tournament, and
- (c) Organize the games, referees, and other items necessary to provide a fun, safe, and fair tournament for all to enjoy

3. The area will cover the costs of and generally arrange for the awards and a participation gift. Host regions are encouraged to enhance this with token gifts for referee volunteers as well. Host regions are expected to cover other costs they may incur otherwise including field expenses and food for volunteers.

4. A region may choose its representative team(s) to the Area Tournament by any reasonable means consistent with AYSO rules and philosophies. However, each team must consist only of their regular season team members assigned to that team. No members may be added or dropped and no teams may be formed specifically for the tournament.

5. The Tournament Director shall have jurisdiction over all games played in the tournament. All disputes will be resolved immediately by the Tournament Director or as soon as possible thereafter.

6. Rosters should be provided as soon as feasible to the tournament director but not later than 6 days before the tournament. Rosters previously approved and stored in a region management system accessible to the tournament director can simply be referred to if certified by the regional commissioner as accurate. Tournament directors should try to get schedules out to the teams no later than five (5) days before the tournament but preferably at least ten (10) days before.

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7. Play on the first tournament date will consist of pool play. The winners of pool play will advance to play on the second date. Whenever possible, the first date will be a Saturday and the second date will be the next day. All teams that advance to play on the second date should play the same number of games. Tournament directors should distribute teams with better records and from the same region among the pools as best as may be determined.

Pools are created by dividing the teams into reasonably and similar size groups; nominally 4 pools of 4 teams each. Each team in a pool plays every other team in a pool (i.e. round-robin play). Points are awarded for each game result and the winner in points determines the winner of the pool. Tie game results are allowed in pool play games.

8. The winner of a pool is determined by the team with the most points. Pool play points are awarded as follows:

- a. Six (6) points for a win
- b. Three (3) points for a tie
- c. One (1) point for each goal (up to a maximum of three points per match)
- d. Minus one (-1) for each send-off (i.e. red card) or coach dismissal
- e. One (1) point bonus for a defensive shutout (i.e. no goal scored against a team)
- f. Maximum point total for any game is ten (10), assuming defensive shutout and at least 3 goals
- g. A 0-0 tie will count as a defensive shutout for both teams (4 points each)
- h. A forfeit is scored as 1-0. Winning team getting 8 points, forfeiting team getting 0 points
- i. Pool play scoring is different than regular season scoring as we are trying to enhance point differences over fewer games. Numeric values are calculated per match and then summed across the pool play.

9. Tiebreakers: If two or more teams have a tie in points at the end of pool play, one team shall be eliminated by going through the ranked, winning criteria set below, and will continue until all other teams are eliminated.

- a. Team record in head-to-head competition
- b. Largest Goal Differential (maximum difference of three goals per match, plus if more goals or minus if less goals than opponent per match)
- c. Most Wins
- d. Least number of goals allowed

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- e. Most goals scored
- f. Fewest send-offs (i.e. red cards)
- g. Fewest cautions (i.e. yellow cards)
- h. Coin toss (at the tournament director's discretion if both teams are present and agree, FIFA Kicks from the Mark (PKs) can be used in lieu of the coin toss)

10. The recommended format for the second date (pool play winners) is a single elimination ladder. The winner of each pool will play a semifinal against the winner of one of the other pools. The winner of each semi-final will play a final championship game. The losers of each semifinal will play a consolation game.

For the second date, pool play can be used with the remaining four teams but is not recommended.

Tie game results in ladder play are not allowed. FIFA rules for determining the winner of a match are to be followed using two equal halves of 5 minutes each for extra time. If still tied, then Kicks from the Penalty Mark are used until the tie is broken.

11. No team should play more than three games in a day. Successive games for a team should have a break between them; nominally the duration of a game.

12. Duration of games may be shortened from regular season matches but should be no shorter than 25 minutes per half for U14 and 20 minutes per half for U10 and U12. Games must be shortened if 3 games are played in the same day.

13. How to handle disruptions in the schedule due to weather or other influences are at the discretion of the tournament director.

14. Host regions should be ready to provide game balls and team pinnies at every field in case they are needed.

15. For Area Tournaments, line-up cards should be verified by the tournament staff at the beginning of the day's play. Verified cards should be marked so the referee knows the team has checked in and the line-up card has been verified as matching the roster.

16. Teams failing to show for a game to give their opponent an advantage in points will cause the region and coach to be sanctioned; possibly in the following season. Similarly, teams not playing to their full potential to bias the point score will be sanctioned by the tournament director for unsporting play.

17. The tournament director has the final authority to make any decision not covered by the rules. The Tournament Director may disqualify any team, at any point in the Tournament, if that team refuses to abide by the Rules and Regulations of the Tournament or the Tournament Directors' decision. The Area Director has the authority to remove a tournament director but otherwise only point out discrepancies with standard written policy and rules.