



Section 11 Tournament Guidelines



AYSO Section 11

Participating Areas:

Area E	Area R
Area K	Area S
Area L	Area V
Area O	Area Z
Area Q	

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JURISDICTION

- A. Section 11 Tournaments shall be conducted in accordance with the following current AYSO National Governing Documents: *AYSO National Bylaws*, *AYSO National Rules & Regulations*, and *AYSO National Policy Statements*.
- B. Matches will be officiated in accordance with the current versions of *AYSO National Rules & Regulations* (the rules of competition), the *IFAB Laws of the Game* (AYSO Edition) and these Tournament Guidelines as contained herein.
- C. Section 11 Tournaments will be administered by the Section 11 Tournament Director, who will be responsible for providing general administrative oversight and direction of the Tournaments. This will include managing dispute resolution/discipline review on behalf of and/or through the Section 11 Section Director or their designee. The Tournament Director will be authorized to appoint staff to assist in managing the Tournament through AYSO volunteers or third-party contractors in the best interest of the program.
- D. Area Directors are responsible for certifying, verifying, and overseeing that the Section 11 Tournament requirements are met as they pertain to player eligibility, coach eligibility, referee eligibility and team formation.
- E. Issues requiring special jurisdiction will be evaluated and handled by the Section 11 Tournament Director in the best interest of Section 11 and AYSO. This may include appointing a three-member committee of Area Directors and/or Section Staff Members to resolve matters of disagreement. Any appeal of discussions handled by the above identified process will be adjudicated by the Section 11 Section Director or their designee.
- F. Each Section 11 Tournament may have specific guidelines not contained herein. Guidelines unique to a specific tournament will be posted to that Section 11 tournament's webpage.
- G. Participation in a Section 11 tournament is by INVITATION ONLY. Each participating Area is allocated a limited number of invitations, awarded at the discretion of Section 11. Teams from the fall season are reviewed and recommended by their home Area for consideration. Each Area may determine its own selection or qualification criteria based on local needs and circumstances. By accepting an invitation, participating teams agree to comply with all tournament rules and guidelines.
- H. Participation in events or tournaments, beyond/outside of Section 11 Tournaments, are by invitation of those events/tournaments only.

PLAYERS/TEAMS

- A. All players must be fully registered with AYSO for the current season.
- B. A team's roster must be verified and approved, ensuring that all players meet AYSO eligibility requirements, by the teams Regional Registrar, Regional Commissioner, and Area Director.
- C. Players may only participate on one AYSO team.
- D. Guest players are not allowed.
- E. Player ID Cards ARE required.
- F. Roster sizes for each Division are indicated below:



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- a. Maximum Roster Size:
 - i. 10U maximum roster size 10 players
 - ii. 12U maximum roster size 12 players
 - iii. 14U maximum roster size 15 players
 - iv. 16U maximum roster size 22 players
 - v. 19U maximum roster size 22 players
- G. Any team using an ineligible player will forfeit all matches in which the ineligible player participated. Placing/playing an ineligible player on a team may result in the expulsion of the player, coach, and/or the entire team from the Section 11 Tournament or other such disciplinary action as deemed appropriate by a Conduct Review Panel.
- H. Violation of these player rules exposes a team to protest and renders them subject to forfeiture of match(es) and possible disqualification from the Tournament.

COACHES

- A. Each team is limited to no more than two (2) Coaches (i.e. one Head Coach and one Assistant Coach). These coaches must be listed on the official team roster.
- B. Coaches and assistant coaches must be fully registered with AYSO, approved, and rostered for the current season.
- C. All coaches and assistant coaches must meet all certification and clearance requirements as required by AYSO. (i.e. age-appropriate coach training, fingerprint clearance, background check clearance, etc.)
- D. Coaches and assistant coaches must be approved by their Region and Area.
- E. Coaches and assistant coaches must have the following AYSO Coaching Certification: (including any coach certification prerequisites).
 - a. 10U – 10U Coach Certification
 - b. 12U – 12U Coach Certification
 - c. 14U – Intermediate Coach Certification
 - d. 16U – Advanced Coach Certification
 - e. 19U – Advanced Coach Certification
- F. All coaches and assistant coaches MUST have a current season, region issued, Coach Photo ID Card. ID Card must include the volunteers name (first & last), AYSO ID#, current membership year/season, Region number, and include a current “passport style” headshot photo of the volunteer.
- G. Coach Photo ID Cards must be laminated or unalterable.
- H. Coach Photo ID Cards are REQUIRED for ALL matches.
- I. While remaining visible on the upper body, Coach Photo ID Cards must be worn by the coach and assistant coach for the duration of each match.
- J. Coaches are expected to remain in the technical area during matches and only enter the field of play as requested by the referee.
- K. Coaches are expected to set an example for their team in exhibiting proper AYSO and Kids Zone behavior.



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- L. Coaches are required to have in their possession, AT ALL TIMES, hard copies of each player's current season medical release form. Player medical release forms in electronic or digital format will NOT be accepted.
- M. If it is discovered that a coach or assistant coach is not an approved AYSO volunteer or has failed to meet the necessary certification requirements, the coach/assistant coach will be disqualified and will be reported to their Area Director and Regional Commissioner.
- N. Any violation of these coach/assistant coach rules could subject a team to forfeiture of match(es) and possible disqualification from the Section 11 Tournament. The coach/assistant coach may also be subject to a Conduct Review Panel meeting and additional sanctions.

REFEREES

- A. Referees must be fully registered with AYSO, approved, and rostered for the current season.
- B. All referees must meet the certification requirements as outlined by the *AYSO National Referee Program Guidelines*. (i.e. AYSO Referee training, Safe Haven certified, valid Safe Sport certification, etc.)
- C. Referees must be approved by their Region and Area.
- D. Referees are expected to set an example in exhibiting proper AYSO and Kids Zone behavior.
- E. Tournament staff may assign referees to matches based on their qualifications. In most cases, referees will be allowed to self-assign themselves to matches – based on their most recent season match counts, experience, and qualifications.
- F. Referees must check in at the onsite Referee Tent at least 45 minutes prior to their first match and be properly dressed (in full uniform). Late arriving/checking in referees may be replaced, thus subjecting their team's referee deposit to forfeiture.
- G. All referees must be in full uniform as defined by AYSO and USSF, including the Referee Badge. Referees not in uniform will not be permitted to referee matches.
- H. Only the diagonal system of control will be used to referee matches.
- I. Minimum Divisional Badge Level Requirements:

Division	Referee	Assistant Referee	Division	Referee	Assistant Referee
10U Girls	Regional	Regional	10U Boys	Regional	Regional
12U Girls	Regional	Regional	12U Boys	Intermediate	Regional
14U Girls	Intermediate	Intermediate	14U Boys	Intermediate	Intermediate
16U Girls	Advanced	Advanced	16U Boys	Advanced	Advanced
19U Girls	Advanced	Advanced	19U Boys	Advanced	Advanced

- J. Players in the tournament will not be allowed to officiate.
- K. Youth Referee participation in the tournament is by invitation only.
- L. Coaches and assistant coaches in the tournament MAY NOT referee matches within their respected division, regardless of pool or flight. (i.e. 10UB coach/assistant coach may not referee 10UB matches - regardless of pool. 10UB coach/assistant coach may referee 10UG match)



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- M. All matches should be officiated by “neutral” referees. Parents/siblings SHOULD NOT referee their own child's match.
- N. At the conclusion of the match, the match referee must return the completed game card and lineup cards to the Tournament Referee Tent.
- O. Referees must fill out a misconduct report immediately after each match in which a misconduct (caution and/or send-off) was issued to a player or substitute. Issues regarding the coach, assistant coach, or spectators must also be reported immediately to the Tournament Referee Tent (a written referee statement may be required).
- P. Referees are expected to uphold the tournament rules, AYSO guidelines and IFAB laws. Any failure of the referee to uphold these rules may be cause for dismissal from the Tournament.
- Q. If it is discovered that a referee is not an approved AYSO volunteer or has failed to meet the necessary certification requirements, the referee will be disqualified and will be reported to their Area Referee Administrator, Area Director and Regional Commissioner.
- R. Any violation of these referee rules could subject the referee to a Conduct Review Panel meeting and additional sanctions.

UNIFORM

- A. All uniforms shall be in accordance with *AYSO National Rules & Regulations*.
- B. All players must wear an approved AYSO uniform.
- C. All players on the same team must wear matching uniforms.
- D. The goalkeeper on each team must wear a different color uniform (jersey or scrimmage vest) that clearly, in the opinion of the referee, distinguishes the goalkeeper from the referee and players on both teams.
- E. Each player's uniform must be marked with a permanently affixed unique number that matches the uniform number on the lineup card. Players may not exchange numbered jerseys with any other player during the match, including the goalkeeper.
- F. Garments worn under the uniform (i.e. long sleeves, etc.) must be of the same color as the main color of the shirt sleeve. Undershorts/tights must be the same color as the main color of the shorts or the lowest part of the shorts.
- G. Tape or any material applied or worn externally must be the same color as that part of the sock it is applied to or covers.

SAFETY

- A. A player must not use equipment or wear anything that is dangerous.
- B. No player will be allowed to participate in a match with any type of cast or splint. Removal of any type of cast or splint on the field or surrounding area, in order to participate, shall disqualify the player from participation.
- C. AYSO will not prohibit the use of knee braces by players in AYSO events and programs providing that the brace is adequately covered and padded in the judgment of the referee, to eliminate the possibility of its causing injury to the other players on the field.



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- D. All items of jewelry (i.e. necklaces, rings, bracelets, earrings, leather bands, etc.) are forbidden and must be removed. Using tape to cover jewelry is not permitted.
- E. Wearing a medical alert bracelet is permitted. The medical alert bracelet should be affixed and taped close to the skin using clear transparent tape.
- F. All players must wear shin guards during all matches and warmups. Shin guards must be made of suitable material to provide reasonable protection and covered by socks.
- G. The Referee is the final authority on the safety of any player's uniform and equipment.

MEDICAL/FIRST AID

- A. In case of serious injury – dial 911.
- B. A basic first aid kit will be available at the onsite Tournament tent.
- C. For all injuries, an AYSO Incident report must be filed.

FIELDS

- A. All fields will be set up and taken down by the hosting Area/Region.
- B. Field markings shall be as specified in the current AYSO National Governing Documents and *IFAB Laws of the Game* (AYSO Edition).
- C. Field size and goal size may vary due to available regional space and resources.
- D. All teams are expected to clean up and dispose of all trash in their area before leaving.
- E. Pets are NOT allowed.

CHECK-IN

- A. Coaches must check-in at the onsite tournament headquarters at least 60 minutes prior to their first match.
- B. Coaches are required to present the following items at check-in:
 - a. Current season Region issued Coach Photo ID Card
 - b. Current season Region issued Player ID Cards
 - c. An approved/signed Region issued roster
 - d. Copies of each player's current season medical release form.
 - i. *Digital or electronic versions of a Player's Medical Release Form will not be accepted. Only hard copies will be allowed during check-in).*
- C. From time to time, additional documents may be required for inspection. If required, notice will be posted on the Section 11 Tournament webpage. *(Digital or electronic versions will not be accepted. Only hard copies will be allowed).*

FORMAT

- A. Whenever possible, age divisions will be grouped into playing pools.
- B. Some tournaments may follow a single-elimination format, with all matches held over two days. Depending on how many teams are participating, teams may compete in as many as four rounds: Play-In, Quarterfinals, Semifinals, and the Final round.



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- C. A team's placement within the tournament will be determined by random draw.
- D. Format of play:
 - a. 10U will play 7 v 7
 - b. 12U will play 9 v 9
 - c. 14U will play 11 v 11
 - d. 16U will play 11 v 11
 - e. 19U will play 11 v 11

SUBSTITUTIONS

- A. Substitutions are allowed at halftime and approximately mid-way through each half (at the quarter break).
- B. Substitutions will be recorded on the lineup card by the referee.
- C. Substitutions may be made for injured players; however, they may not return until the beginning of the next quarter and will be considered as having played the current quarter (exception: an injured player not replaced may return to play at any time with the referee's permission).
- D. All substitutions must be approved and recognized by the referee.
- E. 'Free' substitutions are not allowed in 10U, 12U, or 14U matches.
- F. The coach is responsible for ensuring that each player on their team plays at least the minimum required playing time for which they are present. Failure to comply with the minimum playing time requirement may result in forfeiture of game(s) and possible disqualification from the Tournament (including possible disciplinary action).
 - a. All 10U, 12U, and 14U players:
 - i. No player may play 4 quarters until ALL teammates have played at least 3 quarters (including goalkeeper).
 - ii. Players MUST play at least 3/4 of each game unless prohibited by roster size.
 - iii. Injury and illness will be considered but must be verified and annotated on the game card by the referee.
 - b. All 16U and 19U players:
 - i. Players must play at least 50% of each match.

STANDINGS

- A. Standings for pool play matches will be determined on the "ten-point system" as follows:
 - a. WIN = 6 points
 - b. TIE = 3 points (including a 0-0 tie)
 - c. LOSS = 0 points
 - d. GOAL = 1 point per goal scored (maximum of 3 points)
 - e. SHUTOUT = 1 point (for an earned shutout, including a 0-0 tie)
 - f. FORFEIT = 8 points (scored as 1-0 win)
- B. Point deductions for send-offs or ejections in any match shall be:



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- a. SEND-OFF/RED CARD = 3 point **deduction** for each send-off of a player or substitute
- b. EJECTION = 3 point **deduction** for each ejection of a team official
- C. Winners of ties in standings will be determined as follows:
 - a. Winner of head-to-head competition (this criteria not used if more than two teams tied)
 - b. Fewest goals allowed
 - c. Least number of Send-Offs/Ejections
 - d. Winner of most games
 - e. Greatest number of shutout victories (wins only)
 - f. Coin Flip
- D. Standings will be updated periodically by the Tournament Staff.

SEMI-FINAL/CHAMPIONSHIP MATCHES (MEDAL-ROUNDS)

- A. Semi-Final and Championship matches must have a winner.
- B. If tied at the end of regulation (i.e. 4th quarter) the winner will be determined by Penalties (penalty shoot-out).

GENERAL MATCH INFORMATION

- A. The home team will be listed first on the schedule with the visiting team listed second.
- B. Opposing teams (i.e. coaches, players, and spectators) are to occupy opposite sides of the field.
- C. The home team will occupy the North or East side of the field, and the visiting team will be located on the South or West side (or as directed by the tournament).
- D. Spectators must remain on the side of the field designated for their team.
- E. The home team shall be responsible for providing three (3) game balls. Game balls shall be presented to the referee prior to the match. If the home team does not have suitable game balls, then the visiting team will be asked to provide them.
- F. The home team will change jerseys or don pennies in the event of a color conflict with the visiting team. If there are any questions, the referee will determine whether this is necessary.
- G. There will be no warming up on the field. Teams must warm up prior to taking the field. As soon as the previous match has ended, teams must clear the field and the teams for the next match must take their places.
- H. Coaches shall always remain within the coaching area (if not marked - within ten yards either side of the halfway line) during the match.
- I. All matches must start and end on time.
- J. Halftime break NOT to exceed 5 minutes.
- K. No additional/extra time added for injuries or stoppages.

FORFEITS/ABANDONED MATCH

- A. Forfeits:
 - a. There will be a five-minute grace period at the start of the match for a team to take the field before a forfeit is declared.



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- b. If a team cannot field the minimum number of players, the match will be abandoned, and a forfeit will be declared.
 - i. For 10U the minimum number of players is 5.
 - ii. For 12U the minimum number of players is 6.
 - iii. For 14U the minimum number of players is 7.
 - iv. For 16U the minimum number of players is 7.
 - v. For 19U the minimum number of players is 7.
- c. In the case where both teams forfeited simultaneously (either before kickoff or during a stoppage in a match), the match will not be rescheduled. Both teams shall receive zero (0) points in the standings and the match will count as a game played.
- d. If a team forfeits one of its matches due to a deliberate "no show", then all matches scheduled, whether played or not, for that team will be recorded as a forfeit.
- e. Forfeited matches will be recorded as 1-0 loss for the forfeiting team.
- B. Suspended Games:
 - a. The Tournament Committee may determine to end matches early if the field schedule is behind due to match delays, interference, or if weather conditions provide unsafe conditions.
 - b. The Tournament Committee will determine the outcome of any single match which is terminated prematurely (i.e. due to inclement weather, participant injury, or interference by an outside party, etc.).
- C. Abandoned Games:
 - a. If any pool play matches cannot be played due to circumstances beyond the control of the tournament, the final standings of the pool will be determined by applying the Winning Percentage formula (Total Points Earned in all Matches Played divided by Total Points Possible for the Number of Matches Played) to each team in the pool. Note - this does not apply to matches which were shortened due to a late start. Only the Tournament Director or designee can declare a match to be abandoned or not played.

MISCONDUCT

- A. Coaches are expected to set a positive example and will be held responsible for the actions of their team, including spectators.
- B. It is mandatory to play all scheduled matches. If it is determined that a coach willfully fails to have their team participate in a scheduled match, the coach will be dismissed from the Tournament and the incident will be reported to the respective Area Director and Regional Commissioner.
- C. At the conclusion of each match, the referees will be required to complete a match report for all misconducts during the match, including any incidents of misconduct or interference by coaches and/or spectators.
- D. There is no mandatory "cooling off" period for cautioned players. It is recommended that, at the coach's request and with the referee's permission, a cautioned player, or any player having difficulty controlling their emotions, may be substituted.



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- E. Referees shall NOT retain ID Cards from players or coaches who have been sent-off or ejected.
- F. Should any person either sent off or ejected by the referee refuse to leave the field when requested to do so, the match shall be suspended until the situation has been resolved. If it is not resolved in what the referee considers a reasonable amount of time, the match shall be abandoned, and a match report filed.
- G. The minimum mandatory penalty for any send-off of a player or substitute, or ejection of a team official, shall be a one (1) match suspension. Subject to a Conduct Review Meeting, additional sanctions may be imposed.
- H. Such suspension shall be served at the first match (not scrimmage) that is played following the match of the incident.
- I. A player serving a suspension may attend the team's next scheduled match as a spectator. They may not be in uniform and may not participate with their team in any manner. (including pre and post-match activities)
- J. An adult serving a suspension may not be present at the match or participate in any manner, including pre and post-match activities.
- K. In the event a suspended player, coach, or spectator participates in a match for which they have been suspended, the match shall be recorded as 1-0 in favor of the opposing team. For each such event, the original suspension must be served at the next match played by the team, and an additional one (1) game suspension must be served at the following match for violation of the original suspension.
- L. Fighting will not be tolerated for any reason. Players sent off for fighting (striking or attempting to strike another player) will not be allowed to participate in any further Tournament matches. Players, team officials, or spectators who enter the field of play for any reason in the event of a fight will be ejected from the Tournament. If the players cannot be identified, the entire team will be removed from the Tournament.
- M. All misconduct will be reported to the respective Area Director and Regional Commissioner.
- N. All serious incidents will be reported to the respective Area Director, Regional Commissioner, and AYSO National Office.

PROTESTS

- A. Referee decisions during a match are final and are not grounds for, nor subject to dispute or protest.
- B. Send-offs and/or Cautions issued are not subject to appeal.
- C. Only matters related to player eligibility or breaches of the Section 11 Tournament Guidelines may be raised in a protest.
- D. Protests must be submitted in writing to the Tournament Director within 30 minutes of the completion of the match.
- E. Protests may only be submitted by the team's registered Head Coach.
- F. All protests will be heard by a Protest Committee of at least three people selected by the Tournament Director. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. ALL PROTEST DECISIONS ARE FINAL.



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- G. If a coach, assistant coach, parent, or spectator has questions regarding an official's handling of the match, Laws of the Game, rules and regulations, guidelines, or policies they are to contact their Area Coach Administrator, Area Referee Administrator or Area Director, who will decide if follow up with the Section Staff is required.

FEES

- A. See published Section Fee Matrix

RULES INTERPRETATION

- A. The Section Director and Tournament Director retain the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.