

# AYSO Area 2D Tournament Rules



## General and pre-game information

1. The Area 2D tournament is an invitational tournament and participation is at the discretion of the Tournament Director (Area Director or appointee). To participate, regions must be in good standing with National AYSO and teams, including players, spectators, and team officials, must have shown good sporting behavior throughout the fall season. In addition, team rosters must be the same as in the fall season. Contact the Tournament Director to discuss possible exceptions. The Tournament Director makes all final decisions and approvals.
2. Matches will be played according to the current IFAB Laws of the Game (2023-24) and AYSO National Rules and Regulations unless modified by the rules listed here.
3. Coaches and Assistant Coaches (hereafter referred to as coach or coaches) must be trained and certified for the age division of their teams. “Certified” includes having a volunteer status of “eligible” in the current membership year and having completed the AYSO Safe Haven, Sudden Cardiac Arrest, and CDC Heads Up Concussion training. The minimum required training for each division is: 10U coach training for 10U division, 12U coach training for 12U division, Intermediate coach training for 14U division. **ONLY PROPERLY TRAINED COACHES FOR THEIR TEAM’S DIVISION WILL BE ALLOWED IN THE COACHES’ TECHNICAL AREA.** Coaches must also be assigned as a team official to the team and listed on the official signed roster.
4. Players Cards and Coach Identification cards (“badges”) are mandatory and must be printed from E4. Each card must have a picture ID clearly showing the player or coach. Coaches must wear their badge during the tournament, and it must be visible whenever they are in the vicinity of the fields. (Keeping the card in a plastic pouch with a lanyard is recommended.)
5. Field Marshal tables will be located at each venue. Each team must check-in each day at the Field Marshal table at their venue at least 30 minutes before the team’s first tournament game with the following items:
  - Team roster as printed from E4 and without any hand-written modifications. Only coaches and players whose names are printed on the roster will be considered part of the team. The Regional Commissioner must have signed the roster and it must have been printed within 14 days of the tournament start. (For some regions, the Tournament Director may accept rosters printed 6-7 days prior to the Area tournament to accommodate games played the week before.)
  - Game lineup cards for each possible game for that day—including championship games—with players first and last names written clearly and in numerical order by jersey number.

## **AYSO Area 2D Tournament Rules**

6. Each team must present the Field Marshal-approved lineup card to the referee prior to the start of each match.
7. The team listed first on the schedule is the home team and will provide three game balls.
8. Team uniforms must match as described in the AYSO National Rules and Regulations. This includes jerseys, shorts, and socks. Any exceptions to player uniforms must be approved by the Tournament Director.
9. If, in the opinion of the referee, the uniform colors of two competing teams are too similar, the home team must wear pinafores.
10. In all matches, team officials and players will be on the opposite side of the field from the spectators.
11. Coaches, spectators, and players are expected to display good sporting behavior throughout the tournament. Coaches will be held responsible for any action by their spectators or supporters.
12. No alcoholic beverages, smoking, or tobacco products are allowed on or near the playing grounds, including those involved in vaping. Spectators, coaches, or players suspected of intoxication will not be allowed to participate in or observe their scheduled matches.
13. Dogs: some youths and adults are afraid of dogs and even well-behaved pets can create a safety hazard. Please always keep your pets away from the fields.
14. Coaches and youth volunteers may not officiate games within their own division.

### **During each game**

15. Spectators shall remain behind the spectator lines and at least 3 yards from the touchline whenever feasible. Spectators are not allowed behind either goal line or along the touchline within 18 yds of the corner area. Only two coaches are allowed per team and they must remain within the boundaries of the coaches' technical area throughout the match. The boundaries of the coaches' technical area are 10 yards to either side from the halfway line and at least 1 yard back from the touchline. Coaches and spectators shall not enter the field of play unless requested by the referee.
16. Artificial noisemakers are not allowed.
17. All players must play three "quarters" of the match before anyone plays four "quarters". Violation of the player participation requirement or other player substitution rules will result in forfeiture of game and possible disqualification from the tournament at the discretion of the Tournament Director.
18. 10U play and goalkeepers: No one individual player may play more than two quarters in goal at 10U and all players must play at least one quarter on the field in addition to their quarters as goalkeeper. Violation of the player participation requirement or other player substitution rules will result in forfeiture of game and possible disqualification from the tournament at the discretion of the Tournament Director.

## AYSO Area 2D Tournament Rules

19. Duration of the matches and game structure:
  - 10U: ALL games are 15 min halves with 1 minute substitution break halfway through each half. Only substituted players may leave the field during the substitution period; all other players shall stay on the field. Games will follow a round-robin tournament format. There will be no consolation or championship games.
  - 12U: ALL games are 20 min halves with 1 minute substitution break halfway through each half. Only substituted players may leave the field at that time; all other players shall stay on the field. Consolation and Championship games are full regulation time.
  - 14U: ALL games are 25 min halves with free substitutions. The referee will decide if players should leave the field at the nearest point or at the halfway line (nearest point recommended). During free substitutions, the substituted player must leave the field and the referee must invite the substitute player to enter before the substitute player can enter the field. Championship games are full regulation time.
  - Half-time periods should be 5 minutes in length.
  - Referees must not add time for substitution breaks, injuries, or any other reason.
20. All matches must end at least five minutes before the start of the next match. It is the responsibility of the referee to ensure that matches end on time.
21. Referees must notify a Field Marshal or tournament staff if a player is suspected of having a concussion or head injury and must identify the player by number and name and write “suspected concussion or head injury” on the match report. A player who is suspected by a parent, guardian, coach, referee, tournament official, or other AYSO volunteer of sustaining a concussion or other head injury shall be immediately removed from the game and shall not be permitted to play for the rest of the day. Before a player suspected of sustaining a concussion can return to play on a subsequent day, the player must be evaluated and cleared for return to play and full participation by an appropriately licensed medical professional who has received training in the evaluation and management of concussions. The medical professional’s clearance for return to play must be indicated by their signature on the AYSO Concussion Release Form; in addition, a parent or guardian must sign the AYSO Participation Release Form.
22. Good sporting behavior requires a limited goal differential - teams may be penalized for blowouts at the discretion of the Area Director.
23. Teams that win the Area Tournament may be invited by the Section 2 Director to participate in the Section Tournament. Winning teams represent Area 2D, which prioritizes good sporting behavior. Therefore, good sporting behavior during Regional and Area tournament plays is also a pre-requisite. Poor sporting behavior by coaches, spectators, or players may disqualify a team from advancing to the Section Tournament at the discretion of the Area and Section Directors.

## **AYSO Area 2D Tournament Rules**

### **Breaking tied games**

24. For all round-robin and bracket games a tied score at the end of regulation play will end in a tied match.
25. For all semifinal, consolation, and championship games: If the match is tied at the end of regulation play, the outcome of the match will be settled by Penalties (penalty shoot-out). Only the players on the field at the end of regulation play are allowed to participate in the Penalties (penalty shoot-out).

### **Forfeits**

26. In the case of a forfeit the result of the match will be a 1-0 score in favor of the non-forfeiting team, unless otherwise specified here. In the case of a match that has started, the existing score will be used if the non-forfeiting team is ahead.
  - Any team that walks off the field of play will forfeit the match.
    - No match shall start or continue if either team has less than the minimum number of players in the game.
    - The team that does not have enough players will forfeit the match. If neither team has enough players, the result will be a 0-0 tie.
      - 10U play 7v7, minimum 5 players for a team
      - 12U play 9v9, minimum 6 players for a team
      - 14U and older play 11v11, minimum 7 players for a team
  - A forfeit will result if a team is not at the field at the posted match start time. A five-minute grace period in start time will be allowed. Poor weather conditions or unusual circumstances may be a consideration for match delay or for a particular team being late for its match. Only the Tournament Director (or appointee) may decide on these matters.
  - If the referee terminates the match because of actions by spectators or supporters, the match will be forfeited to the opposing team. In such an event, the Tournament Director may assign one or more red cards to the spectators for purposes of the tiebreaker provisions for the tournament.

### **After each game**

27. At the end of the match, the game card must be signed by the referees and coaches, and returned by the referees to the Field Marshal station. All misconducts and all suspected concussions or head injuries must be clearly documented on the game card for the tournament officials.
28. Suspensions: A send-off or an accumulation of 3 cautions by any one player during the tournament, or the expulsion of a coach at any game, will result in a minimum one match suspension. For serious misconduct, a player, coach, or team may be suspended for multiple matches or the balance of the tournament. The Tournament Director (or appointee) will rule on the suspension.
29. No protests will be allowed and the “Area 2D zero tolerance policy” for referee abuse will be followed.

# AYSO Area 2D Tournament Rules

## Tournament Structure

30. Points will be assigned to the teams based on the results of the bracket or round-robin format games. Points will be awarded to each team as follows:

- +6 points for a win
- +3 points for a tie
- +1 point for each goal, up to a maximum of 3 per match
- +1 point for a shutout
- 3 points for the send-off of a coach
- 2 points for each send-off of a player
- 2 points for the caution of a coach
- 1 point for an accumulation of three cautions by a team's players within one match
- 1 point for poor sporting behavior by players, team officials or spectators

31. After the preliminary rounds are completed, the points will be used to determine team placement or advancement to the final rounds.

32. All divisions are single-bracket divisions (of usually 4 or fewer teams) and final placement is the result of point placement after round-robin plays. If there is a tie in total points the following tie breakers will be used in the following order:

- #1. Head-to-head results
- #2. Goal differential (subtracting goals against from goals scored, to a maximum of 3 per match)
- #3. Fewest goals scored against
- #4. Fewest point deductions for misconducts: (-2) point deduction for each Caution, (-3) for each Send Off
- #5. Fewer point deductions for blow-out scores: one point deduction total for each win over 6 goals differential
- #6. Coin toss conduct by the Tournament Director (or appointee)

**IMPORTANT NOTE:** All the decisions noted in the above rules can be changed at the discretion of the Tournament Director. Decisions made by the Tournament Director are final.