

AYSO AREA-11V



Invitational Tournament of Champions Invitational All-Star Tournament Guidelines

Change History

Paragraph	Summary	Date
2.a-b	Inclusion of specified uniform policy	15/Oct/2013
3.b	Inclusion of reference to AYSO Laws of the Game	15/Oct/2013
3.e	Inclusion of field / Team/ Spectator layout in accordance with Section 11 Tournament guidelines.	20/Nov/2013
3.h	Addition of Semi seeding tiebreaker process	
3.g	Scoring of a forfeit	20/Sep/2016
Various	Name updates, Reformatted	11/Nov/2022
Various	Added invitational U14 managed subs LOTG updates	15/Nov/2023

Changes validated by Area-11V board on 16 October, 2013

Changes validated by Area-11V board on 20 November, 2013

Changes validated by Area-11V board on 21 September, 2016

Changes validated by Area-11V board on 16 November, 2022

Changes validated by Area-11V board on 15 November, 2023

1. Check In Procedures:

- A. Teams must check in with the Field Marshall at least 30 minutes before EVERY Game.
- B. Coach must have all player medical/registration forms – All forms must have an approved signature.
- C. Coaches must also have their own copy of their official AYSO printed team roster signed by their Regional Commissioner and unaltered. (Photo Roster preferred if available)
- D. Only players on the roster with proper paper work will be allowed to participate in the tournament.
- E. Coach will have 4 game cards completely filled out before their 1st game; including first and last name and ordered numerically based on Jersey number; ID Cards are required
- F. Teams will receive a one-point reduction for each game played with incomplete paper work including missing ID cards.

2. Uniforms:

- A. Teams will present themselves for check in and be prepared to play wearing AYSO branded uniforms. (Reference National Rules and Regulations: section VI)
- B. Home teams may be directed to wear pinnies or alternate uniforms as directed by the assigned referee to avoid a *color conflict* and optimize match management. A change to alternate uniforms or pinnies may only occur after ensuring paragraph 2.a is complied with.

3. Games

- A. Games shall be played as scheduled, and teams are to be prepared to start the match on time, according to the schedule. Games clock will start at schedule start of game. Failure of a team to be ready to play at the scheduled kick-off time shall constitute forfeiture on the part of that team, and that team shall lose by a score of 0-1. The Center Referee shall allow a grace period, (10 minutes) in accordance with the Area event from the scheduled kick-off time, before declaring a forfeit for any game.
- B. The match will be conducted in accordance with the current AYSO Laws the Game and USSF guidance. Local exceptions will be made for short sided play in accordance with AYSO National Rules and Regulations. The length of the match and size of the field may be amended depending on local conditions including available space, weather and other unforeseen conditions as determined by staff responsible for tournament administration.
- C. A team shall be subject to forfeit of a game (May be appealed via review of the Area Director) if found in violation of any of the following:
 - Failure to show up for a game
 - Inability to field a minimum of players
 - Failure to be on the field of play and ready to play at game time or following the specified grace period
 - Leaving the field without the referee's permission, with the intent of not finishing the game
 - Failure or refusal to continue the game
 - Use of an ineligible player

- D. All non-pool matches including semi-finals and finals will be full length. Match duration may be adjusted at each venue base on external factors such as weather and available daylight.
Duration is as follows:
- U10 – 2 each 20 minute halves
 - U12 – 2 each 25 minute halves
 - U14 – 2 each 30 minute halves
- E. Field layout: Teams and spectators associated with the teams will be located on opposite sides of the field.
- F. Pool games may end in a tie
- G. Points for the tournament will be based on a 10 point system:
- Win 6 Points
 - Tie 3 Points
 - Loss 0 Points
 - Shut Out 1 Point
 - Goals 1 Point per Goal with a Maximum of 3 Points
 - A 2 point deduction for each red card (send-off) received by a player and/or coach (before, during, or after the match)
 - A forfeit shall be scored as a 0-1 loss for the forfeiting team and applied with a “forfeit one/forfeit all” approach.
- H. Tie breakers to determine team to advance at the end of pool play are as follows:
- a. Head to head competition
 - b. Fewest goals allowed
 - c. Team with most shut outs
 - d. Goal Differential (goals scored less goals allowed with a maximum differential of three goals per game, highest differential wins)
- a. If teams are still tied:
- To determine which team moves on to the next round:
 - After considering a, b, c, and d, if teams are still tied at the end of the pool play, winner is determined by Penalty Kicks.
 - To determine seeding of teams to move on to the next round:
 - After considering a, b, c, and d, if teams are still tied at the end of the pool play, a coin toss will be used to determine placement. (1st vs. 2nd, etc.)
- I. Semifinal and Final Games Ending in a Tie:
- a. If a tie exists at the end of a semi-final or final game, no sudden victory or “golden-goal” will be allowed. Extra-time periods shall be played to determine a winner.
 - b. The length of the extra-time periods shall be:
 - Two nine-minute periods for U14
 - Two seven-minute periods for U12
 - Two five-minute periods for U10

*Times may be adjusted by field marshals or referees based on weather, available daylight, or other similar conditions.

- c. Managed substitutions shall be allowed for all divisions during extra-time play only. Substitutions are allowed at any stoppage of play with the permission of the referee.

- d. The teams shall change ends of the field after the completion of the first extra-time period.
- e. No “half-time” break will be permitted, i.e. play in the second extra-time period must begin immediately.
- f. Should a tie remain after the completion of extra-time play, the winner shall be determined by kicks from the penalty mark.
- g. Only players on the field at the end of the second extra-time period may take part in Penalty Kicks, and none of these players may be exempted from the taking of a kick, should the number of kicks required to determine a winner, warrant their participation.

4. Rosters

League rosters are final as of October 1st for U14 and below. No new players may be added to the roster after this date, even in the event of an injury to a player. Guest Players are not allowed.

Each Regional Commissioner with teams participating in Area events shall be responsible for the submittal of certified Team Rosters from each team to the Area Director at least one week prior to play. This is the official AYSO, one-page, unaltered (printed only, no handwritten changes) tournament roster format.

Coaches and Assistant Coaches must be fully registered with AYSO, approved, and rostered for the current season. All Coaches and Assistant Coaches must meet the certification requirements as outlined per the AYSO National Coaching Program Guidelines.

No team will be allowed to participate in any Area V event without a properly completed, unaltered AYSO Team Roster in the possession of the coach.

Each coach will have in their possession a signed Medical Release form for each player.

Roster changes in Area-11V events shall only be with the express written approval of the Area Director prior to the team’s first game played.

Any roster exceeding the size recommended by National AYSO will need prior Area Director approval and signature.

National Rules & Regulations Roster sizes are as follows:

Division	TOC Max Roster *	All-Star Max Roster	Play Format	Minimum Players	Max Keeper Time
U10	10	10	7v7	5	Full match
U12	12	12	9v9	6	Full match
U14	15	15	11v11	7	Full match

*Number may be exceeded if approved by RC and AD at season start

5. Guidelines for Players

- a. All players (10U, 12U and 14U) **MUST** play at least $\frac{3}{4}$ of each game unless prohibited by roster size.
- b. No player may play 4 quarters until **ALL** teammates have played at least 3 quarters (including goalkeeper).
- c. All games will have substitution breaks mid-way thru the 1st half and midway through the 2nd half but the clock will not be stopped.
- d. 14U games will use managed substitution method for substitutions as outlined in the AYSO Reference Guide under Section 13. Additional Programs
- e. There are no special rules or restrictions on what positions a player can play during the tournament; i.e. a player can play the same position for an entire match.

6. Coach and Spectator Behavior

- a. AYSO Fields are always a designated KID ZONE
- b. Spectators will not sit beyond the 18 yard lines and at least 10 feet back from the touch line
- c. Two coaches (2) are allowed to stand at the center of the field in the coach's box (technical area) - 10 yards on either side of the center line. (The technical area is same size as the center circle if not otherwise marked).
- d. All coaches and spectators are expected to be positive role models for our players.
- e. Coaches should be doing the coaching and spectators doing the cheering
- f. All remarks from coaches and spectators will always be positive
- g. No one is allowed to speak or yell at any referee while the game is being played
- h. Decisions made by the referee on the field are final. No protests are allowed
- i. Field Marshals can modify the schedule if external conditions exist such as weather, daylight or safety or other unforeseen challenges.
- j. We have a zero tolerance policy for abuse of Youth Referees. Abuse of Youth Referees may result in ejections and reduction in points.

7. Contact Information

For concerns or changes warranting special consideration, please contact the Area Director.

Jennifer Tomasulo
Area Director | AYSO Area 11V
ad@aysoarea11V.org