



AYSO Region 114 Commissioner's Cup 2019

By earning and accepting an invitation to play in the Commissioner's Cup, coaches agree to abide by the following rules and regulations, as well as the Regional Code of Conduct and Misconduct Actions.

General

This is the American Youth Soccer Organization (AYSO), so remember to take the organization's mission, six philosophies, and kids into consideration. Matches shall be conducted in accordance with the Region 114 Post Season Tournament Rules and Regulations. All matches will use the Federation International de Football Association (FIFA) Laws of the Game Printed for the American Youth Soccer Organization (AYSO) and Short-Sided Guidelines.

Respect the Referees

All teams must respect the calls of the referees. Coaches must ensure their touchline supporters refrain from acting in a manner that takes away from the kids' enjoyment of the game, e.g.: coaching from the touchline; yelling at the referees; making negative comments toward coaches, referees, and/or players.



Coaches are expected to set the example for their team in exhibiting proper AYSO and Kids Zone behavior. Coaches must remain on the touchlines within their technical area (10 yards either side of the halfway line for U12/U14, 8 yards for U10), unless the center referee invites them onto the field. Additionally, coaches must take responsibility to ensure their touchline supporters act in accordance with the tournament rules.

Tournament Format

This is a pool-play tournament for Region 114 teams only. Each age division will be assigned playing pools based on regular season standings. Each team will be scheduled to play a minimum of 2 preliminary play games within their respective pools.

Teams advance from qualifying pools to Medal Rounds (Semi-Finals, Finals, etc.) based on pool play standings points. Number of teams advancing per pool will be determined by the number of pools in the division.

Players

Only eligible players listed on a team's official roster may play on behalf of said team. Guest players and ineligible players are not allowed and may result in loss of points or even disqualification from the tournament.

Player Minimum and Maximums On the Field:

- Under 14: 7 players (minimum) / 11 players (maximum)
- Under 12: 6 players (minimum) / 9 players (maximum)
- Under 10: 5 players (minimum) / 7 players (maximum)

During the Fall Season, if a team showed up with less than the maximum number of players for a match, we asked the opposing team to reduce their number of players on the field to meet the other team's number of players. **This is not the case in Tournament matches.**

Example: In a U10 Tournament match, if Team A has 5 players and Team B has 10 players; the match will be played 5 v 7 (A v B). Team B will *not* be required to play down to meet A's number of players.



Required Playing Time Per Player

During the Fall Season, Region 114 adheres to a $\frac{3}{4}$ rule --meaning when possible, every child should be allowed to play at least 3 quarters of each game. (Or, put another way, no player can play four quarters while another player, who was available for four quarters, only played two quarters.)

However, during Tournament play, Region 114 follows AYSO National Rules, which states that **each available player is required to play a minimum of 2 quarters.**

Example: Player A may play 4 quarters and player B may play 2 quarters. This would not be allowed during Fall season in Region 114, but is permissible during Tournament play.

Failure to respect the required playing time minimums may result in loss of points or even disqualification from the tournament.

Goalkeeper Play Rules

There are no special provisions to goalkeeper play. U10 and above teams may play the same goalkeeper all game. (This would not be allowed during the Core Fall season, but is permissible during Tournament play.)

Match Time

Pool Play matches will be shortened from the regular match length by five minutes per half (see below). Medal Round matches (Semi-Finals and Finals) will be regular length.

Warm-Ups, Check-Ins, and Kick-Offs

Due to limited space and daylight, games are stacked on top of each other with **no field warm-up time in between matches.** It is critical that teams show up early to be checked-in, and referees begin and end games on time.

Teams should warm-up adjacent to their fields, *but not on the field.* Once the prior game is complete and the field has been vacated, the next teams should enter the field on their side of the field, having already been checked-in and ready for kick-off.

At the start of the match, the **Home** team is to be situated on the North or West side of the field. The **Away** team is to be situated on the South or east side of the field. **The Home team kicks off in all pool play.**



Pool Play - Match Duration

- U14: 60 minute match / 30 minute halves / 5 minute halftime
- U12: 50 minute match / 25 minute halves / 5 minute halftime
- U10: 40 minute match / 20 minute halves / 5 minute halftime

As during the Fall Season, quarter breaks will occur approximately midway between each half with a running clock.

Pool play matches can end in ties.

Medal Rounds - Match Duration

All Medal Round (Semi-Final, Finals) matches will be a regular length match, as has been played during the Fall Season:

- U14: 70 minute match / 35 minute halves / 5 minute halftime
- U12: 60 minute match / 30 minute halves / 5 minute halftime
- U10: 50 minute match / 25 minute halves / 5 minute halftime

As during the Fall Season, quarter breaks will occur approximately midway between each half with a running clock.

Medal Round matches that end in ties will follow Kicks From The Mark as a tie-breaking procedure (described below).

Grace Periods

Referees are instructed to start match timekeeping at scheduled kickoff time, should team(s) arrive late to scheduled match. There will be no time added on for injuries or time wasted during substitutions. Each coach is urged to have their team ready at the start of each half and to conduct quarter substitutions in as expedient a manner as possible.

The match will be abandoned (forfeited) if a side cannot field the minimum number of players to play the match by the end of the grace period. There will be a 10-minute grace period by whatever timepiece the match referee (or Board Member, if a match referee is not present) designates. Should a match be delayed for such reason, the grace period used will be subtracted from the match's time.



Example: In a U10 match, should Team A arrive 5 minutes late to the match v Team B, the match time will be reduced by 5 minutes. Approximately, 2.5 minutes will be taken off both the first and second halves. Refer to MATCH DURATION for divisional match duration for both Pool Play, and Medal Round matches.

Pool Play Point System

The point system for pool play is as follows:

- **Win:** 6 points
- **Tie:** 3 points
- **Goals:** 1 point for each goal, up to a maximum of 3 per match
- **Shut-Out:** 1 point

A maximum of **10** points can be earned in a match. (Win 6 points + 3 or more goals 3 points + Shut-out 1 point)

There is no reason any team needs to win a match by more than 3-0. There will be no additional points for scores greater than 3-0. Remember, this is still AYSO.

Scores (points) will be posted following each match, after verification of match score and team conduct is completed by referee and regional staff member(s).

A forfeit will result in a 2-0 win (9 points) for the team that did not forfeit the match. In the event that both teams cannot field enough players, both teams will be credited with "0" points for that match. Goal differential as a tiebreaker shall not apply to pools where games have been forfeited.

Examples of Match Results and Points Earned:

Team A defeats Team B, 5 – 0. Team A earns 6 points for the win, 3 points for goals scored, 1 point for the shut-out for a total of 10 points.

Team A defeats Team B, 5 – 1. Team A earns 6 points for the win, 3 points for goals scored for a total of 9 points for Team A. Team B earns 1 point for the goal scored.

Team A and Team B tie, 0 – 0. Both teams earn 3 points for the tie and 1 point for the shut-out, for a total of 4 points each.



Team A and B tie 4–4. Both teams earn 3 points for the tie, and 3 points for goals scored, for a total of 6 points each.

Pool Play Point Tiebreakers

Points are used to determine the winners of qualifying pool play. If two or more teams are tied in points upon the completion of Pool Play, the following tie-breaking rules will be applied, in the listed order:

1. Head-to-Head competition in the tournament*
2. Goal differential (maximum 3 point differential per match)
3. Fewest goals allowed
4. Most shut-outs
5. Kicks From The Mark (see Medal Round tie breaking procedures in this document.)

* Head-to-head competition is only used when the tied teams have played an equal number of head-to-head matches between them. For example, if three teams are tied in points, but team C did not play team A, then the head-to-head tiebreaking rule is ignored, and we begin with goal differential as described above.

Sanctions

For U10—U14, sanctions to players, coaches, team officials, and spectators will be as follows:

Cautions (yellow card)

Deduction of **1** point from the team's pool play totals for each yellow card received. Should a player(s) or coach(es) accumulate 3 Yellow Cards during the tournament, the resulting sanction would be the same as if the player or coach had earned a Red Card.

Send offs (red card)

Deduction of **3** points from the team's pool play totals for each red card received or spectator send off. The player(s), coach(es), or spectator(s) would be suspended from play or attendance in the following match. If the Red Card is earned in the Championship match and the player's team advances to Area play, the resulting suspension will follow that player to the Area Tournament.



The Board reserves the right to pass on additional sanctions to a player(s), coach(es), or spectator(s) receiving Red Cards or send offs depending upon the nature of the player(s), coach(es) or spectators' actions, which resulted in the sanction.

Failure to Fulfill Referee Obligations

Each team is expected to complete 3 referee assignments. This may be a team of three referees, or a single referee covering three different games. Any team not fulfilling their minimum referee requirements, may be subject to tournament point deductions.

Determining the Outcome of Medal Round Matches

In the Medal Rounds (Semi-Finals, Finals, etc.), if both teams have scored an equal number of goals at the end of regulation time, the match proceeds to **Kicks From The Mark** to determine the match winner.

Procedure for Kicks From The Mark (KFTM):

1. A "shoot out" will be conducted by taking kicks from the penalty mark by both teams.
2. Only the players who **began** the final quarter of regulation may participate in KFTM. Players who have been sent-off (RED CARD) are not eligible to participate. Players who substituted into the final quarter for an injured player are not eligible. (The original, injured player is eligible. See below.)
3. Each coach will pick the order of their eligible players, and report the order to the referees.
4. Only eligible players and match officials are permitted to remain on the field.
5. All eligible players except the player taking the kick and the two goalkeepers must remain within the center circle. Players should be lined up in the order in which they will kick.
6. Each team shall take five (5) KFTM, alternately, using a different player each time. The team with the most goals scored after taking five (5) KFTM shall be declared the winner.
7. Should a tie exist at the end of the initial five (5) KFTM, the alternate taking of KFTM by each team will continue by another player who has not previously taken a shot from the mark until such time as a winner has been decided. In other words, KFTM continue until one team is declared the winner based on having scored one (1) more goal than the opposing team after an equal number of KFTM have been taken by both teams.
8. Should a tie exist after all eligible players from both teams have taken KFTM (including goalkeepers), the taking of KFTM shall continue in the sequence originally used until a winner can be declared.



9. The goalkeeper may be changed after each kick. The goalkeeper may be one of the initial five players taking KFTM, but is not required to be one of the five. (Goalkeepers must take KFTM before the original sequence is restarted, should the tie persist.)

Should a team have a player injured or otherwise removed from the field during the 4th quarter for any reason *other* than being sent-off by a RED CARD, that player, not the substitute player, is eligible to participate in KFTM. The substitute player is not eligible to participate in KFTM because they did not begin the 4th quarter on the field of play. Note: this differs from IFAB Laws.

If the removed player is unable to participate in KFTM, the player's team will be deemed as playing a player down for purposes of KFTM.

Should one team have fewer players eligible to participate in KFTM, the opposing team will reduce their eligible players to that of the other team.

EXAMPLE: Player Violet on Team A begins the 4th quarter and is injured, having to be replaced by substitute Quinn. Quinn completes the game. Violet is eligible to participate from KFTM, not Quinn. The reason is that the 4th quarter was credited to Violet, not Quinn. If Violet is well enough to participate in KFTM she may. If Violet is too injured to participate, her team and the other team will reduce their eligible players to match.

EXAMPLE: In a U12 match, Team A has 8 players on the field at the end of the match due to a send-off. Team B has 9. Team B would only declare 8 of its 9 players on the field as being eligible for KFTM in order to match Team A. (A player who is temporarily off the field due to injury would still be counted as eligible.)

Pool Play Kicks From The Mark

If this method is to be used in order to determine a Pool Play points tiebreaker, both teams shall be brought to the field to take KFTM. The only difference from the above procedures shall be that all available players, except those sent off, are eligible to take KFTM -- including those not playing in the final quarter.

Tournament Winners

The winners of each division may be invited to continue post-season play and participate in the Area 11z boys & girls league tournament.

Teams with excessive player misconduct issues, problems outside the touchlines on the part of team coaches, parents, players, and/or spectators, whether during the tournament or during the Fall Season, may result in teams not being allowed to continue post-season play with Area 11z.



Protests

No protests will be allowed.

Interpretations and Modifications to the Rules & Regulations

The Region 114 Commissioner and Coach Administrator retain the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.

The Region 114 Board reserves the right to modify any of the rules within the spirit of the AYSO philosophies.