

2023 AYSO San Mateo 10U-12U Tournament Rules

Tournament matches

1. Tournament match durations

Division	Pre-Semifinal Match Durations	Semifinal and Final Match Durations
10U	<ul style="list-style-type: none">• 2x25 minute halves• If tied after the match, penalty shoot-out	<ul style="list-style-type: none">• 2x25 minute halves• If tied after the match, 2x5 minute extra time periods• If tied after extra time, penalty shoot-out
12U	<ul style="list-style-type: none">• 2x30 minute halves• If tied after the match, 2x5 minute extra time periods• If tied after the match, penalty shoot-out	<ul style="list-style-type: none">• 2x30 minute halves• If tied after the match, 2x5 minute extra time periods• If tied after extra time, penalty shoot-out

- 1.1. The higher ranked (seeded) team is the home team and supplies the 3 game balls.
- 1.2. As with the regular season, no player may play two quarters more than any other player on your team.
- 1.3. No player may play more than two quarters as goalkeeper.
- 1.4. Spectators will be positioned on the opposite side of the field from the players and coaches during all games. No one shall sit or stand within 10 yards of the goal line.
- 1.5. Coaches must be wearing their coach badges in order to be in the technical area. Coaching is allowed from the technical area only (one yard from the touchline and 10 yards on either side of the center line).

Penalties (penalty shoot-out)

2. All 10U matches before the semifinals that are tied at the end of regulation will immediately proceed to Penalties, as described in IFAB Law 10.
 - 2.1. Only those players on the field at the end of the second half may participate in the penalty shoot-out.
 - 2.2. Those players and one coach per team will gather inside the center circle.
 - 2.3. The referee will toss a coin to determine the goal to use, unless the referee determines otherwise for safety (e.g., wet or muddy field conditions at the penalty mark or in the goal area) or fairness (e.g., sun in eyes of goalkeeper).
 - 2.4. If before or during the kicks, one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded ("Reduce to Equate").

- 2.5. A coin toss will be made (visitor calls). The winner chooses whether to kick first or second.
- 2.6. Each team will take five kicks, alternating one by one, in the predetermined order, until a winner is determined.
- 2.7. If still tied after five kicks per team, kicks will continue one player at a time (cannot be one of the initial 5) from each team until a winner is determined. If all players participating in Penalties have attempted a kick and the match is still tied, coaches may re-order those players as the one-at-a-time process continues.
- 2.8. No player can take a second kick until all players have taken a kick.
- 2.9. Goalkeeper can be changed at any time (must be one of the players on the field) with the referee's permission.

10U Semifinal and Final Matches and All 12U Matches

3. All 10U semifinal and final matches and all 12U matches (pre-semifinal, semifinal, and final) that are tied at the end of regulation will proceed to two (2) extra time periods of 5 minutes each.
 - 3.1. 2 x 5 (five) minute halves. Note: a new coin toss is made (visitor calls). The winner chooses direction or kick off.
 - 3.2. Both periods will be played in full (no "Golden Goal")
 - 3.3. Between halves, the changeover should be as quick as possible (it is NOT a full-half break).
 - 3.4. Any player sitting out the first extra time period must play the second extra time period.
 - 3.5. Any player can play in both extra time periods.
 - 3.6. A player who played goalkeeper during regulation can play goalkeeper during the extra time periods. A different goalkeeper must be used for each extra time period.
 - 3.7. All games tied at the end of the second extra time period will proceed immediately to Penalties (refer to section 2 for Penalties rules)
 - 3.8. Only those players on the field during the 2nd extra time period may participate in Penalties.

Sportsmanship

4. Players, Coaches, Parents, Spectators, and Friends will conduct themselves in a manner that supports sportsmanship, clean play and AYSO as an organization. Anyone who is unable to conduct themselves in such a manner will be asked to leave the area of play.
5. Sportsmanship points will be awarded as per the regular season. All teams start with "0" Sportsmanship Points.
 - 5.1. To be eligible for the Area Tournament (which takes place after our Region Tournament):
 - 5.2. Minimum Sportsmanship points for teams playing in the tournament games:

Division	# Tournament games	Minimum sportsmanship points
10U	4	15
	3	11
12U	3	11
	2	7

- 5.3. Any team receiving 0 (zero) sportsmanship points in either the player or adult (coaches/spectators) category for any game will not be eligible for the Area Tournament.
- 5.4. All coaches must be age-appropriate certified.

Tournament Winner

6. If the tournament cannot be completed, the tournament will be canceled and the highest seed team remaining in the tournament will go to the Area tournament.

Disputes

7. The Referee's decision is final.

Conduct

8. Players, Coaches, Parents, Spectators, and Friends will conduct themselves in a manner that supports positive sportsmanship, clean play, and AYSO, as an organization. Anyone who is unable to conduct themselves in such a manner will be asked to leave the area of play.