



2026 AYSO REGION 418 SOCCERFEST Site Set-up & Volunteer Roles (Updated April 10, 2026)



**Have fun, play fair and remember that this tourney is about the kids of Region 418.
Over the course of Soccerfest, all players should get as much playing time as possible.**

Each game is to be started by the ref as close to the stated start time as possible. If no ref is available, then each head coach or each team's designee must referee a half.

Teams must be ready to play as soon as the field is cleared from the prior game. If a team remains unready 5 minutes after the referee's attempt to start, then the game is forfeited and will be scored as a 1-0 result.

Each game lasts 26 1/2 minutes (two 13-minute halves and a 30 second halftime for substitutions only). Game ends at the sounding of the air horn, regardless of the amount of time played. Therefore, if a shot is taken and in the referee's judgment the ball has not completely crossed the goal line when the horn sounds, it is not a goal. The only exception to this is a penalty kick called prior to the horn. The penalty kick will be taken, but the game ends upon the completion of the kick.

All players must play at least 1/2 of a game, provided that they arrived before the start of the second half. Substitutions are at the half only, unless approved by the referee. **No player can play goalkeeper for more than 1/2 of a game.** (12U and 14U goalies may play the entire game in goal if the player wants to.) Failure to follow this rule will result in a forfeit of that game.

If a player is injured, the team may play short-handed until the injured player recovers and is available to return to the game or the coach may substitute for the player, who then must stay out for the remainder of the half. In the first case, the injured player must wait for the referee's signal to return to the field. In the second case, the substitute is counted as having played that half.

There are only 3 1/2 minutes between games. Coaches and players should arrive at their assigned field at least 15 minutes before their scheduled game time and be ready for inspection by the referee.

Due to time constraints, there will be no coin toss. The team listed first (home team) will choose which goal to attack. The team listed second will kick off to start the game.

All games, except elimination and Championship games (See 7U & 8U exception below), can end in a tie. Elimination and Championship games that end in a tie will be decided by a shootout immediately at the conclusion of the game on the game field.

- Shootout - each team alternates 5 penalty kicks



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- 5 different players from each team take the kicks
- If still tied after 5 shots, each team takes an equal number of shots until a winner is decided. No player can take 2 shots until all players on the team have taken one shot
- 7U and 8U championship games that end in a tie will go to a "Golden Goal" overtime. First goal wins.

Game cards will be held by the referee. Immediately after the game, both coaches report to the referee to verify the score and to sign the card.

The winning team is responsible for reporting the score and bringing the completed card to the Soccerfest tent within 15 minutes after the game. Failure to deliver a card on time will yield a 0-0 result. Check with Soccerfest tent personnel if you have any questions.

If the game is a draw, the home team is responsible for reporting the score or bringing the card to the tent. Failure to deliver a card on time will yield a 0-0 result. Check with Soccerfest tent personnel if you have any questions.

Borrowing players is OK throughout the tournament UNDER THE FOLLOWING CONDITIONS:

- Teams may add a borrowed player to have a maximum of two substitute players
Example: 10U plays 7v7, IF the team does not have 9 players from their roster available, they can ask additional players to join the team for the game. However, if they have 9 or more of their rostered players available, they cannot have a borrowed player.
- Borrowed players **cannot** play more time than any of your rostered players, so limited to half a game unless you have no subs.
- **Only registered AYSO players from the Core program may participate.** A violation of this rule will result in forfeit of that game and a deduction of 5 points from pool play standings.
 - Players may play up a division (example: 8U can play in 10U).
 - Players cannot play down (example: 10U CANNOT play in 8U).
- No co-ed teams.
- If a team borrows players from the team they are playing, the game is a forfeit and played as a Friendly.



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Players per team by division:

- 7U and 8U games are 5v5 (minimum 4 players)
- 10U games are 7v7 (minimum 5 players)
- 12U games are 9v9 (minimum 6 players)
- 14U games are 11v11 (minimum 7 players).
- If a team is short-handed, the other team may still play at full strength.

Pool play standings will be determined as follows:

3 points for a win, 1 for a tie, and 0 for a loss.

1 point for each goal scored up to a maximum of 3

1 point awarded to the winning team for a shutout (no point awarded for 0-0 tie)

A forfeit will be recorded as 1-0 victory for the winning team (5 points).

1 point deducted for a yellow card. 2 points deducted for a red card.

Tiebreakers in pool play standings are applied in the following order:

1. Total number of wins
2. Head-to-head competition
3. Most goals scored
4. Least goals against
5. Highest tournament seeding
6. At the end of pool play, points for any canceled games will be given as an average of all pool play games completed by that team.
For example, if a team receives 7 points and 3 points for two pool play games and has their third pool play game rained out, they will be awarded 5 points for their canceled third game.

In the event of a tie in any Medal Round game, the game is considered complete. Only the elimination or Championship round games will go to a shootout to determine the winner.



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CONCUSSION POLICY

A player removed from a game due to a suspected concussion may not play again in Soccerfest without submitting to Soccerfest officials a completed AYSO Participation (Return to Play) Release and a completed AYSO Concussion Release, which demonstrates that the player has been cleared to play by a medical professional.

SOCCERFEST LIGHTNING / THUNDER POLICY

When lightning is seen or thunder is heard, games are suspended and everyone present must immediately seek shelter.

For the purposes of AYSO Region 418 Soccerfest:

- The referee shall stop play immediately upon any sighting of lightning or sound of thunder and report such stoppage to the Soccerfest Officials.
- The Soccerfest Officials shall stop all games immediately upon any sighting of lightning or sound of thunder. The Soccerfest Officials will signal such stoppage of play by sounding three long blasts of the Soccerfest air horns.
 - Once stopped, such game shall be deemed completed.
- Upon any such stoppage of play, all games will remain stopped for a period no less than 30 minutes after the last sighting of lightning or sound of thunder.
 - Play will not resume until Soccerfest Officials give approval to do so.
- The Regional Commissioner has the ultimate authority to suspend, stop and/or re-start play. The Regional Commissioner may temporarily delegate this authority to any other Region 418 Board Member for any period where the Regional Commissioner is not present at Soccerfest.
- Upon a stoppage of play under this policy, the game is considered to have been completed.
- A game canceled under this policy will have its result determined under the rule for canceled games.
 - Upon any weather-related stoppage of play, each team's coaches are responsible for moving their players off the field immediately to appropriate shelter and remain off the fields and under shelter for the duration of the stoppage.

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