



Region 1103 Soccer Slam

Tournament Rules

Welcome to Soccer Slam! Grounded in AYSO's Six Philosophies, the following rules are designed to ensure a positive, fair, and fun soccer experience for every participant. We ask all volunteers, players, and spectators to actively embrace these principles to ensure a successful tournament.

Weather

Games may be shortened, delayed, or canceled due to weather conditions. The referee has the authority to suspend or stop play if weather conditions warrant. Please check the registration tent for updates or schedule changes.

If at least half of a game has been played, the result will be considered final. If less than half has been completed, every effort will be made to resume or complete the game later in the day. However, the Tournament Director may shorten or terminate the game at their discretion.

Uniforms

Uniform guidelines align with the regular season. While team uniforms are optional, all players (except the goalkeeper) must wear consistently colored attire. The goalkeeper must wear a color that clearly distinguishes them from both teams. Jersey numbers are not required.

If team colors are not easily distinguishable, the away team may be required to change or wear pinnies. Uniforms may not display inappropriate language/graphics or advertising.

All players must wear athletic shoes without toe cleats; metal cleats are not permitted. Shin guards are required and must be fully covered by socks. Jewelry of any kind is prohibited.

Check In

A registered coach must check in at the registration tent no later than 30 minutes prior to the first game. Teams scheduled for the first game of the day should allow an additional 15 minutes for the Opening Ceremony, as registration staff may be occupied.

During check-in, coaches will verify their roster and volunteers, receive tournament materials, confirm photo times, and collect team t-shirts.

All players must have current registration. Each team must have a registered head coach and may include up to two additional volunteers. All volunteers must have completed the required background checks and training. Failure to comply may result in team disqualification.

Only registered players and volunteers are permitted on the player sideline during games. Coaches may be asked to present their roster to the referee.

Pregame

Before the start of each game, the referee will conduct an equipment inspection and organize a coin toss with team captains.

The away team (listed second on the schedule) will call the coin toss. The winner will choose which goal to defend. The team that loses the toss will take the kickoff to start the first half, and the opposing team will take kickoff in the second half.

Game Start Time and Forfeitures

Games will begin at the scheduled time posted at the registration tent. Teams may start a game with one fewer player than the standard requirement (minimum of 4 players for 8U and 5 players for 10U and above). The opposing team may choose—but is not required—to match the reduced number of players.

Players arriving late may enter at a legal substitution opportunity after completing an equipment check with the referee.

If a team cannot field the minimum required number of players at the scheduled start time, they will receive a one-point penalty. If the team is still unable to field a team within five minutes, the match will be declared a forfeit. A forfeit results in a 1-0 win for the team present, or a 1-1 tie if neither team fields a valid lineup.

After play has begun, teams must maintain the minimum number of players (3 for 8U, 4 for all other divisions). Falling below this due to injury or disqualification will result in a forfeit. If the team leading at the time of forfeiture is the opposing team, the current score stands. If the forfeiting team is ahead, the result will be recorded as a 1-0 win for the opponent.

Forfeit wins will not be counted as shutouts for tiebreaker purposes.

Player/Gender Requirements

All players must participate in at least one-half of each game unless prevented by injury. Each team must have at least two boys and two girls on the field at all times.

It is the responsibility of the coach to ensure compliance with this requirement. Violations may result in a yellow card at the referee's discretion, and repeated or intentional violations may lead to team disqualification.

If a team cannot meet the gender requirement, they may play with fewer players, provided they remain in compliance with substitution and minimum player rules.

Substitutions and Injuries

All divisions use open substitution. Players must be ready at midfield before the following situations:

- Kickoff following a goal
- Their team's out-of-play restart (goal kick, corner kick, or throw-in)

- An opponent's substitution on an out-of-play restart

The referee will signal when substitutions may occur. All substitutions must be made promptly.

In the event of an injury, the referee will prioritize player safety. Players who do not wish for play to stop should indicate this immediately. Once play is stopped, the injured player must leave the field.

If a substitution cannot maintain the required gender balance, the team must play short until a legal substitution can be made. In such cases, only the injured player may be replaced, and the opposing team will not be allowed to substitute.

Game Length and Scoring

All games consist of two 15-minute halves with a 5-minute halftime. All matches begin at the scheduled time, and teams must complete warm-ups and equipment checks beforehand.

Each goal is worth one point, regardless of gender and/or how it is scored (including penalty kicks and shootouts).

The referee keeps the official score and will report it to coaches at halftime and at the end of the game. Results will also be submitted to the registration tent.

Pool play games end at regulation and may result in a tie. Bracket games will use overtime and, if necessary, a shootout to determine a winner.

Other Rules

All standard AYSO Region 1103 rules apply by division:

8U Division:

- No goalkeeper
- No offside enforcement
- No heading

10U Division:

- Build-out line enforced
- Offside enforced
- No heading
- No goalkeeper punting

12U Division:

- Offside enforced
- No heading
- No goalkeeper punting

14U and 19U Divisions:

- Offside enforced
- Heading allowed
- Goalkeeper punting allowed

Slide tackling is permitted but **strongly discouraged** and will be **strictly enforced**. Any contact with a player is a foul. Failing to contact the ball is considered dangerous play and may result in a yellow card. Slide tackles from behind will be considered dangerous play and will receive a yellow card, regardless of contact.

Goalkeepers may slide within the penalty area to collect the ball. Sliding to clear the ball is subject to the same restrictions as field players.

Referee Decisions and Grievances

All referee decisions are final. Coaches may request clarification at halftime or after the game; however, decisions will not be changed.

Concerns or grievances may be directed to the Tournament Director or their designee at the registration tent.

Due to limited staffing, referees may occasionally officiate games involving their own teams or children. While avoided when possible, this may be necessary. Coaches are encouraged to provide referees to support the tournament.

Respect toward referees is expected at all times from players, coaches, and spectators. Coaches are responsible for ensuring appropriate conduct from their team's supporters. Sportsmanship scores will influence awards and may impact bracket seeding.

Championship Games and Awards

All teams will participate in morning pool play. Based on results and division size, teams will advance to single or double elimination brackets. Brackets may be modified due to weather or other delays. Double elimination brackets may be converted to single elimination if necessary.

The Sportsmanship Award ceremony will take place after pool play. This award is based on referee evaluations of on-field play, coach/player sideline behavior, and spectator conduct.

Following championship games, awards will be presented for first, second, and third place teams. Fourth place in the 8U division will also receive an award. Skills competition winners will be announced.

Tournament Seeding

Teams will be seeded into bracket play based on pool play performance. Seeding size and structure depend on division size and scheduling conditions.

In cases of uneven pools or game counts, all teams will have an equal number of games counted toward seeding. Any "extra" game will be excluded as noted on the official schedule. In this scenario, a team's last game or last cross pool game will be excluded.

Seeding criteria are applied in the following order:

1. Overall pool play record (wins, losses, ties)
2. Head-to-head results (if applicable)
3. Points formula:

- 3 points per win
- 1 point per tie
- 2 points per shutout
- Minus 1 point per card (yellow/red)
- Minus 1 point per forfeit

Forfeit wins do not count as shutouts. If both teams forfeit, neither receives points.

If still tied:

- Fewest goals allowed
- Highest sportsmanship score
- Goal differential (points scored minus points allowed); max 5 per category per game
- Total goals scored (max 5 per game)
- Coin flip, if necessary (Teams arranged alphabetically by team name. Lowest alphabetical team name calls the flip against the highest alphabetical team name. Team losing the first flip gets lowest seed. Coin flip repeated as needed.)

These rules are designed to discourage excessive scoring; there is no advantage to winning by more than five goals.

Bracket Play

All bracket games must produce a winner. If tied at the end of regulation:

- A 3-minute sudden death overtime will be played.
 - Coin toss called by home team, winner of flip chooses side of the field or possession of the ball.
- If still tied, a second 3-minute sudden death overtime will follow.
 - Away team chooses side of the field or possession of the ball.
- If still tied, the game will be decided by a penalty kick shootout.

Penalty Kick Shootout

Each team selects a goalkeeper (except in 8U). This player is not required to have played goalkeeper during the match.

All eligible, non-injured players will participate. Players line up in shooting order at midfield with coach standing in line holding the keeper's position. The referee selects the goal, and the away team calls the coin toss to determine shooting order.

Each team takes five shots, alternating. If one team is mathematically eliminated before all five shots are taken, the shootout ends and a winner is declared.

If scores remain tied after each team has taken five shots, the shootout continues in shot for shot, sudden death format. All players must shoot once before any player shoots a second time, and the shooting order must be maintained.

Goalkeepers must remain for the initial five shots unless injured, but may switch after the five shots or at any time during the sudden death shoot out. Any player, including keeper, injured **after** the start of the PK shootout forfeit their turn, resulting in an automatic miss.

8U Modifications:

- No goalkeeper
 - Coach manages the shooting order
 - Shots are taken as follows:
 - A player's first shot will be taken from the PK mark.
 - A player's second shot will be taken from the PK mark with their **left** foot (regardless of which foot is dominant).
 - A player's third shot will be taken from the top of the penalty arc with their **left** foot (regardless of which foot is dominant).
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Tournament Removal

Soccer Slam is a competitive event rooted in AYSO principles, where coaches, volunteers, players, and spectators are expected to consistently reflect and uphold these standards. Violations may result in penalty, forfeiture, or removal at the Tournament Director's discretion.

Examples include, but are not limited to:

- Use of unregistered players or volunteers
 - Failure to meet minimum play requirements
 - Repeated violation of gender participation rules
 - Disrespectful or confrontational behavior toward referees
 - Physical misconduct
 - Repeated use of profanity
 - Unsportsmanlike conduct
 - Actions that provoke or escalate conflict
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Thank you for your support of Region 1103 and your commitment to upholding the tournament rules.