

## Game Day Registration

You must check in at the registration tent prior to your first game (please give yourself 30 minutes minimum to check in to be on the safe side. It should not take this long.) Opening Ceremonies will be held 15 minutes prior to the first game, and the registration tent will be unavailable during this time, so if you are scheduled in the first game of the day, please be ready to check in at least 45 minutes prior. You will need to show a copy of your roster, along with AYSO volunteer forms for anyone who is on the coach's sideline, and a MY2016 (2016/2017) player registration form for all players on your team. If you need copies of any of these, contact the regional registrar at [registrar@ayso1103.org](mailto:registrar@ayso1103.org). Changes may be made to your roster up to one week prior to the tournament. After this time, only changes expressly approved by the tournament coordinator [slam@ayso1103.org](mailto:slam@ayso1103.org) will be accepted. The roster you show up with must match the roster on file at the registration tent. **Absolutely NO roster changes will be approved after game day check-in.**

If your team is not paid in full, payment will be required at this time, in addition to a \$50 late penalty. Please submit a lump sum payment prior to the registration deadline to ensure you do not incur this penalty. You may contact the tournament coordinator at [slam@ayso1103.org](mailto:slam@ayso1103.org) to arrange for submission of payment if you did not do this when you turned in your roster.

Non-AYSO players who live within the geographic boundaries of region 1103 are eligible, but they must submit a standard AYSO Player Registration Form PRIOR TO THE REGISTRATION DEADLINE, along with a \$20 National fee. They may then sign up as a Soccer Slam participant and be included on a team. The \$20 National fee is separate from the Soccer Slam Team Registration Fee and is only required of Non-AYSO members. This AYSO Player fee is NOT Refundable under any circumstance.

You will receive bags for each of your players that will include their tournament T-shirt, rules, registration information for other tournaments or camps, and local coupons and brochures. You will also receive your complete schedule for the day. Any scheduling information that is given out prior to game day should be considered tentative. The schedule posted at the registration tent is the ONLY OFFICIAL Schedule. Make sure the Head Coach Cell Phone number is appropriate for contact during the tournament.

Team pictures are required for all teams. You will be asked to sign up for a picture time as you check in your team. You may review your final game schedule so as to not submit a conflicting time.

The registration tent will remain open throughout the tournament. You should check here for bracket results, as well as schedule modifications. For instance, if games are shortened or rescheduled due to weather, it will be posted at this location. The seeding for the brackets on Sunday will also be posted here. Any scheduling changes will be announced via the "Rained Out" service. You may register for this notification service on the regional website [www.ayso1103.org](http://www.ayso1103.org).

In addition, you may purchase additional tournament T-shirts, or request information about the Sectional games, Dubuque Soccer Fest, and Iowa Games. We will also have a first aid station at the tent.

If at any time you need to speak with the tournament coordinator or their proxy, you should first go to the registration tent, and they will contact them for you.

# **Tournament Rules**

## **Team Formation:**

Registration for this tournament is on a team basis. Teams shall be co-ed, requiring at least two boys and two girls on the field at all times. Teams shall be formed from at most two regular season AYSO teams. Any exceptions to this must be cleared by the tournament coordinator at [slam@ayso1103.org](mailto:slam@ayso1103.org). This must be done PRIOR to the completion of the team registration.

U14/U16 combined teams are allowed to have at most three U16 players per team. Any team may have at most three Club level or select team players per team. This includes players that participate in Club programs outside of AYSO.

There will be a free agent listing maintained by the tournament, of players interested in participating, but without a team. Anyone is welcome to place their name on the free agent list. Every effort will be made to provide them an opportunity to participate, but placement on a team is NOT guaranteed. You may place your name on the free agent list by contacting [registrar@ayso1103.org](mailto:registrar@ayso1103.org).

Teams needing players should contact the tournament coordinator at [slam@ayso1103.org](mailto:slam@ayso1103.org) to request additional players. Potential participants will be assigned to teams by the tournament coordinator. This will be done in a fashion that will balance teams as much as possible. Coaches will not be able to pick and choose players off the list under any circumstance. Any attempt to use the free agent list to circumvent team formation restrictions and rules will result in the team roster being invalidated.

## **Pre-Game, Uniforms, and Weather:**

This is an AYSO tournament and all AYSO etiquette will be observed at all times. Coaches, parents, or players may be penalized or asked to leave should this become an issue.

The coach must have a volunteer form for themselves and up to two additional assistant coaches. They must also have an AYSO player registration form for every player on their team. These registrants are the only people allowed on the player sideline during the game. Coaches may be asked to provide these forms at any time by the referee. All volunteers listed on the team roster must be Safe Haven Certified, and at least one must be coach certified at the proper level, or the team will not be allowed to participate.

Uniform requirements are similar to regular season. All players are required to wear athletic shoes, without toe cleats. No metal cleats are allowed. Shin guards are required and must be covered by socks at all times. The home team on the schedule will wear a white shirt, the away team will wear a dark shirt (black or navy preferably). Numbers are NOT required. No inappropriate language or advertising will be allowed on your shirts. No jewelry. Goalie MUST be in a different color uniform from the rest of the team, and from the opposing team. Teams may use a team uniform instead of the white and black shirts if they choose, however, if their team uniform color is not distinguishable from the opposing team, they may be asked to switch or wear pennies.

Games may be shortened, delayed, or cancelled due to weather. Please check the registration tent for any changes. Every game will have a referee. It will be the referee's responsibility to stop games in progress if weather dictates. If at least half the game has been played, the game will be considered complete at that point. If less than half the game has been played, then an attempt will be made to finish the game later in the day. It may still be shortened or ended at the tournament coordinator's discretion.

### **Game Forfeitures and Start Time:**

Games will start at the time posted at the registration tent. The field should be clear for at least 15 minutes prior for warm-ups, equipment check, coin flip etc. A team may start the game one player short, but may not start two players down. If additional players show late, they may substitute in according to the substitution rules below, but must go to the referee for an equipment check immediately upon entering the game for the first time. If a team is unable to field the minimum required players at the scheduled start time, they will be penalized 1 point. If they cannot field a team within 5 minutes after the scheduled start time, the game will be declared a forfeit. This will result in a 1-0 win for the team that was present, or a 1-1 tie if neither opponent could field a team. A win by forfeit will not be considered a shutout in pool play tiebreaker calculation for seeding.

### **Player Substitution and Injury Substitution:**

All divisions will play open substitution. Players wanting to substitute must be standing at midfield prior to one of the following occurring.

- Lineup for Kickoff after a Score
- Own Teams out of play restart (Goal Kick, Corner Kick, or Touch Line)
- When the other team substitutes because of an out of play restart.

The referee will acknowledge the substitution by blowing the whistle and waving the player in. They must substitute in a timely fashion. All divisions must maintain the gender requirement throughout the game (2 boys and 2 girls on the field). In addition, all players on the team must play at least half of each game unless they are injured. It is the coach's responsibility to ensure this criterion is met.

In the case of an injury, we will err on the side of caution. If a player does not want game stoppage, they should indicate this to the referee immediately. Once the game has been stopped, the player must be substituted for. If a team cannot meet the gender requirement with a substitution, they must play short until they can substitute back in. The opposing team MAY NOT substitute at this time. Only the injured player may be substituted.

A game may start with either team or both short at most one player. The opposing team may choose to play down to that field roster, but is not required to do so. Once a game has started, a team must be no more than 2 players short on the field at any time. Should they not be able to field at least 3 players for U08, or 4 players for all other divisions, either because of injury or disqualification, then the game will be forfeit at that point. If the opposing team is ahead at the time of forfeit, the current score will be used. If the disqualified team is ahead, this will result in a 1-0 win for the opposing team. Any forfeit win is not considered a shutout.

### **Gender Requirements:**

Two boys and two girls are required to be on the field at all times. It is the coach's responsibility to ensure this requirement is maintained. Failure to do so may, at the referee's discretion, result in a yellow card for the players involved. Intentional or repeated violation of this rule will result in yellow cards for all players involved. A team unable to meet the gender requirements MAY play short that player or players, as long as they do not violate any of the substitution or forfeiture rules above.

### **Game Scoring, Game Length:**

Scoring will be one point per goal for all boy's goals, and 2 points per goal for all girl's goals, in all divisions. Any scoring on a free kick, rather a Direct or Deflected Indirect Free Kick, a Penalty Kick, or a Penalty Kick Shootout, will be scored as one point regardless of gender. An indirect free kick that is intentionally re-directed will be scored based on the gender of the person re-directing or shooting. Any indirect kick with a ricochet or Own Goal situation will be

scored as one point. Own goals will always be credited as only 1 point to the opposing team.

Any Shot on Goal will be scored one or two points based on the gender of the player shooting. Any ricochet situation will not change this scoring. Any intentional re-direction will result in scoring based on the gender of the player redirecting. Any deflections off opposing players will not be considered, but any Own Goals not directly the result of a shot from the opposing team will always be scored as 1 point. For example, a drop to the keeper that is mishandled, or a stop with control by the keeper, but then it falls in due to a mishandle while distributing or moving around in the goal box.

The referee will keep score, and will inform the coaches of the score at half time, and also at the end of the game. The referee will also turn in the lineup sheet (score card) for the game to the registration tent to report the result. Any games in pool play will end at regulation, either in a tie, or with one team declared the victor. Any games played in bracket play (single or double elimination) will play a 3 minute overtime, a three minute second overtime, and then a penalty kick-off as described below.

Game length will be as follows...

- U-08 Division – Two 15 minute halves, with a 5 minute half time.
- U-10 Division – Two 20 minute halves, with a 5 minute half time.
- U-12 Division – Two 20 minute halves, with a 5 minute half time.
- U14/16 Division – Two 20 minute halves, with a 5 minute half time.

Games will start at the time listed at the registration tent, with all equipment checks and warm-ups being complete prior.

### **Other Rules:**

All other regular AYSO region 1103 rules will apply according to the division on the field. U-8 will not utilize a keeper, will not enforce offside and will not allow heading. U10 and U12 will enforce offside, but will not allow heading. U14/U16 will both fully enforce offside and will allow heading. Slide tackling is allowed at U10 and above, but any contact with the player will be considered a foul, and contact with player without contacting the ball will be considered dangerous play and a yellow card. In general, slide tackling is discouraged.

### **Referee Decisions and Grievances:**

Referee decisions on the field are final. You may request an explanation of a referee decision at half time or after the game, however the decision will not be changed. Should you feel the need to protest a game you may request this at the registration tent. They will contact the tournament coordinator or their proxy to discuss your grievance. Due to the limited number of referees available, we may require referees to officiate their own teams or children. This will be avoided if possible, but considering many of our ref's are also coaches and have children in multiple divisions, it is not feasible at this time. If your team provides a tournament referee, you will have a much better chance of avoiding this if you feel it is an issue.

### **Championship Games and Awards:**

For any division involved in pool play, this will be complete by Saturday or at the latest, 11:00 Sunday morning. Teams will then be seeded into a single elimination tournament based on the results of their pool play. Please see the team scoring guidelines posted below for tie-breaker situations. Depending on pool size, teams 5<sup>th</sup> place and below may or may not be seeded into the brackets. In addition, in the case of weather delays, at the discretion of the tournament coordinator, the brackets may be shortened to only 4, or only 2 teams. For teams involved in double elimination brackets and affected by weather, games may be shortened or

the bracket may become single elimination at the tournament coordinators discretion.

There will be an awards ceremony following the championship game in each division, with an opportunity for team pictures. Championship trophies and runner-up trophies will be awarded, as well as sportsmanship trophies for each division, voted on by the referees.

### **Tournament Seeding**

Tournament divisions employing pool play will be seeded into a single elimination tournament following the completion of pool play. The number of teams seeded will depend on the size of the division, as well as any delays that may affect the number or length of games. In general, seeding into the brackets will utilize the following formula

- 1) Overall record in pool play. This is based strictly on wins, losses, and ties.
- 2) If two teams have identical records, then we will look at head to head competition. If they played each other, then this game will decide placement.
- 3) If there are still teams that are tied after step 2 (3 way tie, or teams did not compete or tied in pool play for instance, Then points will be awarded as follows: (3 points x total wins) + (1 point x total ties) + (2 points x total shutouts) – 1 point for each card issued (yellow or red) - 1 point for each forfeit. (forfeit wins are not considered shutout victories)
- 4) If teams are still tied, the following criteria will be used.
  - a. First, least amount of goals (points) allowed.
  - b. Next, total goal differential (points scored – points allowed) with a maximum 5 per category per game.
  - c. Next, total sportsmanship points awarded.
  - d. Next, total points scored with a maximum of 5 per game.
- 5) If teams are still tied, then a coin flip will be used to determine seed position. Teams will be arranged alphabetically by team name. Lower alphabetical team will call the flip(s). First loser gets lowest potential group seed.

Coaches and referees: Please note that these tiebreaker rules are designed expressly to discourage blowout victories. Much more premium is placed on shutouts, and minimizing the opponents scoring. There is no benefit whatsoever to more than a 5 point victory.

### **Bracket Play**

Tournament divisions employing a double elimination bracket, or divisions having completed pool play and now playing in single elimination tournament will require a winner for each game. Games tied at the end of regulation will be decided by a single 3 minute overtime, with a coin flip to decide possession and goal. The winner of the coin flip may choose either possession or side of the field. If the game is still tied at the end of the first overtime, a second three minute overtime will be played with the opposite team choosing possession or side of the field. In either case, the opposing team will have the opposite selection.

If still tied at the end of two overtimes, then there will be a 5 player penalty shootout to decide the winner. To begin the shootout, each team will select a goalie. This does not have to be the same goalie that played in the game, and does not preclude this player from taking a shot on the other team's goal. Each team will then pick five different players to each take a penalty kick on the opposing team's goal. Home team will shoot first, away team will shoot second, with alternating shots for each. If the game is still tied at the end of the 5 player shoot out, then a second (and third etc) shootout will take place; however, no player may

shoot a second time until all players on the team have shot once. Similarly no player may take a third shot until all players on the team have shot twice. There is no restriction on using players on the field at the end of regulation prior to bench players. These penalty kicks will count on the score sheet, but all penalty kicks will only be worth 1 point regardless of the gender of the shooter. The goalie chosen for a 5-shot series must stay for the entire 5 shot series, unless injury occurs. In the case of an injury, you may substitute the keeper, however the injured player's subsequent shots in the shootout rotation will be forfeit (automatic miss). The goalie may be switched between any 5-shot series if more than one is required. Any shooter that is injured during the shootout (once the shootout has started) will forfeit their potential point on any subsequent shots, should they be unable to continue. Players injured during the game or not participating due to injury will not participate in the shootout.

### **Game Forfeiture**

Even though this is a competitive tournament, it is also an AYSO tournament, and as such the fundamental philosophies of AYSO will be followed at all times. If at any time a player, volunteer, or team is deemed to be violating these fundamental philosophies, they may be penalized at the tournament director's discretion. Penalties will include game forfeiture, and player or volunteer removal. Acts which would require such penalties shall include, but shall not be limited too, the following

1. Utilizing a non-roster player or non-roster coach.
2. Blatantly ignoring the "Everyone Plays 50% of every game" rule.
3. Repeatedly violating or attempting to violate the on field gender requirements.
4. Arguing with a referee, in a fashion that undermines their on field authority.
5. Any Physical Abuse, Any Repeated Profanity.
6. Any Blatantly unsporting behavior.

Coaches are responsible for communicating this information to parents and spectators, as the team may be penalized for parent and spectator violations. It is critical that all AYSO and Kid Zone philosophies and ideals are practiced at all times.