



Sponsored by AYSO Region 281 Pleasant Hill, California

AYSO – PHMSA Soccerfest 2020 Tournament Rules



CATEGORY	RULE															
1) JURISDICTION	<ul style="list-style-type: none"> A. Unless otherwise noted herein, the current AYSO National Rules and Regulations, and the current IFAB Laws of the Game will be used for this tournament. B. The Tournament Director will have jurisdiction over all matches played. C. Referee decisions are final and NOT subject to dispute or protest! 															
2) FEES	<ul style="list-style-type: none"> A. Entire entry fee must accompany tournament application and will be returned if application is not accepted. The entry fee must be a check issued from the Region's account (no personal checks, money orders, credit cards, etc.). 															
3) ACCEPTANCE	<ul style="list-style-type: none"> A. Applications will be accepted on a first-come basis, based on receipt of a completed application (see Team Application Form for criteria). B. Applications need to be submitted by February 15, 2020. C. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list. If a team chooses not to be on a waiting list, the application and entry fee will be returned. D. The primary form of communication between the Tournament and applying teams will be email and the Tournament website. Teams must designate a Team Contact on their application who has email and Internet access. 															
4) REFUNDS	<ul style="list-style-type: none"> A. Teams withdrawing 30 days or more before the tournament will be issued a full refund. B. Teams withdrawing less than 30 days before the start of the tournament will only be issued a refund if a replacement team can be found. C. If the tournament is canceled and cannot be rescheduled a full refund will be issued. 															
5) RAINOUT/ CANCELLATION	<ul style="list-style-type: none"> A. If the tournament cannot be held on the posted dates, every effort will be made to reschedule the tournament. It is hoped that all teams will return for the make-up date. Those unable to return will receive a refund, less the cost of any pre-ordered items (items for sale by the tournament which are not included with the registration fee). Any pre-ordered items will be sent to the team. B. If the tournament is cancelled due to weather after partially completing and it cannot be rescheduled to be completed, refunds will be made to teams on a prorated basis, based on the number of actual matches played. C. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, then a full refund will be sent to all teams, less the cost of any pre-ordered items (items for sale by the tournament which are not included with the registration fee). Any pre-ordered items will be sent to the team. 															
6) PLAYERS/TEAMS	<ul style="list-style-type: none"> A. Players on participating teams must be properly registered to play in AYSO and have played in the Fall 2019 season in a minimum of one-half of the matches for which they were eligible. Coaches and Regional Commissioners who sign team rosters are responsible to ensure that all players meet eligibility requirements. B. The team roster must be verified and signed by each player's Regional Commissioner. Roster changes may be submitted (with the written approval of the Regional Commissioner); however, these changes must be received by the Tournament Registrar prior to the tournament. There will be no roster changes allowed on tournament day. C. Coed teams will be accepted; however, they must play in the boys' divisions only. <table border="1" style="margin: 10px auto; width: 80%; border-collapse: collapse;"> <tr> <td colspan="3" style="text-align: center;">Proper age groups of players will be determined according to AYSO's Rules and Regulations. Age Guide for 2020 PHMSA – AYSO Soccerfest</td> </tr> <tr> <td style="width: 33%;">Division</td> <td style="width: 33%;">Age</td> <td style="width: 33%;">Born In</td> </tr> <tr> <td style="text-align: center;">14U</td> <td style="text-align: center;">12-13</td> <td style="text-align: center;">2006 & 2007</td> </tr> <tr> <td style="text-align: center;">12U</td> <td style="text-align: center;">10-11</td> <td style="text-align: center;">2008 & 2009</td> </tr> <tr> <td style="text-align: center;">10U</td> <td style="text-align: center;">8-9</td> <td style="text-align: center;">2010 & 2011</td> </tr> </table> D. Maximum Roster Limits: 	Proper age groups of players will be determined according to AYSO's Rules and Regulations. Age Guide for 2020 PHMSA – AYSO Soccerfest			Division	Age	Born In	14U	12-13	2006 & 2007	12U	10-11	2008 & 2009	10U	8-9	2010 & 2011
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	<p>14U roster limit of 15 players per team. 12U roster limit of 12 players per team. 10U roster limit of 10 players per team.</p> <p>E. All players must play at least half of each match in accordance with AYSO's Rules and Regulations.</p> <p>F. Goalkeepers are subject to additional playing time restrictions: 10U & 12U: Two quarter maximum as goal keeper and at least one additional quarter on the field. Upper divisions, no restrictions.</p> <p>G. Violation of these player rules exposes a team to protest and renders them subject to forfeiture of match(es) and possible disqualification at the sole discretion of the Tournament Director.</p>
7) COACHES	<p>A. Each team shall have two coaches – one Head Coach and one Assistant Coach. These coaches must be listed on the Official Team Roster if they are on the sideline with their team. At least one coach is required in the technical area during the entire match.</p> <p>B. Each Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified, completed CDC training, and AYSO trained at the age-appropriate level.</p> <p>C. Coaches are expected to engage in positive coaching that instructs and encourages players during matches. Negative comments are not permitted and may result in a warning or dismissal of the coach. Coaches are expected to remain in the technical area during matches and only enter the field of play as requested by the referee.</p> <p>D. Coaches are responsible for the actions of their players, parents and spectators.</p> <p>E. During matches, coaches are restricted to the area ten yards from either side of the hallway line, defined as the technical area. This applies whether or not a technical area is marked or lined on the field. Coaches must ensure that an area of at least two yards in width parallel to the touchline is kept clear for referees.</p>
8) REFEREES	<p>A. All teams are expected to provide referees, who must be registered with AYSO and Safe-Haven Certified.</p> <p>B. Only the diagonal system of control will be used to referee the matches.</p> <p>C. Youth referees must be at least two years older than the age group they are refereeing.</p> <p>D. All referees must be in full uniform as defined by AYSO and USSF, including the AYSO Referee Badge. Referees not in uniform will not be permitted to referee matches. Current and grandfathered versions of the referee uniform may be mixed on the field if all referees cannot provide the same vintage. Every effort to wear the same color should be made.</p> <p>E. Referees are expected to check in at the Referee Station at least 30 minutes prior to their assigned match. Failure to appear on time may result in a replacement referee being assigned to the field.</p> <p>F. Referees will be expected to uphold the tournament rules, AYSO Rules and Regulations and IFAB Laws of the Game. Any failure of the referee to uphold these rules may be cause for dismissal from the tournament.</p>
9) FIELDS	<p>A. All fields will be set up and taken down by the tournament staff.</p> <p>B. Trash cans will be provided at each field. Teams and spectators will be expected to clean up all trash in their area before leaving.</p> <p>C. Please observe the following Facility Use Rules while attending the tournament.</p> <p>Noisemakers: We must be respectful of our neighbors who live near the schools and parks that we utilize for this tournament. Therefore, no artificial noisemakers can be used on any fields. This includes, but is not limited to, cowbells, air horns, vuvuzelas, fireworks, and cannons.</p> <p>Turf Field Restrictions: PHMSA Soccerfest is once again able to utilize certain turf fields. Only players, coaches, referees and tournament officials are allowed on the sidelines at College Park. <u>No one is permitted to be on the track and spectators must remain in the stands. No food, drinks (except water), or gum is allowed at these locations and no pets are allowed at College Park.</u></p> <p>Pets: As noted above, pets are absolutely forbidden at College Park High School. At other fields we will be using property owned by local school districts and local park districts. We do not seek to ban anyone from bringing pets to these public locations, but you are urged to use discretion if you chose to bring your pet. Any pet which poses a nuisance and/or potential danger must be removed immediately upon request by a referee, field marshal or tournament official. Failure to comply may result in forfeiture of matches.</p>

10) FORMAT	<p>A. This is a pool-play tournament.</p> <p>B. Each age division will be bracketed into playing pools, and each team will play a minimum of 3 matches within their pools.</p> <p>C. Teams can advance from their pools into knock-out matches based on pool play standings points. The number of teams advancing per pool will be determined by the number of pools in the age division.</p>																				
11) CHECK-IN	<p>A. All teams must have their credentials verified at the mandatory tournament check-in, unless other arrangements have been made with the Tournament Director prior to the check-in.</p> <p>B. Teams must check in 30 minutes prior to each match. Based on the roster submitted by coaches, the gamecards will be supplied by the tournament and coaches should review them to verify that player names and numbers are listed properly on the match cards. The players listed on the match cards must match the approved roster submitted with the team's application.</p> <p>C. At the tournament check-in, each team representative must provide AYSO Player Registration Forms with original ink signatures for verification by tournament officials.</p> <p>D. Coaches must have these Player Registration Forms with them at all times during the tournament and have them ready for presentation to Tournament Officials upon request.</p> <p>E. Late arriving players must be escorted to the check-in station by a team official along with their Player Registration Form and be cleared by the Tournament Staff before participating in any matches.</p>																				
12) FIELD MARSHALS	<p>A. There will be a tournament Field Marshal assigned to each field and will report to the Tournament Field Director. Field Marshals will check in teams prior to each match and present the verified match cards to the match referees.</p> <p>B. At the conclusion of the match, the match referees must return the completed match cards to the Field Marshal.</p> <p>C. Field Marshals will be the first to respond to any incidents or injuries and will be in contact with the rest of the tournament staff. Participants are encouraged to report any concerns immediately to the Field Marshal, and also to respectfully follow any instructions given by the Field Marshal.</p>																				
13) MATCHES	<p>A. All matches will be played per the following table.</p> <table border="1" data-bbox="443 940 1157 1157"> <thead> <tr> <th>Division</th> <th>Minimum Players to Play</th> <th>Players on Field</th> <th>Match Length Pool Play</th> <th>Match Length Semi-Finals and Finals</th> </tr> </thead> <tbody> <tr> <td>14U</td> <td>7</td> <td>11 v 11</td> <td>50 min</td> <td>60 min</td> </tr> <tr> <td>12U</td> <td>6</td> <td>9 v 9</td> <td>40 min</td> <td>60 min</td> </tr> <tr> <td>10U</td> <td>5</td> <td>7 v 7</td> <td>40 min</td> <td>50 min</td> </tr> </tbody> </table> <p>B. Pool play matches may end in a tie. Procedures for knock-out matches will be updated before the tournament. It is expected that all knock-out matches will go directly to Kicks from the Penalty Mark in accord with FIFA Laws, and that Medal Matches will proceed as set forth in Section 18 below.</p> <p>C. The "home" team will be the first team or top team listed on the match schedule and will be responsible for providing three game balls. The home team will be situated on the North or East side of the field, and the visitor will be situated on the South or West side. Spectators must remain on the side of the field designated for their team, with the exception of College Park High School and Diablo Valley College where all spectators must sit in the bleachers.</p> <p>D. The home team will change jerseys or don pinnies in the event of a color conflict with the visitor team. The match referee will determine whether this is necessary.</p> <p>E. All matches will start at the scheduled time. There will be no pre-match coin toss. The home team will kick-off, the visiting team will choose direction. All matches will have a continuous running clock managed by the Center Referee. The halftime break will be five minutes. There will be no time added for injuries or substitutions. Matches will start on time and may be shortened if they start late.</p> <p>F. There will be no warming up on the field. Teams must warm up prior to taking the field. As soon as the previous match has ended, teams must clear the field and sidelines, and the teams for the next match must take their places.</p> <p>G. FORFEITS: Teams must check in at the designated Field Marshal Station 30 minutes prior to the start of the match. There will be a five-minute grace period at the start of the match for a team to take the field before a forfeit is declared. The score for a forfeit match will be 1-0 for the remaining team. For 10U division teams, there is a minimum of 5 players on the field to continue a match. For 12U the minimum number is 6 players. For all other divisions, there must be a minimum of 7 players to continue a match. If a team cannot field the minimum number of players, the match will be abandoned, and a forfeit will be declared.</p> <p>H. SUSPENDED MATCHES: The Tournament Director may determine to end matches early if field schedule is behind due to match delays, interference, or if weather conditions provide unsafe conditions; and may elect to award medals according to matches played and points. The Tournament Director will determine the outcome of</p>	Division	Minimum Players to Play	Players on Field	Match Length Pool Play	Match Length Semi-Finals and Finals	14U	7	11 v 11	50 min	60 min	12U	6	9 v 9	40 min	60 min	10U	5	7 v 7	40 min	50 min
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	<p>any single match which is terminated prematurely (due to darkness, inclement weather, participant injury, or interference by outside party, etc.).</p> <p>I. ABANDONED MATCHES: If any pool play matches cannot be played due to circumstances beyond the control of the tournament, the final standings of the pool will be determined by applying the Winning Percentage formula (Total Points Earned in all Match Played divided by Total Points Possible for the Number of Matches Played) to each team in the pool. Note. This does not apply to matches which were shortened due to a late start. Only the Tournament Director or designee can declare a match to be abandoned or not played.</p>																
14) SUBSTITUTIONS	<p>A. For matches in Divisions 14U, 12U, and 10U, substitutions will be allowed ONLY at substitution breaks or to replace an injured player.</p> <p>B. An injured player who is substituted may not return until the beginning of the next quarter and will be considered as having played the current quarter. However, an injured player who is not substituted may return to play at any time with the referee's permission.</p> <p>C. All substitutions must be approved and recognized by the referee.</p> <p>D. Substitutions in overtime periods of medal round matches will be at the beginning of each period only.</p>																
15) FORFEIT	<p>A. If a team forfeits a match for any of the reasons listed below, the score will be recorded as a 1-0 win in favor of the opposing team, unless the score at the time of the termination would yield more tournament points for the opponent. In the latter case, the actual score will be recorded as the final score.</p> <p>B. A forfeit will be recorded for any of the following,</p> <ol style="list-style-type: none"> 1) A team fails to check-in at the mandatory registration (in this case they will forfeit all of their matches). 2) A team has less than the minimum number of players to start or continue playing the match. 3) A home team cannot provide an alternate jersey when required by the center referee. 4) A team is not ready to begin within 5 minutes of the scheduled kick-off time without permission from a tournament official. 5) A coach, listed on the roster, is not present within 5 minutes of the scheduled kick-off time. 6) An ineligible player plays in a match. 7) A team fails to play each player at least one half of each match (except for injured players reported to the referee or to the Tournament Director). Additional playing time requirements for goalkeepers also apply. 																
16) STANDINGS	<p>A. Standings for pool play matches will be determined on the "ten-point system" as follows:</p> <table style="margin-left: 40px;"> <tr><td>WIN</td><td>= 6 points</td></tr> <tr><td>TIE</td><td>= 3 points</td></tr> <tr><td>LOSS</td><td>= 0 points</td></tr> <tr><td>GOAL</td><td>= 1 point per goal up to a maximum of 3 per match</td></tr> <tr><td>SHUTOUT</td><td>= 1 point for a shutout, including a 0-0 tie</td></tr> <tr><td>FORFEIT</td><td>= 8 points (scored as a 1-0 win)</td></tr> <tr><td>FAIR PLAY</td><td>= -1 points beyond a 5 point differential (own goals do not count)</td></tr> <tr><td>RED CARD/ EJECTION</td><td>= 2 point deduction for team (includes 2 points for each player, substitute, or coach)</td></tr> </table> <p>B. Winners of ties in standings will be determined as follows:</p> <ul style="list-style-type: none"> Head to head competition (when the teams played against each other) Fewest goals scored against Goal differential (goals scored to three per match less total goals allowed; highest differential advances) Kicks From The Penalty Mark (KFTPM). Time permitting is sole discretion of Tournament Director. Least number of points deducted because of red cards and/or ejections Coin toss <p>C. Standings will be updated as soon as possible.</p>	WIN	= 6 points	TIE	= 3 points	LOSS	= 0 points	GOAL	= 1 point per goal up to a maximum of 3 per match	SHUTOUT	= 1 point for a shutout, including a 0-0 tie	FORFEIT	= 8 points (scored as a 1-0 win)	FAIR PLAY	= -1 points beyond a 5 point differential (own goals do not count)	RED CARD/ EJECTION	= 2 point deduction for team (includes 2 points for each player, substitute, or coach)
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17) ADVANCEMENTS	<p>A. Pool winners (and in some cases wildcard teams) will advance to medal round play.</p> <p>B. Teams may play semi-final and/or championship final matches, depending on the number of teams in each pool and the format of play for that flight.</p>																
18) MEDAL-ROUNDS	<p>A. All medal round matches ending in a tie will have two full overtime periods of five minutes in length with teams changing field direction after the first five-minute period. In these matches, if still tied after overtime play, the match shall be decided by FIFA Kicks from the Penalty Mark.</p>																
19) AWARDS	<p>A. Medals will be presented to players from the first through the third-place teams,</p>																
20) CONDUCT	<p>A. Coaches will be expected to set a positive example for the team and will be held responsible for the actions of their team including spectators. All spectators must remain behind the control line and between the 18-yard lines (penalty areas in small fields).</p> <p>B. Referees will be required to complete a match misconduct report for <u>all</u> misconducts during the match, as well as any incidents of interference by spectators.</p>																

	<p>C. Any coach or spectator ejected must immediately leave the vicinity of the playing field (out of sight and sound), will be prohibited from attending the next scheduled match, and, in the sole discretion of the Tournament Director, may be excluded from the remainder of the tournament.</p> <p>D. Any participant receiving a red card must immediately leave the vicinity of the match (under supervision of his/her parent or Safe Haven-certified adult) and may not return to the field of play during the current match, including the post-match handshake. If that is not possible, the player may stay on the sideline under the supervision of the coach. Any participant receiving a red card is also suspended from participating in the next match, and, in the sole discretion of the Tournament Director, may be excluded from the remainder of the tournament.</p> <p>E. If it is determined that an ineligible player has participated in a match, the team will forfeit all matches in which that player participated illegally. Furthermore, if it is determined that the coach knowingly played a player illegally, that coach will be barred from further participation in the tournament.</p> <p>F. It is mandatory to play a scheduled match. If it is determined that a coach willfully fails to have his team participate in a scheduled match, the coach will be dismissed from the tournament and the incident will be reported to the respective Regional Commissioner.</p> <p>G. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>H. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
21) MEDICAL/FIRST AID	<p>A. There will be a First Aid station at the main tent where participants may receive ice, etc. for minor injuries.</p> <p>B. If an injury is potentially serious, all Field Marshals will have been instructed call 911 for emergency response.</p>
22) UNIFORMS/SAFETY	<p>A. All players must wear the approved AYSO uniform only according to the National Rules & Regulations, and all players on the same team must wear matching uniforms (goalkeeper excepted – may have a different jersey, AYSO logo is recommended but not required.)</p> <p>B. Each player's uniform must be marked with a permanently-affixed unique number that matches the uniform number on the Match Card and may not exchange numbered jerseys with any other player during the match including the goalkeeper.</p> <p>C. No uniform may bear a team member's name, or team name.</p> <p>D. Garments may be worn under the uniform (i.e. long sleeves, etc.) during inclement weather, however the match referee will be the judge of what should be allowed or not.</p> <p>E. Not allowed: Jewelry, hard metal or plastic clips on clothing or hair. No player will be allowed to participate with <u>any</u> type of cast or splint. Removal of any type of cast or splint at the field or surrounding are in order to participate shall disqualify that team member from participation.</p> <p>F. AYSO will not prohibit the use of knee braces by players in AYSO events and programs; providing that the brace is adequately covered and padded in the judgment of the referee, so as to eliminate the possibility of its causing injury to the other players on the field.</p> <p>G. Heading the ball in 12U and younger matches is prohibited according to AYSO and USSF safety regulations. Violation of this rule will result in an indirect free kick awarded to the opponent. Persistent infringement of this rule will NOT be construed as misconduct; however, if the heading rule is repeatedly ignored, referees are encouraged to remind coaches of the AYSO and USSF player safety regulations at an appropriate stoppage in play.</p>
23) PROTESTS	<p>A. Protests will be considered only for the following reasons:</p> <ul style="list-style-type: none"> • An ineligible player has played. • One or more registered player(s), present and in uniform, have not played the required one half of the match (except for illness or injury as recorded by the referee). <p>B. All protests must be presented in writing to the Tournament Director within 1/2 hour of the completion of the match.</p> <p>C. Referee decisions are FINAL and are not grounds for nor subject to protest or dispute!</p>
24) INTERPRETATION	The Tournament Director retains the right to interpret and apply the tournament rules to the benefit of all participants.