



AYSO Section 2 VIP Soccerfest Tournament Rules



Divisions: Teams will be placed in one of three divisions. The **Upper Division** is for teams that can move quickly over a large field, often with older or larger players, regardless of which disabilities are represented. The **Little Division** is for the youngest and smallest players, especially those who have seldom or never played an actual match (only one ball, two teams going in opposite directions). The **Middle Division** overlaps both of these.

The ages in these divisions are, roughly: Upper 13+, Middle 7-13, Little 4-7. However, teams are primarily assigned based on their speed and ability and on the safety of all players. Coaches wishing to discuss their team's ability level and division assignment should contact the tournament director before September 20 so that match assignments can be printed in the event program.

Games: Each team will be scheduled for two games. Teams do not switch ends of the field at half. All games will be coed. Halftime in all divisions should be 10 minutes.

Division	Field size	Max. number players on field	Preferred number on field	Match length
Upper	U12	10	8	40 minutes
Middle	U08	8	5	30–40 minutes
Little	U05	5	3	20 minutes

Opposing coaches should agree in advance on team size and match length; they may agree to vary these numbers or agree to have differing numbers of players on opposing teams, in order to balance the competition, to ensure that each player can participate (including both touches and playing at least one half), and accommodate their players' ability and stamina.

Equipment and Volunteers: Shin guards are required; they should be worn under socks if possible, but may be worn over the socks if the player's needs require it. Each player in a wheelchair must be accompanied by a buddy; walkers must be padded. Medical ID bracelets may be worn on the field and must be covered by tape or a wrist sweatband. No other jewelry will be permitted.

Each team may have, as needed, coaches, assistant coaches, and buddies on the field, equal to number of players on the field. Coaches and buddies will not be removed from the field in the event that the opposing team does not have coaches or buddies on the field. A buddy may only play the ball in order to feed it to his or her assigned VIP player.

Every player on a team must wear a jersey or practice vest in a color that matches his or her teammates. Uniform numbers are not required. Coaches and buddies may wear the same color as their players or wear the event T-shirt.

Player Participation: **Every team must check in at the field marshal's tent before the opening ceremony or before the start of their first game. Coaches are required to carry and show a copy of each player's registration and medical release at check-in.** Players are unable to play without such paperwork on site.

All registered players in attendance must be given the opportunity to play at least half of the match. Those who need a rest may sit out.

Coaches, buddies, and spectators are subject to cautions and ejections at the discretion of the referee and the VIP tournament director. Ejections will cause removal from the field of play and surrounding area and a coach or spectator ejected from the field will not be allowed to participate in the next scheduled game. If the ejected person is the only guardian for a player, the player will not participate in the next scheduled game. Substitutions may be made during any stoppage in play with the permission of the referee.

Fouls and restarts: Offside infractions will not be called. All fouls will be restarted with direct kicks (no indirect kicks and no penalty kicks). Serious intentional fouls or repeated infractions of safety rules and basic rules of play, will be dealt with by putting the player in a time out, which will last for at least three minutes and until the referee and the player's coach agree it would be safe and appropriate for the player to return.

A match may end in a tie (no overtime or shootout). In the Little division, all balls out of bounds will be restarted with a kick-in; in the Middle and Upper divisions, out-of-bounds restarts will be as usual (throw-ins, goal kicks, and corner kicks used as appropriate).

Accommodation rules: The opposing coaches may agree to additional rules to allow low-ability players the opportunity to play unchallenged. These might include:

- Offensive team must be allowed three touches before the defense may challenge.
- When a coach calls out "five seconds", defense must wait that long before challenging the player who is in possession of the ball.
- When a coach calls out "five yards", defense must remain that far away until the offensive player has scored, passed, or lost possession.

Coaches: As far as possible, teams are matched by player ability. If we have mistakenly matched you with a weaker team, please help us ensure that they have a good experience by playing to their ability. If your team is ahead by three (3) or more goals, please put your more aggressive players on defense or in the goal. If the other team has substitutes, let them bring on a couple more players. It's okay to win the game, but please don't run up the score. No standings are kept and everyone gets a medal. Help us see to it that everyone has fun experience.