

# **AYSO Area 6U 2023 Tournament Rules**

## **1 Rules**

### **1.1 Common Rules**

The FIFA Laws of the Game, the AYSO National Rules, the Area 6U Interregional Guidelines, and the following rules will govern play. In the event of a conflict in the rules, the following rules will take precedence. Any situation not covered by these rules shall be decided by the Tournament Committee.

### **1.2 Coaches**

All coaches and assistant coaches must have a current volunteer form and Safe Haven training documented in the volunteer database. Coaches should be certified at the coach training level equivalent to the age level of their team.

- 10U team – Certified 10U coach
- 12U team – Certified 12U coach
- 15U team – Certified Intermediate coach

Coaches must attempt to control the conduct of their team, which consists of its coaches, players, and spectators consistent with AYSO's Kid's Zone pledge.

Each player shall have equal playing time. 10U, 12U and 15U teams: No player will be allowed to sub out twice until each player present subs once.

### **1.3 Home and opposing teams**

Each team will be responsible for picking up trash and other debris from their sideline during and after their game. Alcohol, tobacco products, illegal drugs, and animals are not be allowed at Area tournaments.

If the teams are wearing similar uniforms, the home team will be asked to change the appearance of their outer shirts, such that it is easy to tell the two teams apart.

Both coaches shall occupy one side of the field, while parents and spectators occupy the opposite side.

## **2 Tournament Specific Rules**

### **2.1 Eligibility**

Only regular season AYSO teams created during the fall, or spring of the current season are eligible for this tournament. Combined, elite, or select teams are not permitted.

All players must be registered in an AYSO region on or before April 1 in order to be eligible for this tournament. Players not registered by April 1 will not be allowed to participate in this tournament.

### **2.2 Scorecards**

Each coach shall give the referee a properly completed scorecard prior to each game. Players shall be listed in numerical order with first and last names. After the game, the referee will sign the scorecards and give them to the coach of the winning team, who must then deliver these scorecards to the tournament scorekeeper.

### **2.3 Ejections and Protests**

The referee, and members of the Tournament Committee, have the authority to eject a player, coach, or spectator from the game, and may request that that person leave the tournament site. Any official who ejects someone shall deliver a written report to the Tournament Committee.

If a coach or player is ejected, they shall also be suspended from that team's next game, to include the first game of next season, if the team has no more games in the tournament.

Upon issuance of a caution by a referee to a player during the tournament game, the coach may substitute the cautioned player. The opposing coach may also substitute one player at that same time.

Protests will not be accepted by the Tournament Committee.

### **2.4 Number of Players**

Teams must report at the scheduled game on time with at least the minimum number of rostered players required for their division (see the table below). If a team is not present and available to play five (5) minutes after a scheduled game start time, a forfeit will be

declared and no game will be played. Matches ending in a forfeit shall be recorded as 1-0 in favor of the team which did not forfeit.

For 10U through 15U, teams are not required to play “even up”. If both coaches agree, players may be borrowed from the opposing team, but it is not required since this is a team tournament.

<u>Division</u>	<u>Min number of rostered players present to avoid forfeit</u>	<u>Max players on the field</u>
10U	5	7
12U	7	9
15U	9	11

## **2.5 Duration of Games**

Two halves will be played, with a one (1) minute substitution/water break midway through each half (10U – 15U), and a five (5) minute halftime.

<u>Division</u>	<u>Halves</u>
10U	15 min
12U	20 min
15U	25 min

## **2.6 Tie Games**

For non-elimination games (i.e. Pool Play), the game ends in a tie.

If two teams from different pools have the same score, tie goes to the team from the pool that has the higher cumulative pool score.

For championship and elimination (i.e. semi-final) games, a maximum of two “sudden victory” overtime periods will be played. If no one scores in the overtime, the teams will decide the winner by taking kicks from the penalty mark, as specified by the FIFA Laws of the Game.

The length of an overtime period shall be five (5) minutes.

### **3 Pool Play Scoring System**

Teams qualify for the semi-finals by earning points within their pools, using the following formula:

(W) Three (3) points for a win

(T) One (1) point for a tie (to each team)

(L) Zero (0) points for a loss

#### **3.1 Pool Play Tie Breakers**

If there is a tie in total points at the end of pool play, the following tie break rules, in the order listed, will be used to determine a winner:

1. Head to head results
2. Goal differential, maximum of three (3) per game
3. Goals scored, maximum of three (3) per game
4. Goals allowed, maximum of three (3) per game
5. Kicks from the penalty mark