

**2006/2007 CHAMPIONSHIP GAMES
RULES OF COMPETITION
LEAGUE/ALLSTAR**

UNDER 10 thru 14 (Boys and Girls)

League: Preliminary competition will begin on Saturday March 3, 2007

All—Star: Preliminary competition will begin on Saturday March 10, 2007

Under 10 thru Under 14 Boys and Girls teams – All teams will play at the AB Brown Soccer Complex in Riverside, CA.

Semi-finals and Finals -- (League) All divisions will be playing Semi-finals and Finals Sunday, March 4, 2007 for League

(All—Star) All divisions will be playing Semi-finals and Finals Sunday, March 11, 2007 for All—Star

**California State Games – League will play Saturday March 17... All—Star will play Sunday March 18,2007
(separate rules will be posted)**

These Playoff games will be conducted in accordance with the current F.I.F.A. Laws of the game, under A.Y.S.O. National Rules and Regulations; Section one Rules and Regulations; and the following Guidelines.

1. TEAM REGISTRATIONS AND ELIGIBILITY

- A. One (1) hour prior to your first scheduled game time, coaches shall present themselves along with the entire team to the playoff official at the check-in area. Team line-up cards, rosters, player registration (medical authorization) forms and uniforms will be inspected.
- B. Properly completed lineup cards **in uniform number order** shall be presented to the tournament official prior to the start of the game and shall include the names of all players, present or not, and an explanation of absences. (**4 cards for U19 and U16; 5 cards for U10, U12 and U14**)
- C. Regions which have failed to submit the required player registration fees to the National Training and Support Center by October 1st shall be ineligible for participation in the Section One Playoff Games.

2. ROSTER SIZE

Under 19; Under 16	Maximum 18-22 ~ Minimum 12
<i><u>Roster sizes pf 19 – 22 will require approval of the Area Director</u></i>	
Under 14; Under 12	Maximum 15; ~ Minimum 12
Under 10	Maximum 10; ~ Minimum 8

3. OFFICIAL UNIFORM

- A. There will be strict observance of the AYSO uniform dress code. All team participants will be uniformed in the same regulation color/style jersey, shorts, and socks without exception.
- B. Shin guards must be worn, completely **under** the issued uniform sock.
- C. If any player is found to be in improper uniform, it must be corrected before the offending player(s) shall be allowed to play. Decisions of the Playoff Official regarding uniforms are final and may not be appealed. In case of inclement weather, garments may be worn under uniforms provided they are unseen and they are all of the same style, length, and color and do not constitute a color conflict.
- D. The team listed first on the schedule will be considered the home team.

E. In case of conflicting colors, **both teams** shall change uniforms or wear scrimmage vests provided by the area or section hosting the competition.

4. **FORMAT**

A. Preliminary Pool Play:

Tie games will stand.

Under 19 - (Division 1) Two (2) 35 minute halves

Under 16 - (Division 2) Two (2) 35 minute halves

Under 14 - (Division 3) Two (2) 25 minute halves

Under 12 - (Division 4) Two (2) 20 minute halves

Under 10 - (Division 5) Two (2) 20 minute halves

1. **Point System**

An accumulated point system will be used as follows:

6 points for win

3 points for a tie

0 point for loss

1 point (up to 3) Goals scored (win or lose)

1 point Shutout (i.e. 0-0=4 Points)

8 points Forfeit

- 1 point for Send-off (Ejections) whether parent, player or coach

2. **Ties** between first place teams will be broken on the following basis:

1. prior head to head play

2. fewest send-offs (Ejections)

3. fewest goals allowed

4. goal differential (maximum 3 per game)

5. sportsmanship

6. coin toss.

3. The first place team in each pool group will advance to the Semi-finals.

B. **Semifinals and finals** will be single elimination. The duration of the games will be full length in accordance with National Rules (I.B.5&6).

1. In case of ties, the following tie breaking system shall apply:

a. In case of a tie at the end of regulation time, two (2) overtime periods shall be played as follows:

Under 19 (Division 1) 10 Minutes

Under 16 (Division 2) 10 Minutes

Under 14 (Division 3) 9 Minutes

Under 12 (Division 4) 7 Minutes

Under 10 (Division 5) 5 Minutes

If a team is playing short because of ejections, they will continue to play short during the overtime periods.

b. In the case of a tie at the conclusion of the two overtimes, the winner shall be determined by taking of kicks from the penalty mark as follows:

When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded. The coach or team captain has this responsibility. (FIFA 2000)

Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the center circle and they shall take the kicks. (FIFA 2000)

Each team shall alternately take five penalty kicks at the same goal; each one shall be taken by a different player; the team scoring the most goals shall be declared the winner. Should both teams score the same number of goals, the kicks shall continue in the same order (each kick being taken by a different player until all players of each team have participated) until such time as both teams have taken an equal number of kicks (not necessarily five) and one team has scored a goal more than the other; this team shall be declared the winner.

If all players of each team have participated and the game is still tied, kicks shall continue in the same order as used previously.

The goalkeeper may be changed after any kick. Only the players on the field at the termination of the overtime periods may take kicks; none of these players may be exempted from taking a kick if the number of kicks required to be taken equals or exceeds the number of players on the field.

C. Medals may be awarded for 1st through 4th place. The winners of the Southern California Championship Playoff Games (Tri-Section) may receive an additional award.

D. If a game is terminated prior to completion, the outcome/standings shall be determined by Playoff Director, Section Director and Section Referee Administrator or designees.

E. Semi Final Game Groupings and brackets are subject to change at the discretion of the Playoff Director.

5. SUBSTITUTIONS

Substitutions will be by **Quarters**

6. COMPETITION

A. It shall be mandatory to play a scheduled game. Failure to do so could result in disciplinary action against the coach or team. The coach may present an excuse for such non-appearance, but the full power to uphold the forfeit, to levy discipline or to reschedule the game shall reside with the section director for sectional games, or with their respective designees.

B. In case of failure to play a regularly scheduled game, the offending team shall lose said game by a score of 1:0.

C. Failure to Appear (no-show)

1. Should a team selected to represent their Area in the Playoff Games, not be able to play its games as scheduled (per Sec.II.B.), a minimum of 48 hours notice must be given to the Playoff Director or Playoff registrar to allow for a replacement team to be selected. In the event that notice is less than 48 hours and a replacement team cannot be found, or the team simply fails to appear, then the following sanctions will apply:

1. The Coach involved will be ineligible to participate in the next year's Playoff Games, whether League or All-star.

- *It is strongly recommended that the Area and Region involved suspend the coach for a minimum of one (1) year, from Region or Area competition*

2. Should a team that has advanced from the pool play portion of the Playoff Games to the semi-final and final portion of the Playoff Games fail to appear to play its scheduled games, the above shall apply and in addition that team will forfeit any medals or awards.

3. The Playoff Director will notify the Area Director of the team involved and the actions taken. The Playoff Director shall have the discretion to not impose these sanctions if it is determined that circumstances were beyond the control of the team.

D. Games shall be played as scheduled and only the referee in charge or the Section Director or their respective designees, shall have the authority to cancel such games.

7. SEND-OFFS (EJECTIONS)

U19/U16 Only:

A. Any participant who receives a Send-off for **any** reason; before, during or after a game, will be suspended from the Playoffs.

U14/U12/U10 Only:

A. Any participant who receives a Send-off for violent conduct, serious foul play or abusive language, before, during or after a game, will be suspended from the Playoff Games (League and All-star).

B. Any participant who is receives a Send-off for actions other than violent conduct, serious foul play or abusive language, before, during or after a game, will be suspended from the **team's** next scheduled game.

All Divisions:

C. Outrageous conduct may result in suspension from A.Y.S.O.

D. Any player or coach who receives a Send-off (Ejection) for fighting during the regular regional season, regional playoffs, or area playoffs will be ineligible to participate in the section playoffs.

E. Any player or coach who had received a Send-off (Ejection) for fighting during the previous year's section playoffs will be ineligible to participate in the current year's section playoffs.

8. GRACE PERIOD/MINIMUM PLAYERS

A minimum of seven (7) players shall constitute a team; a scheduled game shall not commence nor be continued if one or both teams cannot field seven eligible players. (Nat.I.A.2)

Under 10 only: A minimum of five (5) players shall constitute a team; a scheduled game shall not commence nor be continued if one or both teams cannot field five eligible players.

A grace period of 15 minutes shall be allowed by the referee in charge of the game, this period to commence at the scheduled kickoff time for the game or when the field becomes available, after which the referee will cancel the game if one or both teams are not ready to play.

9. ARTIFICIAL NOISEMAKERS

Artificial noisemakers, such as, but not limited to, air horns, cow bells, drums, megaphones, etc., shall not be allowed. Electronic devices used to communicate between the players and the coaches or spectators shall not be allowed.

10. PROTESTS

There will be no protesting of games or red cards.