



# Area 1-R Tournament Guidelines

## 2012 Area 1-R Championship Tournament

Revised December 10, 2012



<b>Rules</b>	<b>Basic Guidelines</b>
COMPETITION	These guidelines apply to the Area 1-R Championship Tournament.
SEASON	This competition is intended for teams comprised of players who participated in the Fall regional AYSO program.
DATES	The tournament dates are set each year by the Area 1-R Board. Tournament dates are made available on the Area 1-R website.
LOCATION	Tournament locations are set each year by the Area 1-R Board. Maps to tournament locations are made available on the Area 1-R or regional website.  Teams attending the tournament are expected to know the rules of use for the facility at which the tournament is located, and to follow those rules.
FORMAT	Each age division will be divided into groups of 3, 4 or 5 teams as appropriate for Group Play.  Each team will play the other teams in their groups once.  The Top 2 teams will advance out of each pool play to the semi and final rounds.
TEAMS	Teams will be formed according to AYSO National, Section One and Area 1-R Rules & Regulations, and as stated in the respective Regional Guidelines.  Teams will be formed from players who played in the Fall regular season only. To be eligible, players must have played in at least half of the team's regularly scheduled games.  Roster size: <ul style="list-style-type: none"> <li>• U12 and U14 will consist of 15 players maximum on the roster.</li> <li>• U10 will consist of 12 players maximum on the roster (Area Championship) and 10 players maximum on the roster.</li> </ul> Format of play: <ul style="list-style-type: none"> <li>• U10 will play with a maximum of 7, minimum of 5 players on the field – 7v7.</li> <li>• U12 will play with a maximum of 9, minimum of 6 players on the field - 9v9.</li> <li>• U14 will play with a maximum of 11, minimum of 7 players on the field – 11v11</li> </ul>
PLAYER IDENTIFICATION	Each Region must supply a roster for their respective teams who are entered in the tournament. Rosters must be submitted on the form specified by Area 1-R, and must be submitted to the Area 1-R Director by the deadline specified by the Area 1-R Director. Each roster must be signed by both the Coach and the respective Regional Commissioner.  Only the players on this roster will be allowed to play. Verification will be conducted at the tournament during Check-in.  Valid AYSO medical release/registration forms must be presented for each player, and must be retained by the coach throughout the tournament.  <b><u>NoRoster/NoForm/NoPlay!</u></b>
CHECK-IN	At least forty five minutes prior to the first scheduled game of the day, each coach must present the entire team to the play-off official at the Check-in Area. Players and their Player Registration Forms will also be inspected at this time.  Any players arriving late must check in at the Check-in Area before entering a game.
FIELD SETUP	Teams having the first games of the day on a field are responsible for field setup (lining the fields, putting up nets, corner flags, trash cans, etc.) by game time. Teams playing the

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	<p>final games of the day are responsible for field takedown (removing the nets, corner flags, etc.) and returning them to storage. All teams are responsible for policing their team's area for trash.</p> <p>The team listed first on the game schedule will be considered the Home team.</p>	
GAME LENGTH	<p>Area Championship Round Robin Games:</p> <p>Under 14: 2 x 30 minutes  Under 12: 2 x 25 minutes  Under 10: 2 x 20 minutes  (games may end in a tie)</p>	<p>Area All-Star Round Robin Games:</p> <p>Under 14: 2 x 35 minutes  Under 12: 2 x 30 minutes  Under 10: 2 x 25 minutes  (games may end in a tie)</p>
	<p>Both Tournaments – Championship Semi-Finals, Third-Place and Finals</p> <p>Under 14: 2 x 35 minutes; Overtime: 2 x 7 minutes.  Under 12: 2 x 30 minutes; Overtime: 2 x 7 minutes.  Under 10: 2 x 25 minutes; Overtime: 2 x 5 minutes.</p> <p>All overtime periods will be played to conclusion (no “golden goal”).</p> <p>All games ending in a tie at the conclusion of overtime shall be determined by the taking of kicks from the penalty-mark as specified by current FIFA regulations.</p> <p>Game time is forfeit time; any team not on the field ready to play at the scheduled start time, or 5 minutes after the completion of the previous game (whichever is later) may be subject to forfeiture of the game.</p>	
UNIFORMS	<p>Uniforms (including the goalkeeper's) shall consist only of the official approved AYSO uniform. All players on the same team must wear the same uniform.</p> <p>Shinguards must be worn under the issued uniform sock.</p> <p>In cold or inclement weather, garments may be worn under uniforms, provided they are unseen or they generally are all of the same color (so long as there is no color conflict).</p> <p>In the case of a color conflict, pinnies will be worn by both teams, if sufficient pinnies are available. If not, then pinnies will be worn only by the designated home team.</p>	
SUBSTITUTIONS	<p>Substitutions will be made at a stoppage by the referee midway through the 1<sup>st</sup> and 2<sup>nd</sup> halves, at half time or at any time for an injured player. Substituting players must receive the referee's permission to enter the game.</p> <p>All uniformed players are required to play a minimum of ½ of the game. The only reason for non-compliance is for sickness or injury or an ineligible player. A player leaving voluntarily prior to playing ½ of the game must inform the assistant referee as to the reason for the departure. Late arriving players must play as follows:</p> <ul style="list-style-type: none"> <li>• Arrival during the 1<sup>st</sup> quarter, the player must play a minimum of 2 of the remaining 3 quarters.</li> <li>• Arrival during the 2<sup>nd</sup> or 3<sup>rd</sup> quarter, the player must play a minimum of 1 of the remaining quarters.</li> </ul> <p>Any game for which a player did not legitimately participate for the required duration of play time shall be forfeited and the coach disciplined.</p>	
SCORING	<p>Round Robin:</p> <p>3 points for a win.  1 point for a tie.  1 point for each goal scored (up to a maximum of 3 goals per game).  1 point for an earned shutout (not a forfeit win).</p>	

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	<p>A forfeit will be scored as a 1-0 win (4 points).</p> <p>Ties in the standings will be determined in the following manner:</p> <ol style="list-style-type: none"> <li>1. Head-to-head Results.</li> <li>2. Goals allowed (up to a maximum of 5 per game).</li> <li>3. Fewest sendoffs (players, coaches, spectators).</li> <li>4. Fewest cautions (players, coaches).</li> <li>5. Coin toss.</li> </ol>
COACHES	<p>Coaches will conduct themselves in a manner becoming a member of AYSO and will encourage clean competition, good sportsmanship, and positive coaching at all times. Coaches are responsible for their parents and spectators.</p> <p>Coaching is limited to ten yards on either side of the halfway line on the team's designated side of the field. Where possible, each team will be positioned on different sides of the field (Home/Visitor). The Hosting Region will determine the proper location for Home/Visitor.</p> <p>It will 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, reschedule the game and to levy discipline will reside with the Area Director.</p> <p>In the case of failure to play a regularly scheduled game, the offending team shall suffer a forfeit loss by a score of 1-0.</p>
REGION OFFICIALS	<p>Each Region with teams entered in the Area tournament should have a designated representative on site during any game played by that Region. The representative's name must be submitted to the Area Director prior to the tournament.</p>
REFEREES	<p>The Area Tournament Referee Coordinator will assign matches to each Region and inform them of the time, location and level of their assigned matches. Number of Referee teams per region will be assigned based upon the number of active referees in the individual regions.</p> <p>The Regional Referee Coordinator will be responsible to assign qualified referees to the matches.</p> <p>Each referee team must be certified AYSO referees. They must be in full uniform with appropriate AYSO badge for all matches.</p> <p>The Area Referee Administrator, with input from the Regional Referee Administrators, shall determine the qualifications of all assigned referees.</p> <p>The diagonal system of match control is the only recommended method of game control for all Area 1-R matches.</p> <p>Coaches of teams entered in the Area tournament are discouraged to also volunteer as referees for the tournament. Where this does become necessary due to limitations for a given Region to supply sufficient volunteers, the coach should not officiate a match within the same division as his/her team, if possible to arrange.</p>
DISCIPLINE	<p>Area 1-R Championship Tournament: Cards <u>will</u> carry over from the regular season. Discipline in Area Tournament will affect Area or Section participation only.</p> <p><u>Misconducts:</u></p> <ol style="list-style-type: none"> <li>A. Cautions (yellow card) or Send-Offs (red card) may be given before, during, or after games.</li> <li>B. Accumulation Consequences Misconducts per player will be recorded and a cumulative total kept during the tournament. An accumulation of cautions or send-offs will have the following</li> </ol>

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	<p>consequences:</p> <ol style="list-style-type: none"> <li>1. A player who receives a yellow card in 2 consecutive games will be ineligible to play in the team's next game.</li> <li>2. A player receiving two send-offs, one send-off and two cautions, or five cautions will be suspended for the remainder of the tournament.</li> </ol> <p>B. Send-Offs (red card)</p> <ol style="list-style-type: none"> <li>1. Players <ol style="list-style-type: none"> <li>a) Any player who is sent off (receives a red card) is disqualified for the remainder of that game and is disqualified for AT LEAST the next scheduled game.</li> <li>b) A player sent-off for violent conduct may be suspended for the remainder of the tournament.</li> <li>c) A player who receives a red card for fighting will be ineligible for any further Area or Section tournament games.</li> </ol> </li> <li>2. Coaches <ol style="list-style-type: none"> <li>a) Note: yellow cards and red cards are shown to players and substitutes only and not to coaches or spectators. However, the same penalty applies to coaches or spectators who are issued warnings or ejections, even though a card is not shown.</li> <li>b) Any coach or spectator who is ejected is disqualified for the remainder of that game and is disqualified for AT LEAST the next scheduled game.</li> <li>c) The Area Director will determine disciplinary action for any coach or spectator misconduct.</li> <li>d) A coach who receives a second expulsion will not be allowed to coach any further competition in the current Area 1-R season.</li> </ol> </li> <li>3. Team <ol style="list-style-type: none"> <li>a) If a total of four send offs and ejections are issued to one team's players or coaches in the current tournament, then that team may be subject to being dismissed from further participation in AYSO games.</li> </ol> </li> </ol> <p>C. The Use of Profanity  Players who choose to use profanity for any reason during a game may receive a yellow card. Profanity directed at any other person may result in a red card.</p> <p>D. Fighting</p> <ol style="list-style-type: none"> <li>1. Players, coaches and spectators who choose to fight before, during or after a game are disqualified from participating in any Area and Section playoffs, and are subject to being dismissed from further participation in any future AYSO games.</li> <li>2. TEAMS that are involved in a fight before, during or after a game are subject to being dismissed from further participation in any future AYSO games.</li> <li>3. Any players who were involved in fighting during their Region's Fall league season will be ineligible for the Area or Section tournaments.</li> </ol> <p>E. Sanctions and Penalties</p> <ol style="list-style-type: none"> <li>1. Players, coaches, and spectators who choose behavior patterns that are not consistent with the AYSO philosophy will be subject to being dismissed from further participation in AYSO games.</li> <li>2. The responsibility for ensuring that the player and/or coach serve the appropriate disciplinary suspension will rest <u>primarily with the coach</u>. The Area 1-R staff will monitor coaches for adherence to Area guidelines.</li> <li>3. Not playing a player the required minimum duration of play may result in disciplinary action for the coach.</li> <li>4. If it is determined an ineligible player participates in a game (i.e. a player who has accumulated more than the maximum number of cautions/send-offs, or a player who has been suspended due to red card, or a player that is not on the official roster) the team will forfeit the match. Area 1R expects that coaches will be primarily responsible to keep track of all misconducts for their team and apply the proper penalties at the appropriate time.</li> </ol>

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	<p>F. Undefined Disciplinary Conditions Any disciplinary situations or penalties that are not discussed in the Area 1-R Tournament Guidelines will be reviewed by the Area 1-R Director and the appropriate disciplinary action will be applied.</p>
PROTESTS	<p>There will be no protests of a referee's decision.</p> <p>Protests will only be allowed for the following suspected conditions:</p> <ul style="list-style-type: none"> <li>•Use of an illegal player.</li> <li>•Violation of AYSO rules and regulations.</li> </ul> <p>In the case of a protest for one of the two above reasons, the protesting party must present the protest in writing to the Area 1-R Director prior to, during, or no later than 1 hour from the conclusion of the match. The Area 1-R Director will investigate (either personally or through a disinterested person), consider assigning a hearing board, and administer the appropriate corrective action, as considered necessary in the Area Director's sole discretion.</p> <p>If a game is terminated prior to completion, the Area 1-R Director will have the sole discretion to determine the outcome of the match, possibly including but not limited to, a) accepting the score when the match was terminated, b) declaring the game a forfeit against either or both teams, or c) (in the unlikely event time and fields are available) having the match 1) replayed in its entirety or 2) continued from the point of termination.</p>
BEHAVIOR	<p>Players, coaches and spectators who choose behavior patterns that are not consistent with these regulations or accepted AYSO philosophy will be subject to being dismissed from further participation in Area 1-R competition.</p> <p>A. The primary person who is responsible for maintaining discipline and control is the coach.</p> <ol style="list-style-type: none"> <li>1. The behavior that the coach chooses will be followed by the players and spectators.</li> <li>2. The coach will be expected to maintain a sense of discipline and control that meets or exceeds the AYSO coaching philosophy.</li> <li>3. The coach will be responsible and he/she will be held accountable for the behavior of the players and spectators with his/her team.</li> </ol> <p>B. The secondary person who is responsible for maintaining discipline and control is the player.</p> <ol style="list-style-type: none"> <li>1. The player has the power to decide what kind of behavior he/she will choose in any haven game situation or situations.</li> <li>2. The player's behavior is a direct indication of his/her ability to control himself/herself under game situations.</li> </ol>
ACCEPTANCE OF RESPONSIBILITY/ STATEMENT OF AGREEMENT	<p>When a coach and his/her team participates in the scheduled Area 1-R competition, then that participation will serve as a clear indication that the coach and team agree to comply with the AYSO Area 1-R rules and regulations.</p>
FINAL COMMENT	<p>It is not the intent of the AYSO Area 1-R staff to take away the pleasure and fun of soccer.</p> <p>These firm conditions were established based on the unfortunate situations that happened when the rules and regulations did not exist.</p> <p>Choose the correct behavior that reflects:</p> <ul style="list-style-type: none"> <li>** Self Discipline</li> <li>** Self Control</li> </ul>

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	<p>** An honest commitment to respecting and understanding yourself, your team, your opponents, the staff and the referees.</p> <p style="text-align: center;"><b>AND YOU WILL HAVE FUN AND A GOOD TIME!</b></p>
OTHER AYSO RULES; INTERPRETATION OF THESE GUIDELINES	<p>A. AYSO National, Section 1 and Area 1-R rules shall apply to all Area 1-R tournament competition.</p> <p>B. It will be the responsibility of the Area 1-R Director to interpret and apply these guidelines. The Area 1-R Director will be responsible to ensure that these guidelines are fairly applied and adhered to.</p> <p>C. Regions within Area 1-R may adopt differing policies for certain issues. If the region's policies on any issue are more restrictive than Area guidelines (for example, a region requiring coaches to play their players 3/4 of the game [to the maximum extent possible considering the larger roster sizes of U16 and U19 teams] instead of the standard AYSO 1/2 of the game); or, if the region's policies govern an area not specifically mentioned in these Guidelines (for example, a Region setting a maximum of a 5-goal winning differential), the region's policies shall control (so long as they do not violate National, Section 1 or Area 1-R guidelines). However, Area 1-R assumes no responsibility to enforce an individual region's guidelines. If the region's policies on any issue are absent or are less restrictive (for example, not specifying which team wears pinnies in the event of a uniform color conflict or specifying a higher maximum number of hours of practice per week) then these Guidelines will control.</p>