



# 21<sup>st</sup> Annual Santa Clarita Soccer Showdown

Sat. & Sun. April 21 & April 22, 2012  
Tournament Rules & Regulations

***AYSO National & Section 10 Rules and Regulations are followed with the following clarifications:***

## **Conduct**

1. All participants, (coaches, players, referees, and spectators) are expected to follow these guidelines with a positive spirit for the benefit of all the young people who participate in the Tournament. Fair play is expected and anything less will not be tolerated.
2. Coaches are responsible for their conduct and the conduct of their players, spectators, and guests. They are expected to follow the guiding principles of AYSO and take the lead in providing an atmosphere of fun and good sportsmanship.
3. Taunting, baiting, ridiculing motions or body language, intimidation, foul or abusive language or other acts of poor sportsmanship will not be tolerated on or off the field of play. Tournament Directors or their designees, and center referees may ask any person to leave the Tournament grounds for infraction of this rule.

## **Eligibility**

1. All AYSO players must have been registered and played in AYSO during the 2010-2011 regular (current or just concluded) season.
2. Players may only play in the division based upon the age guidelines in the AYSO National Rules & Regulations. Players who just participated in the primary U-8 program **cannot** be moved up to U10 in tournament play. Exceptions for special circumstances may be approved by the player's Regional Commissioner.

## **Rosters**

1. U10 teams play 7 v 7, U12 plays 9 v 9, U14, U16, & U19 teams play 11 v 11. Team rosters shall consist of no more than 10 players for U10, 12 players for U12, 15 players for U14 and 18 players for U16 & U19 age groups. An individual player may not be on more than one roster or play for more than one team.
2. **EAYSO roster** will be the only rosters allowed. No hand written rosters will be allowed. **NO EXCEPTION.**



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3. The tournament team's Regional Commissioner must approve all rosters and verify each player's eligibility.
4. Teams are allowed to have up to three (3) guest players from another region(s); provided every guest player has a signed letter giving approval to participate from their Regional Commissioner and their RC's signature on the official tournament team roster as well.
5. Any changes to the roster must fulfill all the requirements above AND be approved by the Tournament Director.

## **Player Registration Forms**

Coaches must maintain ***the official AYSO player registration forms with original signatures in their possession at all times.*** **NO FORMS - NO PLAY - NO EXCEPTIONS!**

## **Check-In and Player Identification**

1. All teams must check in **at the Tournament check-in location 1 hour prior to their first game of each day.** Teams will report to their assigned field 30 minutes prior to each game.
2. Every coach must provide the official AYSO game cards, properly completed at their initial team check-in on Saturday.
3. Player registration forms will be verified at check-in prior to your first game of each day of the Tournament.
4. Photo ID cards are required for **ALL** players participating in the tournament.

## **Uniforms**

1. Every team shall wear a matching uniform that consists of matching jersey, shorts, and socks. Each uniform shall be properly marked ***with the AYSO logo*** as specified in the AYSO National Rules & Regulations. Players without a proper uniform may not play. Additional clothing for warmth shall be allowed only at the sole discretion of the center referee. In the case where uniforms are too similar, the home team is required to either change jerseys or wear scrimmage vests. The center referee shall be the sole authority in determining whether the uniforms are too similar.



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2. Properly sized shin guards are mandatory and must be worn under the socks.
3. Jewelry, hard metal or plastic clips on clothing or hair will not be allowed. Additionally, NO player will be allowed to participate with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify that team member from participation. Long fingernails may be covered by knit gloves.
4. Goal keeper jerseys advertising alcohol or tobacco products, or having profanity or anything in bad taste on them are not allowed.

## **Home Teams**

1. The home team is listed first on the schedule and shall occupy the North or West touch line.
2. The home team shall provide a suitable ball for each match. The center referee will have the sole authority in determining the suitability of the ball for match play.

## **Coaching**

1. Each team is limited to two coaches but must have two – one Head Coach and one Assistant Coach. These coaches must be the ones listed on the Official Team Roster.
2. Each Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified, AYSO trained at the age-appropriate level and must. Proof of coach certification and training will be verified by the coach and assistant coach attaching their training record from eAYSO to the roster.
3. Coaches are responsible for their conduct and the conduct of their players, spectators, and guests. Only positive and instructional coaching is allowed. Negative comments towards their players, opposing players, or the referee ***will not be tolerated by this tournament.*** Such behavior, if serious enough, will result in the expulsion of a team from the tournament.
4. Coaching shall be limited to within 10 yards of either side of the half-line. Spectators should stay 1 yard back from the touch line and at least 18 yards from the goal lines. All players, coaches, spectators, and guest shall remain on their team's side of the field.



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5. Coaches shall not enter the field of play unless requested by the referee.

## Duration of Matches

1. Duration of matches for pool play will be as follows:

Division	Pool Play	Finals
U10	50 minutes	50 minutes
U12	50 minutes	60 minutes
U14	60 minutes	70 minutes
U16	60 minutes	70 minutes
U19	60 minutes	80 minutes

2. Final matches tied at the end of regulation will proceed to an overtime period, see Matches section for further details.

## Substitution

1. AYSO substitution rules shall prevail for all age divisions, U10/U12/U14/U16/U19. Every player must play at least ½ of every game. Coaches may substitute at quarter breaks and halftime.
2. Players substituting in and out at any time must report to the referee at the halfway mark, at the touch line.
3. After obtaining the referee's permission, the goalkeeper may change with another player on the field at any stoppage of play.
4. The clock will stop for substitution or injury at the discretion of the center referee.
5. See special substitution rules for 5 minute overtime periods.

## Forfeits

1. There will be a 5-minute grace period for the start of each game. A 1-0 forfeit will result if a team is not at their assigned field within the grace period.
2. No game shall start or continue if either team has less than seven players (on full-sided matches) 11v11; (six players for U12) 9v9, and (five players on U10 teams) 7v7. This will result in a 1-0 forfeit for the team that has too few players.



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3. If a referee must suspend a game, the offending team shall be charged with a 1-0 forfeit.

## Disciplinary Actions

1. A player receiving a red card must leave the field of play immediately. Players under 18 years of age must be accompanied by a parent or Safe Haven trained adult. The team may not substitute for that player for the remainder of the game. The player will be ineligible to play in the next scheduled game. ***Any player receiving two (2) red cards in the Tournament, or a red card for violent conduct, shall not play for the remainder of the Tournament.***
2. A coach who is asked to leave by the center referee must leave the field of play immediately after the referee has determined that the assistant coach has received all the player registrations. If a coach refuses to leave, the referee may terminate the match and charge the offending team with a forfeit. The referee shall complete a game misconduct report when turning in the game cards for the match. The coach must remain away from the field of play for the next game. Any coach guilty of two (2) such infractions shall not return to the Tournament.
3. A spectator or guest who is asked to leave by the center referee must leave the field of play immediately. If a spectator or guest refuses to leave, the referee may terminate the match and charge the offending team with a forfeit. The referee shall complete a game misconduct report when turning in the game cards for the match.
4. For each red card received by any player or for any occurrence where a coach is asked to leave the field of play, one point will be deducted from their team's Tournament standings.
5. All cards shown (red or yellow) shall be noted on the back of the game card of the offending team. The referee shall complete a game misconduct report when turning in the game cards for the match.

## Officiating

1. All referee game assignments will be posted at the referee table at each venue. Referee teams shall check in at the referee table each day to verify their assignments. Referee teams shall report to their assigned fields 30 minutes prior to game time.



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2. Referees shall officiate each game in accordance with FIFA rules except as modified by AYSO here-in.
3. The game scores as recorded on the official game cards shall be the official scores. Referees shall submit a written report in the event of:
  - Any cards issued
  - Violent conduct or serious foul play by any player
  - Any conduct by coaches or spectators interfering with the control of the match
  - Abuse of the substitution and minimum play rules which come to the attention of the referee
  - Any other action which the referee may determine merits a report
4. No protests of games, official rulings or judgments shall be allowed. The Tournament Director at the venue shall have the final say in any complaint or issue that arises. All decisions are final.

## **Matches**

1. Girls and boys teams within each division shall be organized into separate pools.
2. Each team will play a minimum of 3 games.
3. Specific match structures depend upon the number of teams entered and teams may be organized into separate flights.
  - Four teams - 3 games played in a round robin, points determine standings
  - Five teams - 4 games played in a round robin, points determine standings
  - Six teams - 3 games in cross-pool format (pool of 3 teams), points determine which 2 teams from each pool advance to single elimination Semi-Final and Final game. No consolation game. Final game is the top team from each pool. Semi-Final Game is the 2<sup>nd</sup> place team from each pool.
  - Eight teams - 2 pools of four teams, 3 games in pool play, points determine which 2 teams from each pool advance to single elimination semi-final and final game. No consolation game. Final game is the top team from each pool. Semi-Final Game is the 2<sup>nd</sup> place team from each pool.



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- Ten teams - 2 pools of five teams, 4 games in pool play, points determine which 2 teams from each pool advance to single elimination semi-final and final game. No consolation game. Final game is the top team from each pool. Semi-Final Game is the 2<sup>nd</sup> place team from each pool. Alternatively, one flight of 4 teams and one flight of six teams.
  - Twelve Teams & above - teams divided into flights using one or more of the above formats.
4. Schedules and finalized rules will be mailed about two weeks prior to the tournament.
  5. The Tournament Director reserves the right to alter match format.
  6. Matches canceled due to weather or other natural causes may or may not be feasible to reschedule. All questions regarding rescheduling, including decisions on forfeits will be at the discretion of the Tournament Director, whose decision shall be final.
  7. **Round robin and pool scoring:**
    - Six points for a win
    - Three points for a tie
    - Zero points for a loss
    - One point for a shutout
    - One point for each goal scored up to a maximum of three goals per game
    - Deduction of one point for each red card

Tiebreakers for round robin or pool play: If there is a tie in total points at the end of round robin or pool play, the following tie breakers will be used to determine a winner:

- First - Fewest red cards, then yellow cards
- Second - Head to head results
- Third - win / loss record
- Fourth - fewest goals allowed
- Fifth - goal differential
- Sixth – Shots from the Penalty Mark



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8. Semi-final and final matched tied at the end of regulation time:
  - There will be two full 5 minute overtime periods commencing 5 minutes after the end of regulation
  - Kickoff will be determined by coin toss
  - Substitution can only be made at the beginning of each overtime period
  - If the game is still tied at the end of the second overtime period, the center referee will direct the players to go to the center circle for **the taking of kicks from the penalty mark (a shootout)**.

### **Shootouts:**

- Only those players on the field at end of the second overtime period are eligible for participating in the shootout.
- Shootouts will be in accordance with FIFA rules.
- Team captains shall participate in the coin toss to determine which team shoots first. The home team captain shall flip the coin and the visiting captain shall call heads or tails in the air. The team winning the coin toss may choose to shoot 1<sup>st</sup> or 2<sup>nd</sup>. The first five players from each team shall take alternate shots upon the signal of the referee. If the match remains tied after the first five shooters, a sudden victory shootout will take place until a winner is determined. When all the players on a team have taken a shot, it is not necessary that they follow the same order in taking their second shot as they had for the first round.

### **Awards**

1. Trophies or medals shall be awarded to the first through fourth place teams.

### **Emergency Medical Treatment**

1. Trained emergency medical technicians will be available at all venues.

### **Refund Policy**

1. A full refund will be provided a team that withdraws from the tournament 30 days or more prior to the tournament. If a team withdraws from the tournament after this time, a full refund will be given only if a replacement team can be found by the Tournament. If a replacement team is not found then none of the application fee will be refunded. If the Tournament is canceled for any reason, a full refund will be given.



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## **The Object of the SCV Showdown**

1. This tournament was organized to bring AYSO players and teams together to play soccer in a fun, positive, and encouraging atmosphere. It is our hope and wish that all of the coaches, players, spectators, referees, and volunteers enjoy their weekend at the SCV Showdown.
2. We ask everyone attending the SCV Showdown to respect each other and to remember that soccer is just a game and a game that is steeped in a tradition of sportsmanship.
3. Please remember that everyone involved in the SCV Showdown is a volunteer. This included all of the referees, coaches and tournament administrators. They have volunteered countless hours to make this weekend enjoyable.
4. **Lastly, “Kids play soccer, because it is fun.” Help us keep it that way.**

If you or your team have any questions regarding the Rules and Regulations, please email the Tournament Director, Robert Benavidez @ [scvshowdown@aol.com](mailto:scvshowdown@aol.com).

Thank you for attending the 2012 Santa Clarita Valley Soccer Showdown.