

Tournament Rules

Check-In and Credentials

Mandatory Check-In: Mandatory Check-in for non-local teams is Friday evening. Teams are notified of the time and location of the Mandatory Registration. Games not played are classified as “Forfeits” and “Byes”.

Credentials: AYSA affiliated teams must provide the following required credentials at the Mandatory Registration: (1) Team Roster; (2) laminated AYSA Player ID cards, and Medical Release forms as well as all out of state team travel paperwork and all loan player forms. AYSO teams must provide official AYSO rosters including jersey numbers. Guest players will require the same credentials as rostered players. Players may not play for more than one (1) team during the tournament.

Rosters: U11 and younger teams may register a maximum of fourteen (14) players; U12 and older teams may register a maximum of eighteen (18) players. A team may add up to three (3) guest players, not to exceed above stated maximums.

Rules of Play

FIFA Laws: All games will be played by FIFA Laws of the Game as modified by USYSA unless otherwise stated in this rules package.

Duration: Duration of games and overtimes (by halves) and ball size are as follows:

<i>Group Age</i>	<i>Game Type</i>	<i>Time</i>	<i>Ball Size</i>
U9, U10, U11	Prelim/Semi-finals Finals	25 minutes 25 minutes	4
U12	Prelim/Semi-finals Finals	30 minutes 30 minutes	4
U13, U14	Prelim/Semi-finals Finals	30 minutes 35 minutes	5
U15, U16	Prelim/Semi-finals Finals	35 minutes 40 minutes	5
U17, U18, U19	Prelim/Semi-finals Finals	40 minutes 45 minutes	5

Halftime: Halftime is five (5) minutes

Check-In Conduct: Prior to the start of each scheduled game, each team must check in at the Field Marshall’s location at least thirty (30) minutes before their game is scheduled to begin, with player cards so that the team may be checked in to play and the games started as scheduled. Failure of a team to

report ready to play within five minutes (5) of a scheduled kickoff is considered a forfeit, unless otherwise permissible by the Field Marshall.

Substitution: Free substitution is allowed in all age groups; however, team may substitute only with the referee's permission and only at the following times (including overtimes):

- Prior to a throw-in, by the team in possession
- Prior to a goal kick, by either team
- After a goal, by either team
- After an injury when the referee stops play, by either team. Injured player may be substituted and ONE player from opposing team.
- At halftime, by either team
- On a caution, only the cautioned player may be substituted at that time.

Player's Equipment: Shin guards are mandatory for all players. At all times player safety is the main concern. It is at the Referee's discretion to allow a player to play wearing an orthopedic cast or hard brace. Hats and jewelry are not allowed. All players must have identical uniforms – Loan players included. Referee has final discretion in any deviations.

Coaching: All coaches have total responsibility for the conduct of their players, friends and spectators at all times. Coaching from the sidelines (giving directions to one's own team on points of strategy and position) is permitted providing:

- No mechanical devices are used
- The tone of the voice is instructive and not derogatory
- Each coach or substitute remains within ten (10) yards on either side of the halfway line
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes or spectators.
- No coach, substitute or spectator uses profanity or incites, in any manner, disruptive behavior.

Cautions and Ejections: Any player receiving two cautions (Yellow Cards) or a red card in a single game is considered to have received an ejection (Red Card). A player who has been ejected cannot be replaced. A coach or player who has been ejected cannot return for the game, is not allowed to participate in the next scheduled game and they MUST leave the immediate area. A player who is ejected from a game is ineligible for the next scheduled game. Fighting will not be tolerated and the player, coach, or spectator will be ejected from the Tournament.

Tournament Play

Four-Team Divisions: Round Robin play. Each team will play the other teams in their division. At the end, the 1st and 2nd place teams will play for the championship and the 3rd and 4th teams will play for 3rd (3rd place games will only be played for U11 and under age groups)

Five-Team Divisions: Round Robin play. Each team will play the other teams in their division. 1st, 2nd, 3rd places will be based on total points accumulated. There are no playoffs or finals.

Six-Team Divisions: Will consist of two (2) brackets (A and B) of three teams. Round Robin play in each bracket. After completion of bracket play, teams are seeded for cross over games. Winners of crossover games advance to Final game. Crossover games that end in a tie will go immediately to shootouts to determine which teams advance to the Final.

Seven-Team and Nine-Team Divisions: Each team in the bracket will play four (4) games in a randomly selected pattern. Ties count. Total points determine final placement.

Eight-Team Divisions: Round robin play on each side of the bracket. The team with most points during round robin play from each bracket advance to the Final.

Ten-Team Divisions: Consist of a bracket (A) of four teams and two brackets (B and C) of three teams. Round Robin play for all three brackets. The top two teams from bracket (B and C) play in Semi-Finals, then the winner plays top team in bracket (A) in Final. Consolation games are given to 2nd and 3rd place teams in bracket B and C (B #2 vs. C #2) (C#3 vs. B#3).

Twelve-Team Divisions: The 12 team flight is broken up into 4 brackets (A, B, C, and D) of 3 teams where on Saturday games, teams play round robin in their bracket. Sunday games consist of two semi-final games (A#1 vs. D#1, B#1 vs. C#1), four consolation games (A#2 vs. D#2, B#2 vs. C#2, A#3 vs. D#3, B#3 vs. C#3), and one final (championship) game.

Tournament Competition

Determining Winners: Teams are awarded points on the following basis:

- Three (3) points for each win
- One (1) point for each tie
- Zero (0) points for each loss
- Minus one (-1) point for each player or coach ejected

A 0-0 tie is scored as one (1) point for each team. In the event of a tie in points at the end of bracket play, the winner for advancement to Quarterfinal or Semi-Final play is determined as follows:

1. The winner in head-to-head competition
2. Goals Against
3. Goals For
4. Most Wins
5. Most Shutouts
6. If a tie exists after steps #1 through #5, FIFA kicks from the Penalty Mark are taken thirty (30) minutes prior to the scheduled start of the Quarterfinal or Semi-final game.

If 3 or more teams are tied at the end of bracket play, the winner for advancement to Quarterfinal or Semi-final play is determined as above, without consideration for comparison of head-to-head competition to eliminate one team. Advancement for the remaining two teams is determined as above with consideration for head-to-head competition.

Home Team: The home team is the team that appears first on the schedule. The home team is required to switch to alternative jerseys to accommodate a color conflict as declared by the referee. If the home team cannot supply an alternate jersey, they forfeit the game. BOTH teams are required to play from the NORTH or EAST side of the field with spectators on the opposite side.

Game Ball: Home team is responsible for game ball. Each team is expected to provide one ball to be left behind their goal during play. All balls are subject to referee approval.

Forfeits and Byes: Teams failing to report ready to play within five (5) minutes of the scheduled kick-off time may be assessed a forfeiture at the discretion of the Field Marshall. Teams must have a minimum of seven (7) players present, (U11 and under teams need a minimum of 6 players), to begin play.

Protests: No protests are allowed.

Disputes: The Tournament Director settles all disputes and the decision is final. Tournament rules may be modified under extraordinary circumstances as deemed necessary by the Tournament Director.

Inclement Weather Contingency Plan:

In the event of inclement weather, the Tournament Director or their designee reserves the right to modify all tournament rules to fairly and safely complete the tournament. The health and safety of the players is the first priority. The second is to protect Flagstaff's limited fields and facilities. All decisions are guided by these principles.

All decisions made by the Tournament Director(s), Field Marshalls, and /or Tournament Officials are final. Coaches will be informed of any anticipated changes in the schedule during player check-in or prior to scheduled games.

At no time are there to be any alcoholic beverages or tobacco (both chew and smoked) at Tournament sites. Violators will be prosecuted to the fullest extent of the law.

Absolutely no glass is allowed at Tournament Sites.

In keeping with the City of Flagstaff leash ordinance, dogs must be leashed at all times. Owners are responsible for CONTROL and CLEAN-UP.