

PHMSA - Soccer Festival 2011 Tournament Rules

The PHMSA AYSO Soccer Festival is an AYSO Tournament that supports all players, encourages teamwork and sportsmanship. Registration is open to all AYSO sponsored tournament teams and their current select teams. The purpose of the Soccer Festival is for everyone to have fun in an atmosphere of healthy and fair competition. The games will be played according to the FIFA Laws of the Game and the AYSO National Rules and regulations, except as modified herein. PHMSA adheres to a strict No Tolerance policy towards referees or volunteers. In order to be respectful to our community neighbors, noise makers, air horns, cowbells, etc. are prohibited.

All players must have registered for and played during the fall 2010 AYSO season. All players must be listed on a roster signed by the AYSO Regional Commissioner of the Region that the team represents.

All teams must have credentials verified at the **mandatory Tournament Check-in**, unless other arrangements have been made in advance.

Ages of players (boys or girls) on application:

- Division U10: born from 8/01/1999 to 7/31/2001
- Division U12: born from 8/01/1997 to 7/31/1999
- Division U14: born from 8/01/1995 to 7/31/1997
- Division U16: born from 8/01/1993 to 7/31/1995
- Division U19 (Age Pure, no U16/U19 combo) born from 8/1/1991 to 7/31/1994

Each player on a team must play a minimum of one half of each game in accordance with AYSO rules. However, it is recommended that all players play three quarters of each game before another player plays all four quarters per PHMSA Regional Rules. Goal keepers are subject to additional playing time restrictions: U10's two quarter maximum and 1 on the field. U12's can be in goal 3 quarters and 1 on the field. Upper divisions, no restrictions. Violation of these player rules subjects the team to possible forfeiture of the game subject to the discretion of the tournament director.

TEAM AND GAME INFORMATION:

Age Group	Maximum Players per Team	Players on Field	Minimum Players to Play	Game Length Qualifying Round	Game Length Semi-Finals & Finals
U10	10	7v7	4	20 minute halves	25 minute halves
U12	12	9v9	6	20 minute halves	25 minute halves
U14	15	11v11	7	30 minute halves	35 minute halves
U16	18	11v11	7	30 minute halves	35 minute halves
U19	18	11v11	7	30 minute halves	40 minute halves

All matches in the Tournament have a continuously running clock managed by the referee, stopped only at halftime and the end of the match. The halftime break will be 5 minutes.

All games will start at the scheduled time. There will be no pre-game coin toss. The home team will kick-off, the visiting team chooses direction. The home team is listed first on the schedule and will provide three game balls.

If there is a conflict in the color of the uniforms, the "home" team must change uniform color. Coaches are restricted to the area ten yards from either side of the halfway line, defined as the technical area. Spectators will remain on the same side of the field as their team, when possible. The team designated as the "home" team will choose the side of the field. When possible, opposing teams must be on opposite sides of the field.

Coaches shall participate in positive coaching that instructs and encourages players during the games. Negative comments are not permitted and may result in a warning or dismissal of the coach. Coaches should remember that they are responsible for the actions of their players, parents and spectators.

The field Marshal will check player ID cards (player passes) 30 minutes prior to each game and will keep them for the duration of the game. The ID cards will be returned to the coach immediately following the game unless a player receives a red card. The field Marshal will provide a game card during check-in.

SUBSTITUTIONS

For Divisions U14, U12 and U10, substitutions will be allowed at AYSO standard substitution opportunities - (quarters) or to replace an injured player. All players must participate (play) at least half a game although it is recommended all players play three quarters before anyone plays the entire game.

For Divisions U19 and U16 games will play with free substitution and all players must still participate in at least half of the game. **In ALL cases, substitutions must be made with permission of the referee.** Players coming into the game should wait at the half way line and enter the field only when the referee signals. Substitutions may be made during the following stoppages in play or in the following circumstances: (No substitutions on any free or corner kicks.)

1. Prior to a throw-in, by team with possession
2. Prior to a throw-in, by team not in possession if team with possession is substituting
3. Prior to a goal kick or a kick off by either team
4. After an injury to either team, when play has been stopped by the referee
5. At the start of the second half

WEATHER and/or FIELD ISSUES:

The Tournament Director will determine whether games should be shortened, rescheduled, canceled, or played in some other way (e.g. KFTPM) due to inclement weather or dangerous field conditions. Game times or locations may change if an assigned field becomes unavailable or some similar difficulty arises. If the scheduled games are unable to be played, then awards will be based on a point system to be determined by the Tournament Director. For field conditions please check www.phmsa.org

TOURNAMENT FORMAT

Teams are divided into flights to play games. Based on the number of flights and teams in each division, the top teams will progress into elimination play.

Scoring points will be awarded as follows:

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| 6 points | Win or forfeit |
| 3 points | Tie |
| 0 points | Loss |
| 1 point | Each goal scored (maximum of 3 per game) |
| 1 point | Shutout (including 0-0 tie) |
| -1 point | Deducted for winning a game by more than 6 goals (i.e., 7-0, 8-1, or higher) |
| -1 point | Deducted for each red card (or equivalent) issued to a player or coach |
| -1 point | Deducted for 3 yellow cards accumulated per team for any one game |

If there is a tie in points during seeding, the following tiebreakers will be used in sequence until a winner is determined:

1. Head-to-head (how teams played against each other).
2. Fewest goals scored against.
3. Difference between "goals for" vs. "goals against" to a maximum of three goals per game.
4. The fewest number of accumulated negative points (slaughter, red cards or ejections etc.) Providing opposing Coaches agree, and there is sufficient time allowed, they will have a choice of a coin toss conducted by the Tournament Director or KFTPM (shootout).

Any player receiving a red card or coach dismissed from a game will sit out the next game (including the championship game). The tournament director will review all misconduct and additional discipline may be rendered.

Semi-Final and Consolation games that are tied at the end of regulation time will go immediately to a standard FIFA shootout (kicks from the penalty mark, KFTPM conducted in accordance with the Laws of the Game.) **Only those on the field at the end of regulation time may participate in the shootout; please plan your substitutions accordingly.**

Championship games that are tied at the end of regulation will be extended to two 5 minute overtime periods, no golden goal. If the game is tied after overtime periods, the game will go immediately to a standard FIFA shootout (kicks from the penalty mark, KFTPM conducted in accordance with the Laws of the Game.) **Only those on the field at the end of regulation time may participate in the shootout; please plan your substitutions accordingly.**

The tournament director will settle any issue not provided for elsewhere in these rules. All decisions are final. No protests will be allowed.

POSTGAME REQUIREMENTS:

The referee will turn in the game report to the appropriate Field Monitor or Field Marshal at the end of the game. The Field Marshal, with the referee, shall ensure that any necessary game reports are sent to tournament headquarters, and that any player or coach passes for suspended players are sent to tournament headquarters.

Coaches are responsible for checking the game results and bracket standing posted at the tournament headquarters at College Park High School on Sunday. Coaches are also responsible for retrieving passes of suspended players after the player has served his or her suspension.

FORFEITED GAMES:

If a team forfeits a game for any of the reasons listed below, the score will be recorded as a 1-0 win in favor of the opposing team, unless the score at the time of the termination would yield more tournament points for the opponent. In this latter case, the actual score would be recorded as the game outcome. A team will forfeit if:

1. They fail to check-in at the mandatory registration (in this case they will forfeit all their games)
2. They have less than the minimum number of players to start or continue playing the match
3. They are the home team and fail to have an alternate jersey when required to do so
4. They fail to be ready within 5 minutes of the scheduled kick-off time without permission from a tournament official
5. They quit the field without the referee's permission during regulation play
6. They play an ineligible player per tournament registration rules or by reason of suspension (expulsion) in a game; the team will also forfeit any other games in which the ineligible player participated
7. They fail to play each player at least ½ of each match (except for injured players reported to the referee or to the Tournament Committee)

TURF FIELD RESTRICTIONS:

We are privileged to have the opportunity to use two turf-fields this year: Diablo Valley College and College Park High School. This privilege comes with the following restrictions: **Only players, coaches and referees are allowed on the fields, spectators must remain in the stands, please stay on the outside of College Park track to access the stands. Benches and/or Portable canopies are not permitted, school policy. No food or drinks**, except for water, is allowed on the field. No cleats are allowed on the track. Please help ensure that we will have the privilege of using these fields next year. Good Luck and thank you for your participation!

FIELD RESTRICTIONS:

As a courtesy to our neighbors and schools, we ask that all teams, parents and players respect the area and keep an appropriate noise level. Please pick-up trash and any equipment before leaving the fields. In addition there will be NO noise makers, cowbells, horns etc. We had several complaints last year.