

SECTION 11 TOURNAMENT GUIDELINES

(Effective July 1, 2022)

Jurisdiction

- a. Except where expressly noted, Section 11 tournaments shall be conducted in accordance with the following AYSO Governing Documents: National Rules and Regulations, National Bylaws, and National Policy Statement.
- b. Games and program activities will be conducted in accordance with the current FIFA Laws of the Game (AYSO Edition) and these Program Guidelines as contained herein.
- c. The program will be administered by the Section 11 Tournament Director, who will be responsible for providing general administrative oversight and direction of the program. This will include managing dispute resolution/discipline review on behalf of and/or through the Section 11 Director or her designee. The Tournament Director will be authorized to appoint staff to assist in managing the program through AYSO volunteers or third-party contractors in the best interest of the program.
- d. Area Directors are responsible for overseeing/verifying that the Program requirements are met as they pertain to player eligibility, coach eligibility and team formation.
- e. Issues requiring special jurisdiction will be evaluated and handled by the Section 11 Tournament Director in the best interest of the Section and AYSO. This may include appointing a three-member committee of Area Directors or Section Staff Members to resolve matters of disagreement. Any appeal of discussions handled by the above identified process will be adjudicated by the Section 11 Director or her designee.

Key Additions:

Everyone Plays – 3/4 Of Each Game

- All players (10U, 12U and 14U) **MUST** play at least **3/4** of each game unless prohibited by roster size.
- No player may play 4 quarters until **ALL** teammates have played at least 3 quarters (*including goalkeeper*).
- No player may be limited to 2 quarters, unless all teammates have already been so limited.
- Substitution rules may not otherwise be changed because of roster size.
- Section 11 recognizes that many Regions/Areas follow the 50% play rule as set forth in AYSO's guidelines. Coaches are encouraged to reach out for assistance *prior to the start of the tournament* if the coach needs assistance in how to schedule the team's players to ensure compliance with the 3/4 play requirement.

Eligibility

Core Teams

Teams participate in the Section Core Team Tournaments (Playoffs & Allstars) are selected by the Area Director to represent their Area. Each Area is free to use any selection criteria best fits their particular circumstances.

Extra Teams

Please reference the Extra Program Guidelines for details related to Post Season Play for details on how teams may advance to the Section 11 Extra Playoffs.

Documentation

Each team participating must submit a completed **Tournament Team Stack Sports roster**, in player jersey number order, signed by the Regional Commissioner to the Area Director. Each Area Director must then submit the rosters to the Section Director or his designated representative. The rosters must be submitted electronically (not via US mail). Incomplete rosters will not be accepted. The roster information will be used to pre-print match line-up cards for each team.

The Head Coach of any team participating must be age-appropriate trained to be eligible to participate in the tournament. The coach and assistant coach must be Safe Haven certified, CDC: Concussion Course Training, Sudden Cardiac Arrest (SCA) and be identified on the team roster form. There **must** be a Coach and an Assistant Coach listed.

Entry Fee

The Area Director is responsible to submit the entry fee per team. The checks must be either Region or Area checks made out to AYSO Section 11. The entry fee checks must be sent to the Section 11 Treasurer. The entry fee per team is as follows:

- 10U - \$200
- 12U - \$250
- 14U - \$300
- 16U - \$300
- 19U - \$300

Registration Check-in

All teams must check-in at the tournament site of their first match at least one hour prior to their first match. At check-in, each team coach must present a copy of the signed Stack Sports roster, player registration/medical release forms for each player and AYSO ID cards for each player, Coach and Assistant Coach. Failure to comply with these requirements will be grounds for individual player or team ineligibility from participation in the tournament. Coach and Assistant Coach **must wear** their ID cards on their persons during the duration of the tournament.

Format

The tournament format is round-robin pool play. Teams in each division are divided into pools of 4 teams. Each team will play every other team within its pool. There will be 2 pools in each Division.

The winners of each pool will play for the Championship in each division.

Roster Size

Roster sizes for each Division are indicated below unless previously approved by the Area Director and authorized by the Section Tournament Director. In no case shall the roster size exceed a number that allows every player to play a minimum of one half of each match.

Division	Maximum Roster Size	Play Format
10U	10 players	7 vs 7
12U	12 players	9 vs 9
14U	15 players	11 vs 11
16U	18 players	11 vs 11
19U	22 players	11 vs 11

Sidelines

Coaches, players and spectators for both teams will be placed on the opposite sides of the field. Home teams will setup on the North or East side of the field, while away teams will setup on the South or West side of the field.

Game Balls

The home team shall be responsible for providing the match balls. Three match balls shall be presented to the referee prior to the match. If the home team does not have suitable match balls, then the visiting team will be asked to provide them.

Match Duration

Match duration shall be as follows:

Division	Pool Play	Medal Round
10U	40 minutes	50 minutes
12U	50 minutes	60 minutes
14U	60 minutes	70 minutes
16U	60 minutes	80 minutes
19U	60 minutes	90 minutes

Medal round match durations may be shortened to accommodate field availability. Any amendments will be communicated to the coaches and referees at the tournament check-in.

Scoring

Points will be awarded for each match on a 10 point system:

- Win = 6 points Tie = 3 points
- Goals = 1 point each (maximum of 3 points)
- Shut-out = 1 point (including for a 0-0 tie but not for a forfeit)
- Ejections = 1 point deduction per ejection (player or coach only)
- Forfeit = 7 points

If a team forfeits one of its matches due to a deliberate "no show", then all the matches scheduled, either played or not, for that team will be recorded as forfeits. The score shall be recorded as 1-0 and a total of 7 points awarded to the non-forfeiting team. This will essentially render the pool to be a three-team pool. Accordingly, the Region of the forfeiting team will be banned from participating in the corresponding 10U-14U or 16U-19U Section Tournament the following year.

If a team willfully fails to comply with Section 11's 3/4 play requirement, then that team shall forfeit the match unless the opposing team would have earned 8 or more points based on the match result.

Any forfeit due to the failure to comply with Section 11's 3/4 play rule shall only apply to the subject match and shall not result in a forfeit of all matches.

TIES

If a tie exists at the conclusion of Pool play, the following tie breakers will be used:

1. Head to Head
2. Least ejections (coach and player)
3. Goals Against
4. Most shutouts
5. Goals For (maximum 3 counted per match, i.e., if a team scores a total of 10 goals only 3 are counted toward this tie breaker)
6. Kicks From The Penalty Mark (KFTPM) - TBA by Section Tournament Director

If more than two teams are tied in points at the conclusion of pool play, the tie-breaker process will be the same as indicated above. If one team is shown to have the advantage over the others after any of the steps, it is declared the winner. If one team falls behind the others in any of the tie-breaking steps, while the others remain tied, that team is eliminated, and the process begins anew with the remaining teams until one moves ahead of the others.

Discipline

- All coaches shall remain within the coaching box at all times during the playing of a match.
- Any player, coach, or assistant coach who is requested to depart the playing area will result in a 1 point deduction from the team total points earned in that match and that player or coach shall not participate in the next scheduled match or matches as determined by the Section 11 Tournament Disciplinary Committee.
- The Disciplinary Committee members are the Section Tournament Director, Section Referee Administrator and Section Coach Administrator.

Protests

Referee decisions during a match are **final and not subject to protests**. Matters concerning player eligibility or other breach of the Section 11 Guidelines are the only matters that may be brought up on a protest.

All protests must be in written form and will be ruled on by the Section 11 Tournament Disciplinary Committee. However, before spending a lot of time composing the written document, please express your views verbally to a member of the Section 11 Tournament Disciplinary Committee.

Addendum 1

(Effective December 7, 2022)

Minimum Playing Time for Extra Players

For the sake of continuity with the Fall 2022 Extra Program's Regular Season Guidelines, the minimum playing time requirements for players participating in the 2022 Extra Champions Cup Tournament have been adjusted to the "Half Play Rule" as outlined in the AYSO National Rules & Regulations Article 1.C.

1.C. PLAYING TIME AND SUBSTITUTION

1. Except as noted in Article I.C.3 all eligible team members in attendance at AYSO matches must play at least half of the match, excluding overtime.

Such participation is controlled as follows:

- a. Approximately midway through each half the referee shall permit substitution. This normally occurs during a regular stoppage in play, and the match is resumed with the appropriate restart (i.e. throw-in, goal kick, corner kick, kick-off, free kick, penalty kick or dropped ball). On occasion the referee may need to stop play for substitution while the ball is in play, in which case the match is resumed with a dropped ball.
- b. Substitutions may also be made at half-time and at the start of any overtime periods.
- c. When the referee signals for substitution, the coaches should have all substitutes entering the match immediately report to the referee or the designated assistant referees, who shall note on the lineup cards those team members substituting.
- d. During such stoppages, the coach of each team may substitute as many team members, or none, including previously substituted team members, as long as all eligible team members meet the minimum playing requirements.

2. Substitution for injury:

- a. If a player is injured, the coach may provide a substitute for the player, in which case the injured player may not return until the beginning of the next "quarter". Only the player who is injured is credited with a "quarter" played regardless of the actual time played.
- b. The coach may choose to not substitute and "play short" thereby allowing the injured player to return during the "quarter" in which he or she was injured.

- c. The player must receive a signal from the referee in order to return to the match.
- 3. Late arriving team members shall be substituted as follows:
 - a. If the team member arrives during the first “quarter”, the team member must play a minimum of two of the remaining three “quarters”.
 - b. If the team member arrives during the second or third “quarter”, the team member must play a minimum of one “quarter”.