



## Davis AYSO, Regional Tournament Rules

### General and pre-game information

1. Games will be played according to the current IFAB Laws of the Game and AYSO National Rules and Regulations unless modified by these rules.
2. **All scores should be reported by each coach within 30 minutes of each games final whistle via the Fall Season [Google Form](#) for score reporting**
3. Coaches must print and properly complete line-up cards prior to arriving at the game. Line-up cards must be presented to the referee before the start of each game. Players must be listed in ascending numerical order with their first and last names. The home team is the team listed first on the schedule. The score will be recorded on the home team's line-up card.
4. Referees must check in both teams using the game cards prior to each game
5. The home team will provide three game balls.
6. If, in the opinion of the referee, the uniform colors of two competing teams are too similar, both teams must wear pinafores. Pinafores will be available at the tournament table. If pinafores are not available, the referee will decide how to proceed.
7. In all games, the teams and coaches should be on one side of the field and spectators shall remain on the opposite side of the field of play wherever possible.
9. Coaches, spectators, and players are expected to display good sportsmanship throughout the tournament. Coaches will be held responsible for any action by their spectators or supporters.

### During each game

9. Spectators shall remain behind spectator lines, at least 3 yards from the touchline whenever feasible. Coaches shall remain within the boundaries of the coaching area, 10 yards to either side of the halfway line and at least 1 yard from the touchline.
10. Length of halves:  
12U: all games are 20 minute halves.
11. Playing time: Each team member must play a minimum of three quarters of each game during regulation time if the size of the team allows. No player shall play an entire game unless all have played three quarters. If a player does not participate for this minimum amount, other than in the case of late arrival, injury, or similar, the team shall forfeit that game. A player that begins a quarter and subsequently becomes injured receives credit for playing that quarter.
12. Substitutions:
  - a. In 12U, substitutions will be at approximately midway through each half, at halftime, or to substitute for an injured player. The stoppage midway through each half is for substitution only and is not for a strategy break. All players not being substituted must remain on the field. Goalkeepers may not be changed at the substitution break due to time constraints. The referee's watch will continue during this stoppage.

### Breaking tied games

13. Bracket games tied at the end of regulation play will end tied.



## Davis AYSO, Regional Tournament Rules

14. If a semi-final or consolation game is tied at the end of regulation time, the game will be settled by following the IFAB Law 10.3 instructions for the taking of Penalties (penalty shoot-out); no extra time will be played. Only the players on the field at the end of the 2nd half will be allowed to participate in the penalty shoot-out.
15. If a final is tied at the end of regulation time, the game will go to two full overtime periods of five minutes, with teams switching sides between the two periods. Substitutions are allowed between the end of regulation and the first overtime period and between the overtime periods. There is no golden goal. If the game is still tied after the two overtime periods the game will be settled by following the IFAB Law 10.3 instructions for the taking of Penalties (penalty shoot-out); Only the players on the field at the end of the 2nd overtime period will be allowed to participate in the penalty shoot-out.

### Forfeits

16. In the case of a forfeit, the result of the game will be a 1-0 score in favor of the non-forfeiting team, unless otherwise specified here. In the case of a game that has started, the existing score will be used if the non-forfeiting team is ahead.
  - Any team that walks off of the field of play will forfeit the game.
  - No game shall start or continue if either team has less than the minimum number of players in the game. The team that does not have enough players will forfeit the game. If neither team has enough players the result will be a 0-0 tie.
    - 12U play 9v9, minimum 6 players for a team
  - A forfeit will result if a team is not at the field at the posted game starting time. A five-minute grace period in starting time will be allowed. Poor weather conditions or unusual circumstances may be a consideration for game delay or for a particular team being late for its game. Only the Tournament Director (or appointee) may decide on these matters.
  - If for any reason the referee calls the game because of actions by spectators or supporters, the game will be forfeited to the opposing team. In such an event, the Tournament Director (or appointee) may assign one or more red cards to the spectators for purposes of the tie breaking provisions of the tournament.

### After each game

17. Both teams should report the score immediately after the game. Both coaches should take a photo of the game card that includes the game score. The line-up card of the home team shall be signed by the referee with the score written on the back and the home team is responsible for keeping the card until the tournament is over. If a game has misconduct by players or coaches, the referee must keep the card and alert the Regional Referee Admin and Regional Commissioner.
18. Suspensions: A send-off of a player, coach, or an accumulation of three cautions by any one player or coach during the tournament will result in a minimum one game suspension, even if the next game is a semi-final, championship, or consolation game. For serious misconduct, a player, coach, or team may be suspended for multiple games or the balance of the tournament at the discretion of the Tournament Director (or appointee). A coach may appeal any game suspension on behalf of themselves or a player. The Tournament Director or the director's appointee must be notified of the appeal at least one hour before the player's or coach's next game. The appeal will be heard by the Tournament Director (or appointee) and the decision made is final.



## Davis AYSO, Regional Tournament Rules

19. No protests will be allowed.

### Tournament Structure

After the preliminary rounds are completed, the points will be used to determine which teams advance to the elimination rounds.

Bracket winners and seeding will be determined using a 10-point scoring system as follows:

- 6 points for a win
- 3 points for a tie
- 1 point for each goal, up to a maximum of 3 per game
- 1 point for a shutout
- -2 points for each send off of a player or coach
- -1 point for an accumulation of three cautions by a team (players or coach) within one game
- -1 point for each additional caution after three by a team (players or coach) within one game
- -1 point for winning with a goal differential greater than 5 goals.
  - Additional points may be taken off at the discretion of the tournament director for unsportsmanlike running up of the score (i.e., even larger goal differential); Tournament Director will follow-up with coaches on any such blow-outs.

After the preliminary rounds are completed, the points will be used to determine which teams advance to the elimination rounds. If teams have not played an equal number of games due to unequal bracket sizes, average points per game will be used to determine seeding or advancement. If there is a tie in total points, the following tie breakers will be used in the following order:

1. Head to head competition
2. Fewest goals scored against
3. Fewest points for send offs and cautions received: two points for each send-off, one point for each caution
4. Subtracting goals against from goals scored, to a maximum of 3 points per game
5. Coin toss conducted by the Tournament Director or appointee. (*Note:* If a three-way tie occurs, then a coin will be tossed on behalf of each team tied. The odd or different coin will be deemed to be the winner.)

Teams that do best in their divisions in the Regional tournament may advance to the Area tournament.