

The American Youth Soccer Organization's



SECTION 14 STATE GAMES Rules and Regulations

For 2010 and Beyond

This Tournament will be run as an AYSO Kids Zone

SECTION 14
STATE GAMES TOURNAMENT
RULES AND REGULATIONS
 Seasons from 8/1/2009

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AMERICAN YOUTH SOCCER ORGANIZATION

SECTION 14 STATE GAMES RULES

We cordially invite you to register your Regional teams in the - Section 14 State Games.

Philosophy of the State Games

1. The Section 14 State Games give AYSO players an opportunity to participate in a tournament, and experience a competitive flavor.
 - a. Teams must be balanced in keeping with the AYSO philosophy. Any region sending a second team in the same flight and same age group must balance the two teams.
 - b. Two flights will be provided wherever possible so regions with very competitive teams will compete with comparable teams while regions with more recreational teams will compete with comparable teams.
2. The Section 14 State Games are provided to be a FUN experience for our AYSO players, coaches, referees and families. The Games provide an opportunity for AYSO in Florida to meet and should be an enjoyable experience for all.
3. The Section 14 State Games will be run using the AYSO Kids Zone concept.
 - **Kids are #1**
 - **Fun – not winning – is everything**
 - **Fans only cheer, and only coaches coach**
 - **No yelling in anger**
 - **Respect the volunteer referees**
 - **No swearing**
 - **No smoking**
 - **Leave no trash behind**
 - **Set a proper example for our children**

Statement of Policy

This tournament will be conducted under the Laws, Rules, Regulations and Guidelines found in the “FIFA Laws of the Game (AYSO 2009 Edition)”, Amendments and enhancements to these policies are specified below.

I. Name and Location of Tournament

2010 AYSO Section 14 State Games at Village of Wellington, FL Pierson Park

II. Tournament Dates

January 16-18, 2010

III. **Tournament- Age Brackets**

Open to all AYSO Regions

Boys' Divisions U-10 through U-19

Girls' Divisions U-10 through U-19

The age group is as follows:

U-10: Under 10 years of age - Date of birth 8/1/99 thru 7/31/01

U-12: Under 12 years of age - Date of birth 8/1/97 thru 7/31/99

U-14: Under 14 years of age - Date of birth 8/1/95 thru 7/31/97

U-16: Under 16 years of age - Date of birth 8/1/93 thru 7/31/95

U-19: Under 19 years of age - Date of birth 8/1/90 thru 7/31/93

Players “playing up” will be permitted in all of the age groups listed above provided that the player(s) played-up in the current or just concluded regular season. The verification of eligibility is the regional commissioner’s responsibility. Age appropriate players should be given first priority in the selection process.

Players required to play-up in U-14 and U-16 due to lack of sufficient number of players to field regional competition, will be permitted to play down to their age appropriate group with the permission and verification of the area and section directors. No other exceptions for “playing down” will be permitted.

IV. **TEAM FORMATION- Player Eligibility**

Each team must have the approval of the regional commissioner to participate in the Games. Each region shall determine the method used for team selection, providing that each player’s eligibility is met, at a minimum, from the following Rules:

- A. U-10, U-12, U-14, U-16, U-19 may be represented in both boys and girls divisions. Each region is guaranteed placement of two teams in each of those age groups providing the region has more than two teams in that age group, and providing each team that is being sent has a full roster. Regions desiring to send more than two teams per age group must get permission and will be determined by a first-come first-served basis based on field availability. A roster for U-10 is minimum of 7, maximum of 10, for U-12 is minimum of 9, maximum of 12, for U14 is minimum of 11, maximum of 15, U-16 and U-19 is minimum of 11, maximum of 18. If a Region has two or less teams in an age group, or if it is not appropriate to send two full teams of players, the Region may send only one team for that age group. The number of teams may be restricted one per region depending on field availability. All players on the roster must play at least fifty percent of each game.

Age Division	U-10	U-12	U-14	U-16	U-19
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Format	7 v 7	9 v 9	11 v 11	11 v 11	11 v 11
Minimum number of Players on the field	5	6	7	7	7
Minimum number of Players on the Roster	7	9	11	11	11
Maximum number of Players on the Roster	10	12	15	18	18

- B. All players must have a valid laminated AYSO ID card (player passes) issued by the Regional Commissioner. Only official AYSO State Games ID Cards (which will be included in your declaration packet) shall be required and will contain the following:
1. Type or print player information on AYSO ID card.
 2. Attach recent picture of player to card.
 3. Each Regional Commissioner is required to sign the player ID Cards.
 4. Player's signature is required.
 5. ID Card shall be laminated.
 6. Player can only play for one team.
- C. Each Regional Commissioner is responsible for assuring the eligibility of all players on his/her teams.
- D. Each player entering this tournament must have played no less than 50% of the just completed primary season **and must have been registered and paid for at the AYSO National Office by October 15th of the current Fall Season**. Players may only play in the Section 14 State Games for the Region in which they played the Fall/Current season. Variations for this would be considered for regions that cannot roster a complete team and are willing to combine with another region. In this case it must be approved and submitted by all regional commissioners involved and all area directors involved in writing to the Tournament Rules Committee and mailed to the address of registration submissions.
- E. If a Region is unable to fill a team or a player was unable to participate in 50% of the regular season the Area Director(s) may provide a variance (*official permission to bypass stated regulations*), providing that the Regional Commissioner(s) submit in writing sufficient justification. This written request shall then be submitted to the Tournament Rules Committee for final approval.

V. **TEAM FORMATION- Region Eligibility**

Each region must hold a current financial standing with the NSTC and with the Supply Store by December 1st in order to be eligible to enter the State Games. Each Area Director prior to allowing the region's teams to be processed will check this.

The State Games will only accept regional checks. No personal checks at all.

Each volunteer participating in the State Games, such as coaches, referees, team parent or any type of volunteer position **must be registered at the NSTC by December 1st**. (This means that the hard copy of the volunteer form with the

signature and all required items filled in must be at the NSTC before December 1st).

VI. TEAM DECLARATION

- A. The Tournament Committee will accept applications from the teams in the order received, based on the application letter postmark. A team becomes an official tournament entry only after payment of the required registration fee, a completed roster and the completed Referee Information sheet. Acceptance of the applicant's registration is determined by the Tournament Registrar or the designated representative.
- 1) Team Declaration of \$200 per team for U-10 and \$325 per team for U12 and up to be mailed in by the deadline of **December 5, 2009**. Team declarations must be complete. (See H.)
 - 2) Refund Policy: A full refund will be issued if the tournament is canceled and cannot be rescheduled. If a team withdraws from the tournament before December 18, 2009 a full refund is given. If after December 18, 2009 no refund is given unless a replacement team is found.
 - 3) Team registration shall include trophies for first and second place, medals for third and fourth place. T-shirts for all players, coaches and referees.
 - 4) A Team becomes an official entry only after payment of the required fee **Payable to AYSO Section 14 State Games**, including the team roster and referee designates to the State Games Registrar by the deadline of **December 5, 2009**. Teams will have until January 5, 2010 to make any roster changes, after that the roster is frozen.
 - 5) Teams will provide at least 2 (two) referees per team.
 - a. The names and AYSO ID numbers will be supplied with the team declaration. Referee ID cards must be submitted with the final RC approved roster at registration.
 - b. Each referee will be assigned 3 (three) game assignments for the qualifying rounds of play. In the event that their team goes through to the final rounds, they will be expected to volunteer for games at that round of play.
 - c. At least 1 (one) of the referees shall be qualified to center games at the same level of play as the team to which they are declared, the other(s) shall be qualified to fill the position of Assistant Referee for the level of play as the team to which they are declared. Center Referees must be qualified as listed below. Assistant Referees are highly encouraged to be at the same level as the center referee. All Assistant Referees and Fourth Officials must be certified as a regional referee. Teams without qualified referees will lose the binder for that team.

- d. Referee qualifications are as follows:

U10	Basic Referee
U12 – U14	Intermediate Referee
U16 – U19	Advanced Referee
 - e. Referees will be allowed to represent up to 2 (two) teams. These referees will be assigned twice as many assignments as single declaration referees. Regions will be allowed to send “at large” referees, not assigned to a team. A separate declaration shall be provided by the region for these referees which will state whether they want to be assigned games or they are to be used to cover random games for the region, or a combination of both.
 - f. Each game has four assignments – The Center Referee, the First Assistant Referee, the Second Assistant Referee, and the Fourth Official. Referees must be either current AYSO registered referees (grade Regional or higher) or certified as a USSF referee (grade 8 or higher). Each Referee must be registered as an AYSO volunteer for the current year and have completed the AYSO Referee Safe Haven course. If the referee obligation is fulfilled, the region will receive their Referee binder back after the tournament is over (by mail).
- 6) **The Referee binder is \$300 per team.** The referee binder is meant to encourage and ensure that regions/teams send adequate and qualified referees to officiate the state games. The result is better competition, experience, and fun for all participants (players, volunteers, and spectators). Binders will be returned to the region upon verification that all assignments for a team’s referees have been met within 14 days. This will be done on a team-by-team basis.
- 7) **Team Declaration shall occur by December 5th, 2009.** Incomplete Team Declarations will not be accepted, ***unless needed to fill a division and will be placed on hold for completion. No team declarations will be accepted after the deadline.*** The Team Declaration must include:
- a) The only approved Section 14 State Games tournament roster accepted will be an eAYSO generated roster. (Check the attached form for instructions on how to generate this roster). ***These rosters must still be signed by your regional commissioner.***
 - b) Laminated player cards are submitted at Team Check-in.
 - c) The Referee Information forms. (See Appendix C for a sample Referee Registration form). Each Referee must be trained as an AYSO referee (grade Basic or higher) or trained as a USSF referee (grade 8 or higher). Each Referee must be registered as an AYSO volunteer for the current season. Each Referee must be Safe Haven certified.
 - d) Teams will have until **January 5, 2010** to make any roster changes, after that the roster is frozen.

VII. TEAM CHECK-IN

- A. All uniforms, including alternate jerseys will be checked for compliance with the AYSO uniform guidelines (see attachment at the end of these Rules). Teams with improper uniforms will not be allowed to participate and a refund will not be issued.
- B. Coaches must present at check-in and provide the following information:
1. The finalized copy of the eAYSO roster completely filled out and signed by the regional commissioner.
 2. A sample uniform, plus a sample of the alternate jersey for authorization.
 3. The AYSO player registration form from the current fall season for use as an emergency medical authorization. **This form must be signed by a parent or guardian.**
 4. The players and coach ID cards. Official cards are available online at www.aysosection14.org.
 5. Line up cards will be pre-printed and given to you at the time of team check-in.

VIII. STANDARDS FOR UNIFORMS AND PLAYER EQUIPMENT

Every team shall wear matching uniforms that consist of a jersey, shorts, and socks. Each uniform shall be properly marked with the AYSO logo as specified in the declaration packet. Teams without a proper uniform may not play. Bicycle shorts that are the same primary color as the uniform shorts will be permitted. Long sleeve shirts that are the same primary color, as the uniform shirts will be permitted. Any team, which has white as their primary color, shall provide an alternate jersey of a different color for all players. All articles of extra clothing must be worn under the uniform. Properly sized shin guards are mandatory and must be worn under the socks.

IX. HOME/VISITOR SIDELINES

The HOME TEAM is the first team listed on the schedule. The HOME TEAM shall change jerseys when there is a color conflict in uniforms. State Games' Commemorative T-shirts may be used as an alternate jersey.

The Home Team will be responsible to provide the game ball.

X. GAME CHECK-IN

Teams should report to their assigned fields at least 30 minutes prior to the listed game start time of each game. The field monitor and/or the referees will check the player and coach ID cards and uniforms before each game. Players should line up in a single line, in jersey number order, for check-in. Each team must present a standard line up card filled out in numerical sequence.

XI. COACHING

- A. ***Each Team is permitted one head coach and one assistant coach and a team parent, each must be Safe Haven certified.*** These coaches are the only people permitted to coach, and other than the players and the Team Parent the only people permitted to be in the coaching area on the fields. Both the coach and the assistant coach along with the team parent must be a current FS2009 registered AYSO volunteer and will be verified prior to team acceptance.
- B. Coaches with the U-10 age group must hold a minimum of the U-10 or Youth Certification.
- C. Coaches with the U-12 age group must hold a minimum of the U-12 or Youth Certification.
- D. Coaches with the U-14 age group must hold a minimum of the Intermediate Certification.
- E. U-16 and U-19 must hold an Advanced Certification.
- F. Any coach who is registered with AYSO as a first year coach, except U-10 who must be U-10 Certified, is exempt from the above as long as they are certified as a Youth or U-12 equivalent.
- G. Coaches are responsible for their conduct and the conduct of their players, spectators, and guests. Only positive and instructional coaching is permitted. Negative comments toward their own players, opposing players, or the referees will not be tolerated.
- H. Coaches shall not consume alcoholic beverages or use tobacco products during games or in the immediate vicinity of the soccer fields.
- I. The field shall be marked, where possible, with spectator control lines parallel to the touchline (sideline) at a distance of at least three (3) yards from the touchline. All coaches, referees, referee's assistants, and other league officials are asked to ensure that spectators remain behind this line.

- J. The coaching area shall be marked by two lines perpendicular to the touchline that extends 10 yards on either side of the halfway line.
- K. With the exception of photographers who have received authorization from the referee, and who must remain quiet and sufficiently back from the goal line, no one shall be allowed behind the goal line.
- L. Coaches (or other officials) shall not enter the field of play, unless requested by the referee. Only coaches and players will be allowed in the team area.
- M. Coaches will make all spectators aware that this tournament is a Kids Zone. Everyone associated with the team will be held accountable under the Kids Zone rules.
- N. Should a coach pull his/her team from preliminary competition prior to completing their scheduled games due to mathematically being unable to advance to play-off games they will be barred for two consecutive years from coaching at AYSO Section 14 State Games.

XII. PLAYER SAFETY

- A. Players shall NOT be allowed to participate in any game unless they are wearing shin guards.
- B. Players shall NOT be allowed to practice or participate in any game with any type of cast or splint. Hard casts (including padded casts), splints, helmets and hard padding shall not be permitted to be worn by a player during any game or practice.
- C. Players shall NOT wear anything, which is dangerous to either themselves or another player.
- D. Players shall NOT wear jewelry of any kind (including chains, watches, body jewelry and earrings, bandannas or other ornamentation).
- E. The possibility of contracting a blood-borne disease such as AIDS or Hepatitis B through athletic activity is minimal at best. For safety and for peace of mind, know the risks and the precautions to minimize them further. AYSO has adopted guidelines and rules for when there is bleeding on the field:
 - 1. Any player or official who is bleeding must leave the field immediately to receive medical treatment, and may not return until the situation is corrected (the bleeding is stopped and the wound is covered).
 - 2. If there is blood on the uniform or clothing, the individual may not return until that portion of the uniform or clothing is replaced or the blood has been neutralized with a disinfectant solution.

3. If there is blood on the body, the individual may not return until all blood has been removed from skin surfaces and the contaminated skin has been disinfected.
- F. AYSO will not prohibit the use of knee braces by players in AYSO events and programs; provided that the brace is adequately covered and padded in the judgment of the referee, so as to eliminate the possibility of its causing injury to the other players on the field of play.
 - G. Medical information bracelets should not be removed, but must be padded and taped to the player's skin.
 - H. Prescription eyeglasses may be worn, but must remain firmly on the wearer's head or restrained by a strap. Non-prescription eyeglasses and sunglasses shall not be permitted to be worn by a player during a game.
 - I. Players with permanent orthodontic braces are strongly encouraged to wear mouth guards.

XIII. OFFICIATING

- A. Referees shall at all times impose the Rules and Regulations of competition as defined by AYSO and the FIFA Laws of the Game in general.
- B. Referees shall at all times put great emphasis on the welfare of the players and officiate the game in a manner conducive to clean competition and good sportsmanship.
- C. If a player is injured, the referee, at his/her discretion, may stop play to ensure the welfare of the player even if the ball has not gone out of play.
- D. All games will be conducted using the diagonal system of control with one center referee and two assistant referees. A fourth official will be assigned wherever possible.
- E. The center referee and the two assistant referees will wear the same shirt with an AYSO referee badge, black shorts, black socks with white stripes, and predominantly black shoes. Shirt colors will follow the USSF/FIFA standards- Primary- Yellow with black stripes or Black with white stripes. Secondary- Red with black stripes or Green with black stripes. Alternate colored jerseys are acceptable as long as all officials match. Referees must change shirts if their shirt conflicts with a teams or goalkeeper's shirt.
- F. All Referees will be volunteers and will be scheduled for matches based upon their qualifications to officiate as well as by their comfort level to an assigned gender and age group. Every effort will be made

- to avoid assignments to cover games where their own region or area is involved.
- G. Referee game assignments will be posted at the Referee station. Referees need to report to the Referee station for accountability.
 - H. The game scores as recorded on the game cards shall be the official scores. Referees shall submit a written report that must be given to the Referee Tournament Committee in the event of:
 - 1. Any yellow or red cards issued to a player
 - 2. Violent conduct or serious foul play by a player
 - 3. Any send-offs of players, coaches or spectators
 - 4. Any conduct by coaches, spectators, or other guests that interfered with the match
 - 5. Abuse of the substitution and/or minimum play rules noted or brought to the attention of the referees
 - 6. Any other action that the referee determines merits a notation or report
 - I. Officials will not be given credit for games done unless it is legibly printed on the back of the line up card.
 - J. Referees who also coach will not be granted a first, second or third official field position in the division in which they coach.
 - K. All referees need to provide a cell phone number (if available) during the tournament for contact by the referee committee for any possible changes.

XIV. BALL SIZE

- A. U-19 through U-14 must be 26.5 to 28.0 inches in circumference and weigh between 14 and 16 ounces (Size 5).
- B. U-12 through U-10 must be 25.0 to 26.5 inches in circumference and weigh between 12 and 14 ounces (Size 4).

XV. GAMES FORMAT

- A. Girls' and boys' teams within each age group will be organized into separate pools. Co-ed teams will play in the boys' bracket.
- B. Each team will play a minimum of 3 games with the exception of the U10 division. (See G. below).
- C. Specific match structures depend upon the number of teams entered and teams may be organized into separate flights.

- D. Game and Referee Schedules will be posted (**www.aysosection14.org**) ten days prior to the tournament.
- E. The Tournament Rules Committee reserves the right to alter match format.
- F. 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 Rules Committee, whose decision shall be final.
- G. Teams in the U10 divisions will play in one of two flights. In order for the Tournament Committee to assign participating teams to an appropriate flight, each team will play three 20 minute balancing round games on Saturday. At the conclusion of Saturday's balancing round, the Tournament Committee will assign teams to the flights based upon the number of teams entered and the results of the balancing round games. On Sunday, teams will begin play in their assigned flight pursuant to the applicable provisions of this section.
- H. Game durations will be as follows:

Age Group	Preliminary, Quarter & Semi Rounds	Final Round
U-19	Two- 30 minute halves	Two- 45 minute halves
U-16	Two- 30 minute halves	Two- 40 minute halves
U-14	Two- 30 minute halves	Two- 35 minute halves
U-12	Two- 30 minute halves	Two- 30 minute halves
U-10	Two- 24 minute halves	Two- 24 minute halves

Note: The referee will halt the game at a point approximately half way through each half to allow for substitutions. If a natural stoppage (throw-in, goal kick, kick-off, etc) does not occur, the referee can stop play and restart with a dropped ball.

I. Points will be awarded using the following formula:

Win	6 Points
Tie	4 Point (to each team)
Shutout	1 point (for winning team)
Loss	0 Points
Forfeit	0 Points
Bonus Point	1 Point per goal (max. of three per game)
Red Card/Send-off	-1 Point

Examples: A 3-2 win equals 9 points for the winning team and 2 points for the losing team. A 4-2 win with the losing team receiving a red card would equal 9 points for the winning team and 1 point for the losing team.

In the event of a forfeit, the winning score shall be 1-0, with the winning team receiving 8 points.

In the event a team receives no points for a game in which a red card or send-off has occurred, a negative point total shall be posted for that game.

J. There will be NO overtime periods in preliminary play.

1. In the spirit of AYSO's fair play and sportsmanship blow-out games will not be tolerated. While the tournament staff will do their best to match teams with equal skill, we expect coaches to motivate their teams to play a competitive but fair game. Coaches need to find ways to encourage their players to make scoring more challenging. The maximum number of points for goals scored is three.
2. In the event that a tie exists when determining the top teams in each group/division, the following tie-breaker will be used:
 - a. Head to head results
 - b. Goals Scored – Goals Allowed (with a max. of 3 goals)
Ex: 10 to 5 game = +3 (or)
4 to 2 game = +2
 - c. Fewest goals allowed in the tournament
 - d. Fewest red cards, then yellow cards received
 - e. Greatest number of wins
3. If teams are still tied, the tournament will have a designated time for the teams to report for a two (2) 15-minute period game. Winner will be determined by outcome of the game.
4. If teams are still tied, the tournament will have a designated time for the teams to report for penalty kicks to determine the winner.

K. If a semi final match is tied at the end of regulation time ties will be broken as follows:

1. There will be two (2) 10-minute overtime periods commencing 5 minutes after the end of regulation time. Kickoff will be determined by a coin toss. Substitution can only be made at the beginning of each overtime period.
2. If no goals are scored at the end of the second overtime period the match is decided by kicks from the penalty mark. See procedure for taking penalty kicks.
 - a. In the U10– U12 age groups the penalty mark will be placed at the bottom half of the center arc. No goalkeeper will be used. Any player on the roster is eligible to participate in the penalty kicks.
 - b. In U14- U19 age groups penalty kicks will proceed from the penalty mark using the rules described below.
3. Procedure for Kicks from the Penalty Mark

- a. The referee chooses the goal at which the kicks will be taken
- b. The referee tosses a coin and the team whose captain wins the toss takes the first kick.
- c. The referee keeps a record of the kicks being taken.
- d. Subject to the conditions explained below, both teams take five kicks.
- e. The teams take the kicks alternately.
- f. If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- g. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- h. A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules.
- i. With the exception of the foregoing case, all eligible players are allowed to take kicks from the penalty mark.
- j. A different player takes each kick. All eligible players must take a kick before any player can take a second kick.
- k. An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
- l. Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
- m. All players, except the player taking the kick and the two goalkeepers, must remain within the center circle.
- n. The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
- o. Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken.
- p. When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility.
- q. Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the center circle and they shall take the kicks.

XVI. SUBSTITUTION

- A. Except as noted below, all registered players in attendance at games must participate and play at least half of the game, excluding overtime. In all Divisions, goalkeepers must play at least half the game, but are not required to also play as

- a field player. U-10 goalkeeper regulations will be exempt for tournament play (The goalkeeper may play entire game).
- B. Players not present (or expected to be absent) when the match begins must be identified on the line-up card.
 - C. Any team found not to be following the rules governing AYSO substitutions should be subject to immediate disqualification.
 - D. Approximately half way through the first half and approximately half way through the second half, the referee halts the game and notes on the line-up cards those players substituting. Stoppage is made when the ball is out of play, such as during a throw-in, goal kick, or following a goal. Additionally, substitutions may be made at half time. Coaches of each team may substitute as many players (or none) during such interruptions, as long as all substitutes have played at least half of the game by the game's end.
 - E. Coaches and Referees shall work together to identify substitutes during substitute periods. A goalkeeper may receive a caution for substituting during play without notifying the Center Referee. No caution shall be issued for substitutions made during substitute periods.
 - F. Players substituting must report to the referee.
 - G. Substitution for injury:
 - 1. 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 time period.
 - 2. The coach may choose to play "short" thereby allowing the injured player to return during the quarter in which he was injured.
 - 3. The player must be recognized by the referee to legally return to the game.
 - H. The line up cards must be completed and signed by the referee and forwarded to the scorekeeping area.
 - I. Late arriving players shall be substituted as follows:
 - 1. If the player arrives during the first quarter, the player must play a minimum of two (2) of the remaining three (3) quarters.
 - 2. If the player arrives during the second or third quarters, the player must play a minimum of one (1) quarter.

XVII. FORFEITS

- A. All games shall start on time. If a team is not on the field of play and ready to start the game within 15 minutes after the scheduled time, the game shall be deemed a forfeit at the referee's discretion. A forfeit shall be recorded as a 1-0 win in favor of the opposing team.

- B. No game shall start or continue if either team has less than the minimum number of players. This will result in a forfeit to the team without sufficient players to continue the game. If during the game, a team has less than the minimum number of players due to an injury, the referee may suspend play until the injured player is able to return to the field.

Age Division	U-10	U-12	U-14	U-16	U-19
Minimum number of Players on the field	5	6	7	7	7

XVIII. DISCIPLINARY ACTIONS

- A. Teams discovered to have ineligible player(s) shall be disqualified from further competition. Previous matches played by a disqualified team will be recorded as a forfeit regardless of the initial result.
- B. A player who receives a red card or two (2) yellow cards must immediately leave the field of play under adult supervision, and the team may not substitute for that player for the remainder of the game. This player will be ineligible to participate in the next scheduled game.
- C. **Any player who receives more than one red card will be suspended for the remainder of the tournament.**
- D. A coach who is asked to leave by the referee must leave the field of play for the remainder of the game (and the next game) immediately upon transferring the player ID cards to the assistant coach. If the coach refuses to leave, the referee may terminate the match. A forfeit win may be awarded to the opposing (non-offending) team by the Tournament Committee.
- E. **Any coach who has been asked in more than one game to leave the field of play will be suspended for the balance of the tournament.**
- F. A spectator or other guest who is asked to leave the field by the referee must do so immediately. If a spectator or guest refuses to leave, the referee may terminate the match. A forfeit win may be awarded to the opposing (non-offending) team by the Tournament Committee.
- G. **All red cards (and resulting send-offs) for players and all ejections of coaches or spectators will be sent (via copy of the Game Misconduct Report) to the regional commissioner, area director and tournament director within 10 days of the conclusion of the tournament.**
- H. Charging the goalkeeper shall not be permitted in the penalty area, nor shall the goalie be harassed or interfered with while attempting to put the ball in play.

XIX. Scheduling

- A. All teams will be guaranteed a minimum of three (3) games.
- B. In the event that unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the Tournament Committee shall have the sole authority to make these changes in the best interest of the Tournament.

XX. INCLEMENT WEATHER POLICY

The referee will have the authority to delay the start of play, to call a halt in play, or cancel the match due to weather conditions that, in the opinion of the referee, endangers the safety of the players. Each venue site should be consistent in the application of halting play on their fields.

XXI. FIELD OF PLAY

Dimensions, the field of play, markings, goal area, penalty area, corner area, and goals will be at the discretion of the Tournament Committee. All effort will be made to conform to all AYSO Laws of the Game requirements.

XXII. AWARDS

All players on the first and second place teams will receive a trophy. Third and Fourth place teams will receive medals. All players, coaches and referees will receive a commemorative T-shirt. All Referees will receive a commemorative flip coin.

XXIII. SPORTSMANSHIP AWARD

In the spirit of AYSO's philosophy of fair play and sportsmanship the State Games Tournament will once again offer the Sportsmanship Award.

Sportsmanship points will be awarded to each team by the tournament staff with input from the referees at the conclusion of each game. Each team will be evaluated and awarded points in accordance with the attitudes of their players, coaches and spectators before, during and immediately after the game. A maximum of five points will be awarded in the following categories:

- Cooperation of the players
- Cooperation of the coaches
- Cooperation of the team spectators
- Overall game conduct

- Uniform appearance
- Courtesy toward referees and field monitors

Sportsmanship points will be deducted for every caution or send off. This includes players, coaches and/or spectators. No points will be awarded to a team that abandons or forfeits a game: or does not play all of the players required in the one-half rules of the game.

Each division and gender will receive a sportsmanship award. The team with the highest total points will be honored for outstanding sportsmanship and will receive a trophy. The region/team receiving the trophy will have guardianship of the trophy for a one-year period, at which it will be required to be returned to the following State Games Committee for distribution of the next winner.

XXIV. GAME CONDUCT

All games will be conducted in accordance with the current AYSO Laws of the Game and decisions of the Tournament Committee in effect.

Bullhorns, megaphones, whistles, bells or other noise-making or amplifying devices are not permitted at the games.

XXV. PROTESTS

Protests will not be allowed, tolerated, permitted or heard.

XXVI. INTERPRETATION AND APPLICATION

Although these ***State Games Rules and Regulations*** are comprehensive and intended to anticipate and apply to all aspects of State Games administration and play, the Committee recognizes that in the supervision, administration and play of the Games, unanticipated or unforeseen situations may occur which are either inconsistent with the objectives of AYSO Section 14 in sponsoring and administering the Games, or are not specifically, fully or adequately addressed by these rules. In the event that such an unanticipated or unforeseen situation comes to the attention of the Committee, the Committee is authorized to immediately meet to discuss the applicability of the provisions of these rules to the specific situation. If necessary, in its discretion the Committee may interpret, modify or amend these Rules and their application to appropriately protect the integrity of the Games in a manner consistent with the goals and objectives of AYSO Section 14 in sponsoring and administering the Games. All decisions with respect to the interpretation, modification, amendment and application of these Rules must be accomplished by majority vote of the Committee and are final.

Appendix A

Proper Dress

Exhibit "A"

3" or 4" AYSO Traditional logo on upper left front of jersey. Logo color must contrast with jersey color per Article VI.F.

Number on back of jersey and (optionally) on right front of jersey or left front of shorts. Number color must contrast with jersey color per Article VI.E. (Optional numbers on front of uniform not to exceed 4" in height.)

Optional emblem (region, skills, sponsor or sportsmanship) on upper right sleeve and/or lower right front of shorts – no more than 3" in diameter or equivalent diagonal per Article VI.C.



Optional standard manufacturer's name and/or logo per Article VI.B.

Optional sleeve design is allowed.

Shinguards worn on both legs, completely covered by the socks per Article VI.I.

NOTES:

1. The AYSO **Traditional logo** shall be worn on the left front of the jersey.
2. Except as indicated in **Article VI** and in the drawing, **no other markings may appear without the prior approval of the National Board of Directors.**
3. For clarification of proper application of AYSO and manufacturers' logos, refer to the AYSO National Rules and Regulations Article VI.