



# **National Games 2014**

## **Governing Rules**

---

# Table of Contents

<b>TABLE OF CONTENTS</b>	<b>2</b>
<b>AYSO NATIONAL GAMES 2014 GOVERNING RULES</b>	<b>4</b>
<b>PURPOSE OF THE AYSO NATIONAL GAMES</b>	<b>4</b>
<b>SCOPE</b>	<b>4</b>
<b>PLAYER ELIGIBILITY POLICY</b>	<b>4</b>
Registration requirement	4
Participation requirement	5
<b>TEAM FORMATION POLICY</b>	<b>6</b>
Team Selection Method	6
Team Roster Numbers and Player Numbers on the Field	6
Age Divisions	6
Team Formation Limitations – Regular Flight	8
Team Formation Limitations – EXTRA™ teams	8
“Playing Up”	8
Team Rosters	9
<b>COACHING REQUIREMENTS</b>	<b>10</b>
<b>PROPER DRESS – STANDARDS FOR UNIFORMS AND PLAYER EQUIPMENT</b>	<b>11</b>
Additional Uniform and Equipment Information	13
<b>TEAM CHECK-IN</b>	<b>14</b>
<b>SOCCERFEST PARTICIPATION</b>	<b>14</b>
Pool Play Points Awarded for Soccerfest	14
Soccerfest Method	15
<b>SPORTSMANSHIP</b>	<b>15</b>
<b>GAME FORMAT</b>	<b>16</b>
Pool Play	16
Quarter-final competition	18
Championship bracket (Semi-final and final games)	19
Ties in Medal Rounds	19
Procedures for kicks from the penalty mark:	20
<b>PRE-GAME CHECK-IN</b>	<b>20</b>
<b>SUBSTITUTIONS AND PLAYING TIME</b>	<b>21</b>
<b>WITHDRAWAL OR DISQUALIFICATION FROM COMPETITION REPLACEMENT POLICY</b>	<b>21</b>
Replacement Policies	22
<b>FORFEITS</b>	<b>22</b>
<b>DISCIPLINARY ACTIONS</b>	<b>23</b>

Team members	23
Coaches	23
Spectators	23
Points Deducted in Standings	23
Reporting Disciplinary Actions	24
<b>REFEREE INFORMATION</b>	<b>24</b>
Requirements	24
Check-in and Assignments	24
<b>GAME STOPPAGE FOR LIGHTNING, HEAT and OTHER ENVIRONMENTAL HAZARDS</b>	<b>25</b>
<b>DISPOSITION OF ABANDONED OR TERMINATED GAMES</b>	<b>26</b>
<b>AWARDS</b>	<b>26</b>
<b>MEDICAL TREATMENT AND PARTICIPATION RELEASES</b>	<b>26</b>
<b>FEEES</b>	<b>27</b>
<b>REFUND POLICY</b>	<b>27</b>
<b>ADDITIONAL INFORMATION FOR COACHES AND SPECTATORS</b>	<b>27</b>
<b>RULES INTERPRETATION</b>	<b>28</b>
<b>Appendix 1 – AYSO National Rules and Regulations on Substitutions</b>	<b>32</b>
Article I.C. PLAYING TIME AND SUBSTITUTION	32
<b>Appendix 2 – Additional Quarterfinal Seeding</b>	<b>33</b>

# AYSO National Games 2014 Governing Rules

## **PURPOSE OF THE AYSO NATIONAL GAMES**

---

The National Games (“Games”) shall offer an opportunity to bring together different Regions and Sections to share in the diverse soccer culture of the AYSO family. This occasion focuses on sportsmanship, team spirit and making new friends through the activities and events that are offered during this weeklong event. ***The Games should not be interpreted nor represented as any form of an AYSO national championship.***

## **SCOPE**

---

The National Games consists of two flights for:

- Teams formed by Regions, Areas or Sections consisting of eligible players from within the Region, Area or Section, as described below; and
- EXTRA teams formed under an approved AYSO EXTRA™ program and comprised of eligible players.

The two flights will have separate lottery draws, pools and awards. Unless specifically noted otherwise, these rules apply equally to players, coaches, volunteers and parents in each flight. For convenience, teams playing in the separate EXTRA flight will be referred to as “EXTRA teams” or “EXTRA Flight” in these rules.

## **PLAYER ELIGIBILITY POLICY**

---

To be eligible to participate in the National Games, a player must meet **both** a registration requirement and a primary program participation requirement. It is the intent of these rules that participants will not join the organization for the express or singular purpose of participating in the National Games and teams will not be formed with any participants thus joining.

### **Registration requirement**

Eligible players must be either:

- (1) Registered in eAYSO for the 2012-2013 membership year on or before March 31, 2013 **and** registered in eAYSO for the 2013-2014 membership year on or before March 31, 2014.

## OR

(2) Registered in eAYSO for the 2013-2014 membership year on or before September 30, 2013.

Exceptions to the above registration deadlines are allowed only to the extent that conclusive documentation is provided before April 1, 2014 that the player should have been properly registered by a Region in eAYSO on the required dates. The eligible player list will be frozen in eAYSO as of April 1, 2014 and only those players on the list as of April 1, 2014 will be permitted to play in the National Games.

*Conclusive documentation* includes verifiable, dated records created at the time of payment that indicate timely payment of registration fees to AYSO

### **Participation requirement**

To be eligible to participate in the National Games, players meeting the registration requirements must be certified by the Regional Commissioner as having actively participated in a primary program. For purposes of this determination the following definitions shall apply:

1. "Actively participated in" means playing in at least 50% of the scheduled games of any complete AYSO-approved primary program that begins after January 1, 2013. For this purpose only, a primary program that ends after Sunday June 1, 2014 will be deemed "complete" on June 1, 2014. See AYSO National policy statement 2.2, *Participation in Secondary Programs*, for allowed special circumstances that would prevent a registered player from completing a program:

"Special circumstances would include, but are not limited to, an illness; a soccer-related injury; change of address (moved to a new Region); parental custodial rights; conflict with secondary or high school rules of state which prevent the registered player from COMPLETING the primary program; If such special circumstance arises within a Region, the Regional Commissioner must request approval, in writing, from the Area Director and/or Section Director prior to adding the child to a secondary season roster."

2. "Scheduled games" shall mean games that were scheduled for play at the beginning of the season and available for play (excludes games not available for play due to field closures or similar).
3. "Primary program" shall mean the entire set of scheduled games (including **both** parts of split seasons) in a Region for which open registration is held, balanced teams are newly formed and all registrants play. It is acknowledged that some Regions may have more than one primary program under this definition. "Primary programs" include both standard primary and approved EXTRA<sup>TM</sup> programs.

Each Regional Commissioner, Area Director and Section Director is responsible for ensuring that the spirit of the eligibility rules is honored. Upon the recommendation

of the National Director of Tournaments, the AYSO National Board of Directors or its designee, reserves the right to determine and administer any discipline that they deem appropriate should they find that the participation of any team or player violates this intent. Disciplinary sanctions can include, but are not limited to, removing or rejecting the offending team or player from participation in all or any part of the National Games.

## **TEAM FORMATION POLICY**

---

### **Team Selection Method**

Each Region (or Area if receiving an Area slot) shall determine the method it uses for team formation, provided that each team member is eligible following the rules listed below. All rostered team members must be eligible players as defined above.

A team roster must also include two coaches, each of whom has met the Coaching Requirements described below.

Only players and coaches listed on the approved roster may participate in the National Games.

### **Team Roster Numbers and Player Numbers on the Field**

- The maximum number of team members allowed in U-19 and U-16 will be eighteen and teams will play 11 v 11
- The maximum number of team members allowed in U-14 will be fifteen and teams will play 11 v 11
- The maximum number of team members allowed in U-12 will be twelve and teams will play 9 v 9
- The maximum number of team members allowed in U-10 will be ten and teams will play 7 v 7

### **Age Divisions**

The following age divisions participate in the AYSO National Games (DOBs for 2014 Games):

U-19 girls teams and boys teams	Birthdates August 1, 1994 – July 31, 1997
U-16 girls teams and boys teams	Birthdates August 1, 1997 – July 31, 1999
U-14 girls teams and boys teams	Birthdates August 1, 1999 – July 31, 2001
U-12 girls teams and boys teams	Birthdates August 1, 2001 – July 31, 2003

U-10 girls teams and boys teams

Birthdates August 1, 2003 – July 31, 2004

**Teams with a mixture of boys and girls are considered to be boys' teams for purposes of the lottery draw and pool placement.**

## **Team Formation Limitations – Regular Flight**

- Each team must be comprised of eligible players from the Region(s) that are age-appropriate for the age division selected in the Lottery Draw. (“Age appropriate” shall be judged solely by a player’s birth date and not by the player’s primary season division.) All eligible players from the hosting Region **MUST** have the first opportunity to participate or, if an Area team, only from the Regions stated in the lottery bid.
- **Exception 1:** If the selected Region is unable to form a complete team from age appropriate eligible-players in the Region’s primary program, the Region may, with permission from the Area Director, approach Regional Commissioners from other Regions in their own AYSO Area to seek additional eligible players, which requires each Regional Commissioner involved to sign off on the addendum eAYSO team roster.
- **Exception 2:** Extraordinary circumstances might indicate the need to go to a neighboring AYSO Area to find a team member. This requires agreement by each of the Regional Commissioners, Area Directors and Section Director(s) involved as well as permission from the National Director of Tournaments or designee.
- **Exception 3:** Team members will be allowed to be added to a team roster not in their age appropriate division only under the circumstances as described in “Playing up.”.

## **Team Formation Limitations – EXTRA™ teams**

- EXTRA teams playing in the separate EXTRA flight must be formed according to the approved EXTRA guidelines that govern a Region’s program.
- Each team must be comprised of eligible players from the Region(s) that are age-appropriate for the age division selected in the Lottery Draw. (“Age appropriate” shall be judged solely by a player’s birth date and not by the player’s primary season division.)
- Team members will be allowed to be added to a team roster not in their age appropriate division only under the circumstances as described in “Playing Up.”

### **“Playing Up”**

“Playing up” a division by a team member into an older age bracket than his/her birth date indicated in **Age Divisions**, will be permitted only under one of the following circumstances:

- Permitted in all of the age brackets **provided that the team member played up in the 2013-2014 primary program.** Age appropriate team members should be given first priority in the selection process **and it is the responsibility of the Regional Commissioner to verify the eligibility of the “younger” team member to be playing in an older age bracket during the Region’s primary program.** Regional Commissioners must NOT play younger children up for the express or singular purpose of participating in the National Games.
- A player born between August 1, 1997 and July 31, 1998 may play U-19
- A player born between August 1, 1999 and July 31, 2000 may play U-16
- A player born between August 1, 2001 and July 31, 2002 may play U-14
- A player born between August 1, 2003 and July 31, 2004 may play U-12
- **U-10 may not utilize players who played in U-8 during the primary program**
- **“Playing down” in a younger division than the player’s age is not permitted.**

## **Team Rosters**

**NOTE: Reminder: all Regions must utilize their own Region’s age-appropriate registered players prior to asking for “exceptions”. All team member eligibility will be verified by the AYSO National Office. Falsifying information about eligibility may result in expulsion of a team from the Games prior to its start, or if discovered after the Games commence, forfeiture of games and zeroing out of sportsmanship points for games in which ineligible team members participated.**

The Team Roster and the approved Team Roster Exemption Form (to be provided) must be sent together when requested with all appropriate Regional Commissioner, Area Director and Section Director signatures when submitted to the Games committee. The Roster Form and all other required documents will be available on the national Web site at [www.ayso.org](http://www.ayso.org). **Rosters will be due on March 1, 2014.** Directions and due dates for roster revisions will be provided to coaches and RCs in February.

Team rosters must be prepared using eAYSO, except that the National Office may grant approval to use an alternate form in the case of special circumstances that can’t be handled by eAYSO.

Roster changes, including late roster submissions, after the later of May 15, 2014 or 14 days following a team’s acceptance of an invitation to the Games, must be accompanied by an administrative fee of \$25 per eligible player or coach added to

the roster. Roster changes submitted after June 15 will not be processed until Team Check-in, and may result in significant delays in the check-in process.

For example, if a complete 14-player roster is submitted for the first time after May 15, the administrative fee would be \$400 (14 players and 2 coaches x \$25 each). If there is a coach change and one player change, the administrative fee would be \$50.

There may be a limited number of **unaffiliated guest** or local players who are available at team check-in; these players will be allocated to teams willing to accommodate them at the discretion of the National Games management. Any such player added to a team's roster will not be subject to the additional administrative fee. There is no guarantee that such players will be available or how many such players (if any) will be assigned to a particular team. Such players will be added from both a highest need and a first come first served bases.

## **COACHING REQUIREMENTS**

---

All AYSO coaches and assistant coaches (hereafter referred to collectively as coaches) who wish to coach in the AYSO National Games must, at a minimum:

1. Be a registered volunteer in eAYSO for the current AYSO membership year.
2. Have the new AYSO Safe Haven™ certification.
3. Have completed CDC concussion awareness training
4. Be trained per the National Coaching Program Guidelines at the age/skill level of the team they wish to enter/coach. Training must be completed and verified in eAYSO by March 1, 2014.

Following are the required certifications for each of the age levels:

Division	Minimum Required Certification
U-10	U-10 Coach (complete course)
U-12	U-12 Coach
U-14	Intermediate Coach
U-16 & U-19	Advanced Coach

Coaches are permitted to be the coach or assistant coach for one team, and one team only.

U-10 Coaches who have taken ONLY the online U-10 course will NOT BE ELIGIBLE to coach. The field portion of that course must also be completed.

Coaches are responsible for checking eAYSO to ensure that all completed courses have been properly credited prior to March 1, 2014.

Each team *must have two* coaches and *only two* coaches. Each coach must be 18 years of age or older. These two identified and approved coaches are the only people permitted to coach and to be in the coaching areas on the fields. If a trainer is traveling with a team, he/she is will not be permitted as a substitute coach for any reason and is not allowed in the coaching areas. The coaching area is a marked box located one yard off the touchline and centered on the halfway line. It is the length of the center circle and as wide as 3 yards depending upon the space available. No other persons, except for the assistant referee, are permitted in the coaching area. Coaches, substitutes and spectators are not permitted to enter the field of play unless requested to do so by the referee

Substitutes, coaches and spectators are to remain on their designated side of the field within the specified areas behind the coaching area during the game. Spectators are to remain in their designated areas, including between the outside edges of each penalty area for the duration of the game and are not permitted to enter the field of play.

**Coaches are responsible for their conduct and the conduct of their players, spectators and guests.** Only positive, instructional and encouraging coaching is permitted. **Negative comments towards their own players, opposing players or the referees will not be tolerated.** Such behavior will result in the loss of sportsmanship points and, if serious enough, in the expulsion of a team from the National Games.

## **PROPER DRESS – STANDARDS FOR UNIFORMS AND PLAYER EQUIPMENT**

---

Pursuant to AYSO National Rules and Regulations, the National Games 2014 will be using the following guidelines on proper uniform requirements. In all respects, each player's team uniform shall conform to the markings on Exhibit "A" of these rules.

- A. Every team member shall wear a matching team uniform consisting of jersey, shorts and socks. Such uniform shall be properly marked with the AYSO Traditional logo that is a minimum of three inches and a maximum of four inches in diameter located on the upper left front of the jersey. The AYSO Traditional logo is not required on the goalkeeper's jersey but is highly recommended.

For the 2014 National Games, in connection with the celebration of the 50th anniversary of the founding of AYSO, a 50th anniversary logo approved by the National Board of Directors (the "50th Anniversary logo") may be used wherever the AYSO Traditional logo is required or permitted to be used as provided in this section or as reflected in Exhibit "A."

- B. The AYSO uniform, including goalkeepers' jerseys, may bear a manufacturer's name and/or logo. The manufacturer's name and/or logo must

not be displayed more prominently than the AYSO Traditional logo or be larger than the Traditional logo and it must not be placed on the upper left front of the jersey. In no event shall a manufacturer's name and/or logo appear in the area designated for the AYSO Traditional logo. No exceptions shall be allowed.

- C. The AYSO uniform may bear an optional emblem representing Region, skills, sponsor or sportsmanship on the upper right sleeve and/or the lower right front of the shorts in accordance with Exhibit "A". Such emblems shall be no more than three inches in diameter (or equivalent diagonal) and shall be approved by the Regional Commissioner. No deviations from this Rule will be allowed. **Note: The National Games logo cannot be used on the uniform as it does not fit the categories allowed.**
- D. The AYSO uniform may also bear a sponsor emblem designated by the AYSO National Board of Directors immediately below the AYSO logo on the left breast of the jersey or such other location as the National Board of Directors may determine, as illustrated in Exhibit "A". No exceptions will be allowed.
- E. No AYSO uniform may bear a team member's name, team name, league name, or program name, except that approved Region EXTRA Teams in the separate EXTRA pool are permitted to use the approved AYSO EXTRA patch on the right sleeve of the jersey. No other exceptions will be allowed.
- F. The team member's uniform number shall appear on the back of the jersey in a color that contrasts with the jersey color, and (optionally) may be placed on the front of the uniform below the standard manufacturer's name and/or logo on the jersey or on the left side of the shorts. The number on the front of the uniform shall not exceed four inches in height. The 3" or 4" AYSO Traditional logo must be on the upper left front of the jersey.
- G. The AYSO Traditional logo must appear in a color that contrasts with the predominant color of the jersey. The AYSO Traditional logo must have a prominent appearance on the uniform.
- H. Regulation soccer shoes, gym shoes, or sneakers (with or without cleats) are permissible in all AYSO competitions subject to the referee's approval regarding their safety.
- I. Team members must wear shinguards that provide a reasonable degree of protection, and that are completely covered by their socks, to participate in any practice or game.
- J. Team members shall not be allowed to practice or participate in any game with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify the team member from practice or game participation.

- K. Players shall not wear anything that is dangerous to either themselves or other players as determined by the referee or Games officials.

### **Additional Uniform and Equipment Information**

1. Jewelry or adornment of any kind is not allowed. Jewelry or adornment includes: earrings, any hard replacement stud or other piercings worn in any visible body part; friendship, rubber sport, braided and other similar bracelets; hard metal or plastic items on clothing or hair, including beading, clips or bobby pins; or ribbons, loops or loose strings in the hair. Taping of these items is not permitted, and does not make them legal to wear.
2. Soft, “scrunchy-type” or elastic hair control items are permitted.
3. Medical alert bracelets are allowed. They should be secured to the player with tape, a cloth wristband or the equivalent taking care to leave the information visible and easily recognizable in case of emergency.
4. AYSO will not prohibit the use of knee braces by players provided that, in the judgment of the referee, the brace is adequately covered and padded so as to eliminate the possibility of its causing injury to the other players on the field of play.
5. The acceptable length and shape or adornment of fingernails is up to the good judgment of the referee. In general, long or fake fingernails are not to be considered dangerous by themselves. However, the use of such as a deterrent should be sanctioned according to the severity of use. Knit gloves may be used by a player to cover nails judged to be dangerous.
6. The acceptable color of undergarments, bicycle shorts, tape applied to the socks (if different from the main color of the jersey, shorts or socks) is up to the discretion of the referee's good judgment, consistent with the Laws of the Game and the principles of safety and fairness..
7. Goalkeepers may wear a soft brimmed hat or cap. In addition the brim must also be made of a soft material and must be approved by the referee. Baseball-style caps with hard brims are not acceptable even if worn backwards. These items should be a neutral color free of inappropriate design, logo or meaning. They must not constitute a danger to the player or to other players and must be approved by the referee.

**Other uniform and equipment issues will be resolved in accordance with the *AYSO Guidance for Coaches, Referees Other Volunteers and Parents* and the *Laws of the Game* for the current year. Questions should be asked prior to attendance at the Games so that any modifications or changes can be worked out in advance.**

## **TEAM CHECK-IN**

---

All teams must check-in at the Games headquarters during the dates and times noted in the Games schedule. Players must suit up in their primary uniform (jersey, shorts, shin guards and socks) and carry their cleats with them for check-in. The team is required to bring an alternate “uniform” which must consist minimally of an alternate jersey or acceptable overlays such as pinnies or scrimmage vests in material that allows for the player jersey numbers to be seen or are individually numbered.

All uniforms, including alternate jerseys, will be checked for compliance with the AYSO uniform guidelines (see Proper Dress). Teams with improper uniforms must make the necessary corrections before they will be allowed to participate. Noncompliant uniforms at the field of play will result in deduction of Sportsmanship points and overlays will be required to be used until there is full compliance.

Further details and requirements about the team check-in process will be included in the coach’s information package which will be sent to participating teams at least 45 days before the start of the games.

## **SOCCERFEST PARTICIPATION**

---

The Soccerfest event creates the atmosphere for the Games and is a great kick-off! Soccerfest is a fundamental and integral part of the spirit of the Games and the Games experience. Every player is enriched by interacting with players from other teams across the country; making new friends adds to the excitement for everyone!

Travel arrangements need to include arriving in time for team check-in and Soccerfest activities.

Rostered National Games players are automatically registered for Soccerfest. AYSO and non-AYSO players who are not playing in the Games but would like to participate must register using the appropriate AYSO Soccerfest Registration and Release Forms; and pay the Soccerfest fee of \$30 for currently registered AYSO players and \$30 plus MY2013 national registration fee for not-currently registered players. Players who are not currently registered in AYSO must present proof of age (copy of birth certificate, passport or similar document).

### **Pool Play Points Awarded for Soccerfest**

- Each National Games team will be awarded six points in pool play standings for full participation (as defined below) of its officially rostered players and coaches in Soccerfest. Partial credit will not be awarded.
- Full participation credit will be awarded as follows:
  - U-10: a minimum of six team members and one coach from the official approved team roster participate in each of the Soccerfest games.

- U-12: a minimum of eight team members and one coach from the official approved team roster participate in each of the Soccerfest games.
- U-14 through U-19: a minimum of ten team members and one coach from the official approved team roster participate in each of the Soccerfest games.
- Any team members from the official approved roster will be credited with participation, and it does not have to be the same six/eight/ten team members in each game. If two team members are sharing a spot, each playing one game, it is requested that both team members be present and identified during the initial Soccerfest team formation. If this is not possible, the player in the second game needs to check in with the Soccerfest official with adequate time prior to the second game.
- Teams added at the last minute at the request of the Games Executive Committee to fill drops and avoid byes will be awarded full credit for Soccerfest participation in pool play standings in the event that they are unable to field the minimum team members and one coach for each Soccerfest game. **Their fullest participation possible is expected.**

Soccerfest points will be posted after Soccerfest within a reasonable time as established by the Games Committee. Any challenge to the Soccerfest points awarded or not awarded must be made prior to the end of the last game on the first day of pool play competition, or no later than twenty four (24) hours after the conclusion of the Soccerfest games, whichever is later. Any challenge received after the deadline, no matter the validity of the claim, will not be considered.

### **Soccerfest Method**

- Coaches, team members and additional players who are registered for Soccerfest only, will be scrambled into teams. Soccerfest teams will play two shortened games
- Complete Soccerfest information will be provided to coaches prior to their arrival

## **SPORTSMANSHIP**

---

“**Good Sportsmanship**” is one of AYSO’s six philosophies. AYSO strives to create a positive environment based on mutual respect rather than a win-at-all-costs attitude, and our programs are designed to instill good sportsmanship in every facet of AYSO.

Sportsmanship is how we play the game – how we follow the Laws and show respect for teammates, opponents and officials. This is evidenced in applauding opponents’ good performances, encouraging teammates and courtesy towards the

referees. Coaches, parents and spectators need to be excellent role models of good sportsmanship as players often follow their example. Building character, confidence, self esteem and enjoyment in all aspects of a player's experience in AYSO are primary goals. AYSO is firm in its commitment to hold coaches, athletes, parents, spectators and all involved in our soccer organization to these expectations

The competition itself, rather than the outcome, teaches vital life lessons about character and ethics. In AYSO, young people learn to work together, to sacrifice for the team, to enjoy winning and to deal with defeat – while learning soccer skills, becoming physically fit, being healthy and having fun playing the game.

Because of the value that AYSO places on sportsmanship, sporting behavior and sportsmanship points are used to break ties in the standings, and Sportsmanship Awards are the highest honor of the National Games for all teams, including the AYSO Michalski Sportsmanship Cup, which is awarded by the National Games Executive Committee to one team that demonstrates the highest level of sportsmanship out of all the teams participating in the tournament.

Sportsmanship points will be based upon the Sportsmanship Forms in Exhibit "B" at the end of these rules. One portion will be filled out by the referees, and the other will be filled out by the field monitors, with input from the referees, at the conclusion of each game. As a tiebreaker for the AYSO Michalski Sportsmanship Cup, Games officials may offer additional observations of player, coach and spectator conduct throughout the games.

In each age division, the team that earns the highest total points over their pool play games will be honored for outstanding sportsmanship and all team members and coaches of those teams will receive medals. In the event of a tie, all team members and coaches will receive medals.

Teams proceeding into the medal rounds will have the opportunity to continue to demonstrate excellent sportsmanship, based on the same criteria used in pool play games. All teams which reach the Finals of either the Championship Bracket or the Consolation Bracket will be in the position to win the Medal Rounds Sportsmanship Award. One team from each division in the final eight games will be sportsmanship winners.

## **GAME FORMAT**

---

### **Pool Play**

- Girls' and boys' teams within each age group will be organized into separate pools. Co-ed teams will play in the boys' brackets. EXTRA Teams that are from EXTRA programs that have received and maintained National Board of Director's approval may be entered in a separate lottery and will play in a separate pool if selected.
- The structure of the age groups will be determined by the number of teams entered. Ideally, each pool will consist of at least six teams, and there will be

no more than four pools in each bracket. The make-up of each pool will be determined by a random draw, and the teams will be assigned to provide as much inter-Section play as possible.

### **Pool Play – Modified Round Robin – U-10 Divisions**

U-10 teams will initially be assigned to four pools of six teams based on geographic diversity. The teams will play two games within their assigned pool. After the first two games, teams will be evaluated and reassigned to four new pools. to balance the competition. The teams will then play two games within their new assigned pool. After the next two games, teams will be evaluated and reassigned to four final new pools.

The final new pools will use the standard National Games scoring to assign pool play points. Note: Only the last three games will count for this purpose. At the end of final pool play, the highest ranking team in each pool wins first place; the second highest team wins second place; all other teams will receive participation awards. If teams are tied for first or second place, duplicate first or second place medals will be awarded. There will be no overtime or kicks from the penalty mark.

### **Game duration**

Game durations will be as follows, unless the National Director of Tournaments reduces the length of the halves due to playing conditions:

<b>Age Group</b>	<b>Game Duration – all games</b>
U-19	Two – 35 minute halves
U-16	Two – 30 minute halves
U-14	Two – 25 minute halves
U-12	Two – 25 minute halves
U-10	Two – 20 minute halves

Half-time periods shall be a minimum of five and a maximum of ten minutes as designated by the referee

### **Round-Robin Play**

Points during pool play will be awarded using the following formula:

- **Six points for a win**
- **Three points for a tie (to each team)**
- **Zero points for a loss**
- **One point for a shutout**
- **One point to the winning team for each goal differential (up to 3)**
- **One point deducted for each player or substitute sent off**
- **One point deducted for each coach expelled from the playing area**
- **Six points for proper participation in Soccerfest (see Soccerfest for requirements)\***

### **Examples:**

A 1-0 win equals 8 points for the winning team and zero points for the losing team

A 3-2 win equals 7 points for the winning team and zero points for the losing team.

A 2-2 tie equals 3 points for each team.

A 0-0 tie equals 4 points for each team.

- In the event of a forfeit, the winning score shall be 1-0, with the winner awarded eight points.
- In the event a team receives no points for a game in which a send off or expulsion has occurred, a negative point total shall be posted for that team for that game.
- At the end of pool play, eight teams from each bracket will advance to the medal rounds. If there are four pools, the top two teams in each pool will advance. If there are three pools, the top two teams in each pool plus the two third place teams with the most points will advance. If there are two pools, the top four teams in each pool will advance. If there is only one pool, the top eight teams will advance.
- If there is a tie in total points at the end of pool play, the following tie breaking rules, in the order listed, will be used to determine a winner:
  - Head to head results
  - Sportsmanship points earned
  - Goals against in all games (aggregate)
  - Kicks from the penalty mark
  - In a three-way tie, lots will be drawn to determine which two teams will first take Kicks from the Penalty Mark (KFTPM). The third team has a “bye” and will compete in KFTPM against the winning team of the first round of KFTPM.

### **Quarter-final competition**

Game 1      1st in pool A vs. 2nd in pool C

Game 2      1st in pool B vs. 2nd in pool D

Game 3      1st in pool C vs. 2nd in pool A

Game 4      1st in pool D vs. 2nd in pool B

Quarterfinal competitions for three-, two- or one-pool divisions may be developed by the Games Executive Committee based on these principles or as described as an appendix to these rules. In all cases, semi-final and final games will proceed as described below.

### **Championship bracket (Semi-final and final games)**

- Game 5 Winner of Game 1 vs. Winner of game 2
- Game 6 Winner of Game 3 vs. Winner of game 4
- Game 7 Winners of Games 5 and 6 play for 1st and 2nd in the championship bracket
- Game 8 Runners-up Games 5 and 6 play for 3rd and 4th in the championship bracket

### **Consolation bracket (Semi-final and final games)**

- Game 9 Runner-up of Game 1 vs. Runner-up of Game 2
- Game 10 Runner-up of Game 3 vs. Runner-up of Game 4
- Game 11 Winners of Games 9 and 10 play for 1st and 2nd in the consolation bracket
- Game 12 Runners-up of Games 9 and 10 play for 3rd and 4th in the consolation bracket

### **Ties in Medal Rounds**

Quarter-final, Semi-final and Final matches tied at the end of regulation time will be broken as follows:

Two complete overtime periods will be played. Overtime kickoff will be determined by a coin toss. The team winning the coin toss will choose which goal to attack in the first overtime period and will kick off the second overtime period. The team losing the coin toss will kick off the first overtime period. Teams will change sides between overtime periods. Player substitutions may occur only at the beginning of each overtime period. There will be a 5-minute break between the end of regulation time and the start of the first overtime period and a 2-minute break between overtime periods.

Age Division	Length of overtime periods (play two)
U-19	9 minutes
U-16	8 minutes
U-14	7 minutes
U-12	6 minutes

If the game is still tied at the end of the second overtime period, Kicks from the Penalty Mark as described in the FIFA Laws of the Game will be taken.

## **Procedures for kicks from the penalty mark:**

Only those players on the field at the end of the second overtime period (or who are off the field of play with the referee's permission) are eligible for participation. If, for any reason, one of the teams has fewer eligible players than the opposing team at the end of the second overtime period, the opposing team shall reduce its numbers so that there will be an equal number from each team participating in the kicks from the mark. Any player thus excluded must be reported to the referee and is ineligible to participate in the kicks from the mark. The referee will conduct a coin toss and the team winning the coin toss will have the choice of first or second kick. Kicks will be taken alternately by each team.

Each team is responsible for selecting the players from those on the field of play at the end of the match and the order in which they will take the kicks. When a team has more goals than their opponent at the completion of five kicks OR has more goals than the other could score even if it were to complete its five kicks, they shall be declared the winner.

If the match remains tied after both teams have had five kicks, each team will, in turn, take an additional kick and will alternate turns until a winner is determined. All eligible players (including the goalkeeper) must kick once before any eligible player may take a second kick. When all eligible players on a team have taken a kick, and a second round is necessary, the order used in the first round need NOT be followed.

## **PRE-GAME CHECK-IN**

---

Teams should report to their assigned fields at least 30 minutes prior to the scheduled game start time. The Field Monitor and/or the referees will check player and coach ID cards, Player Registration Forms (emergency medical releases) and uniforms before each game.

Coaches shall provide to the Field Monitor and/or the referees, the complete, pre-printed game cards with the players listed in numerical order. Complete team information including uniform color must be filled in. In the event of any handwritten notations on the card, the handwriting MUST be legible.

The home team is listed first on the schedule and shall occupy the North or West side of the field, while the visiting team shall occupy the South or East side of the field. Teams must remain on their designated side of the field. Coaches and substitutes must remain in the designated technical area with players behind the technical area. Spectators must remain behind the spectator line, behind the players, and between midfield and the penalty area.

The home team will be required to wear their alternate uniforms/jerseys in case of a color conflict with the other team.

## **SUBSTITUTIONS AND PLAYING TIME**

---

Except as described in this section, the AYSO substitution rules found in section I.C of the National Rules and Regulations and reproduced as an appendix to these rules shall be used in all age divisions. Every player must play at least half of each game. All coaches are strongly encouraged to give every player the opportunity to play three quarters before any player plays four quarters. Injury and illness will be taken into account, but must be verified on the game card by the referee.

## **WITHDRAWAL OR DISQUALIFICATION FROM COMPETITION REPLACEMENT POLICY**

---

The AYSO National Games gives players the opportunity to meet and compete against players from across the country in an enhanced and different environment from their primary season experiences. The Games are based on the cultural experience of making new friends while playing soccer. All players and teams want to do their best in this fun and fair environment, whether in a Soccerfest or a competitive match.

National Games activities and games span an entire week and can, on occasion, conflict with pre-determined family obligations or other events. When conflicts arise they pose difficult decisions for both the teams as well as for the Games, which desire that teams fully participate.

Teams with known commitment or attendance issues which attend the Games, and the Games' decision of how far a team that intends to withdraw early should be allowed to advance, must be fair and consistent. The disruption or unfairness caused to the remaining team or teams which would have advanced if not for another team's early withdrawal must be carefully considered and the solution fairly and consistently applied.

There can also be unfortunate instances in which teams are disqualified from continuing due to disciplinary or other technical issues. This can leave openings in matches that need to be filled by a pre-determined method.

In the National Games, upon completion of pool play (see generic Game Schedule), the top two teams from each pool advance to the play-offs and play an additional three games – Quarter Finals on Saturday afternoon and Semi-Finals and Finals on Sunday. The winning and losing teams of Quarter Final games advance to the Championship bracket and the Consolation bracket, respectively. Any team that is unable to complete all three games of the medal rounds for any reason must notify the National Games Venue Chairperson (or designee) **as soon as they are aware of that eventuality – whether prior to the Games beginning or during pool play or in one of the playoff rounds** so that an alternate team may be invited to fill the spot.

## **Replacement Policies**

**The following policies will be in effect for replacing teams that withdraw (or are disqualified), whether or not the Games has been notified in advance of their intention.**

**POOL PLAY:** If a team withdraws or is disqualified in pool play, the pool will still send its top two point earners (other than the withdrawn or disqualified team) into the Quarter Finals.

**QUARTER FINALS:** If a team which wins their Quarter Final withdraws or is disqualified after that game, there will be Kicks From the Penalty Mark (KFTPM) process, as set forth in the Rules, between the team which lost to the withdrawing team in the Quarter Finals and the next highest point earner (in the event of a tie, the tie breaker process set forth in the Rules shall be applied) across the pools of that division. If that team does not/cannot participate, the next team in descending order of points earned will be invited to participate in the KFTPM and so on until an opponent is found. The team which wins the KFTPM will move forward into the Semi-Finals of the Championship bracket, the losing team will continue in the Consolation bracket.

**SEMI-FINALS:** If a team which wins their Semi Final withdraws or is disqualified, the team which has lost that semi-final match will go forward into the Final.

## **GAME SCHEDULE**

Thursday	Each team plays two pool play games
Friday	Each team plays two pool play games
Saturday	Each team plays one pool play game
Saturday	Quarter Finals
Sunday	Semi-Finals, Finals – Championship and Consolation

## **FORFEITS**

---

There will be a five-minute grace period at the start of each game. The grace period may be extended if circumstances warrant. The game will be declared a forfeit only after the referee and Field Monitors have confirmed with the Venue Chair or designee that the circumstances warrant. A 0-1 forfeit loss will be assigned to the forfeiting team. If a referee must suspend or terminate a game, the Games Executive Committee will determine the outcome of the game.

No game shall start or continue if either team has fewer than five players in U-10, six players in U-12 and seven players in U-14 through U-19 present and ready to play.

## **DISCIPLINARY ACTIONS**

---

### **Team members**

- Any team member who is sent off must leave the field of play and the immediate area (place to be determined) before play is restarted and must be accompanied by a parent or Safe Haven trained adult. The team may not substitute for that player for the remainder of the game. If there is no qualified adult to accompany the team member, he/she will remain silent on the sideline under the auspices of the team's coaches and may not participate in the hand shake at the end of the game.
- Any team member who is sent off before, during or after a game, will be ineligible to participate in the team's next scheduled game. Depending on the severity of the action that resulted in the send off, the Games Executive Committee may review the circumstances and issue greater sanctions against the offending team member.
- Any team member receiving two send offs during the Games shall have the infractions reviewed by the Games Executive Committee and may be denied further participation in the Games.

### **Coaches**

A coach who is expelled by the referee must leave the field of play and the immediate area for the remainder of the current game and for the next scheduled game. Depending on the severity of the action that resulted in the send off, the Games Executive Committee may review the circumstances and issue greater sanctions against the offending coach. Player Registration Forms must be in the possession of the remaining registered coach. If the coach refuses to leave, or there is no remaining coach or assistant coach, the referee will abandon the match. In an instance where the game is terminated, the Games Executive Committee will decide the outcome of the game. Any coach expelled from more than one game will be suspended for the balance of the National Games.

### **Spectators**

A spectator or other guest who is asked to leave the field by the referee, assigned field monitor or other Games official must do so immediately. If a spectator or guest refuses to leave, the referee, in consultation with the Field Monitor, may terminate the match, in which case, the Games Executive Committee will be responsible for determining the outcome of the match. A forfeit win may be awarded to the opposing team.

### **Points Deducted in Standings**

For each send off issued to a team member or any coach that is expelled, one point will be deducted from the team's pool play standings and sportsmanship points will be adversely affected.

## **Reporting Disciplinary Actions**

All send offs, expulsions and cautions issued during a match will be recorded on the back of the game card of the offending team. The referee shall also complete a Game Misconduct Report at the conclusion of the match. In the event that violence or the threat of violence has occurred, the assistant referees must also sign the Game Misconduct Report.

- All send offs, expulsions and cautions will be reviewed by the Games Executive Committee, which may decide to issue greater sanctions.
- Violent, abusive, threatening or destructive conduct before, during, or after any Games related event may result in the individual(s) being denied further participation in the Games.
- All send offs for team members and all expulsions of coaches or spectators will be reported (via copy of the Game Misconduct Report) to the applicable Regional Commissioner, Area Director and Section Director of the offending player, coach or spectator within 14 days of the conclusion of the Games.

## **REFEREE INFORMATION**

---

### **Requirements**

All referees must be currently registered AYSO volunteers and must have AYSO Safe Haven Certification. Referees must also have evidence of AYSO referee training or a certification resulting from submission of an AYSO/USSF cross certification application. The diagonal system of control, utilizing a referee and two assistant referees will be employed on all matches. Referees will be scheduled for matches based upon their training, unless supporting information supplied by an Area Referee Administrator or Section Referee Administrator is presented to the Games Referee Administrator in advance. All referees are subject to observation during pool play games to assist the Games referee staff with assignment of referees to medal round play games. Every effort will be made to avoid assigning a referee to a game involving one or both teams from the referee's own Region or Area.

Players in the Games may not act as referees.

### **Check-in and Assignments**

- All referees must check in with the venue referee coordinator at the referee administration tent or other designated location at least thirty (30) minutes to the start time of each match to which they are assigned.
- The Games Referee Administrator (or his/her designee) will be available and will make assignment adjustments as necessary. All referee game assignments will be posted. Referee teams shall report to their assigned fields at least 20 minutes prior to game time.

- Referees shall officiate each game in accordance with FIFA Laws of the Game except as modified by AYSO in the AYSO National Rules and Regulations or these Games rules.
- The game scores as recorded on the game cards shall be the official scores. Referees shall submit all game cards as instructed as the end of each game. The game cards will be available for completing any paperwork or reports at the Games headquarters.
- Referees shall submit a written report in the event of:
  - 1) Any cautions or send offs issued to a player or and expulsions of a coach, spectator or guest
  - 2) Any conduct by coaches, spectators, or other guests that interfered with the match
  - 3) Abuse of substitution and/or minimum play rules noted or brought to the referee's attention
  - 4) Any other action that the referee determines merits a notation or report

No protests of games, official rulings or judgment calls shall be allowed. The Games Executive Committee shall have the final say in any complaint or issue that arises. All decisions are final.

## **GAME STOPPAGE FOR LIGHTNING, HEAT and OTHER ENVIRONMENTAL HAZARDS**

---

The Games Executive Committee shall develop a safety plan for dealing with lightning, heat or other environmental hazards. The safety plan may provide for delaying the start of play, halting or suspending play, shortening the length of games or eliminating overtime periods as may be appropriate to the circumstances.

The referee will have the authority to take appropriate action for any game-specific conditions or events which, in the opinion of the referee, endanger the safety of the players; the Games Executive Committee or its designee will have the authority to order appropriate action for any site-related conditions or events that endanger the safety of the players.

If thunder is heard or lightning observed, lightning is close enough to be within striking distance and the referee or other official will immediately suspend the game and all persons should seek shelter immediately. Games officials may also suspend play and instruct participants to seek shelter immediately in accordance with local lightning detection and tornado warning system rules. Activities may resume only when a Games official gives the approval. In most cases, activities may be resumed only after lightning or thunder has NOT been observed for thirty minutes.

## **DISPOSITION OF ABANDONED OR TERMINATED GAMES**

---

If any pool play games cannot be played due to circumstances beyond the control of the Games, the final standings of the pool will be determined by applying the following winning percentage (WP) formula:

$$WP = \frac{PoolPlayPts + SoccerfestPts}{(NumberOfGamesPlayed \times 10) + 6}$$

where *PoolPlayPts* is the total points earned in all games played; *SoccerfestPts* is the number of points earned for participation in the Soccerfest (either 6 or 0); *NumberOfGamesPlayed* is the number of games each team had the opportunity to play and includes any games that were won or lost by forfeit; 10 is the maximum points that can be earned in a game, and 6 is the maximum points that can be earned by Soccerfest participation. Note: This does not apply to games which were shortened due to a late start. Only the Games Venue Director or designee can declare a game to be not played due to circumstances beyond the control of the Games.

The Games Executive Committee will decide on accounting for the games which could not start or be rescheduled due to adverse weather conditions or other circumstances. They will endeavor to reschedule or resume games that are incomplete due to weather related reasons. However, due to situations that cannot be predicted in advance, it may not be possible to finish incomplete games. All questions regarding rescheduling, including decisions on forfeits will be at the discretion of the Games Executive Committee whose decision shall be final.

Schedules and finalized rules will be communicated to all coaches four weeks prior to the Games. Coaches will receive final schedules at the official check-in if changes have occurred.

## **AWARDS**

---

All Games participants will receive an official Games T-shirt and pin as well as entrance to the Youth Event. All players advancing to the quarter final round will receive a Games medal. Medals shall be awarded to the first through fourth place teams from the championship round and first through fourth place teams from the consolation round.

## **MEDICAL TREATMENT AND PARTICIPATION RELEASES**

---

Any player who receives medical examination or treatment by medical personnel other than medical personnel directly connected with the Games must submit to the Games Executive Committee an AYSO Player Participation Release Form signed by the parent/guardian before resuming play. The player ID card of any player transported from the venue by emergency medical personnel for medical examination or treatment will be held by the Games Executive Committee and returned only upon receipt of the AYSO Player Participation Release Form signed by

the parent/guardian. This form can be signed by a parent/guardian who is not present at the Games and submitted via e-mail or fax.

## **FEES**

---

The registration fee for the National Games is as follows:

U-10 - \$600 per team

U-12 - \$700 per team

U-14 - \$700 per team

U-16 - \$750 per team

U-19 - \$750 per team

Registration fees are due when a Region accepts a lottery invitation for a team to attend the National Games.

In addition, as noted in the **Team Rosters** section, roster changes submitted after May 15 will be subjected to a non-refundable administrative service fee.

## **REFUND POLICY**

---

In the very unlikely event that the National Games are cancelled, all registered teams will receive full refunds of their team registration fee. Memorabilia that is pre-ordered and paid for by teams will be distributed.

For any team that withdraws prior to January 31, 2014, a full refund of the registration fee will be provided. If a team withdraws after January 31, 2014 and prior to April 1, 2014, there will be a refund of one-half the registration fee. If a team withdraws after April 1, 2014, there will be no refund.

## **ADDITIONAL INFORMATION FOR COACHES AND SPECTATORS**

---

- Alcohol, tobacco, other controlled substances and noise makers are not allowed at the facility.
- All trash must be picked up on a daily basis and put in receptacles provided.
- Pets are not allowed on any fields or common areas in any facilities

## **RULES INTERPRETATION**

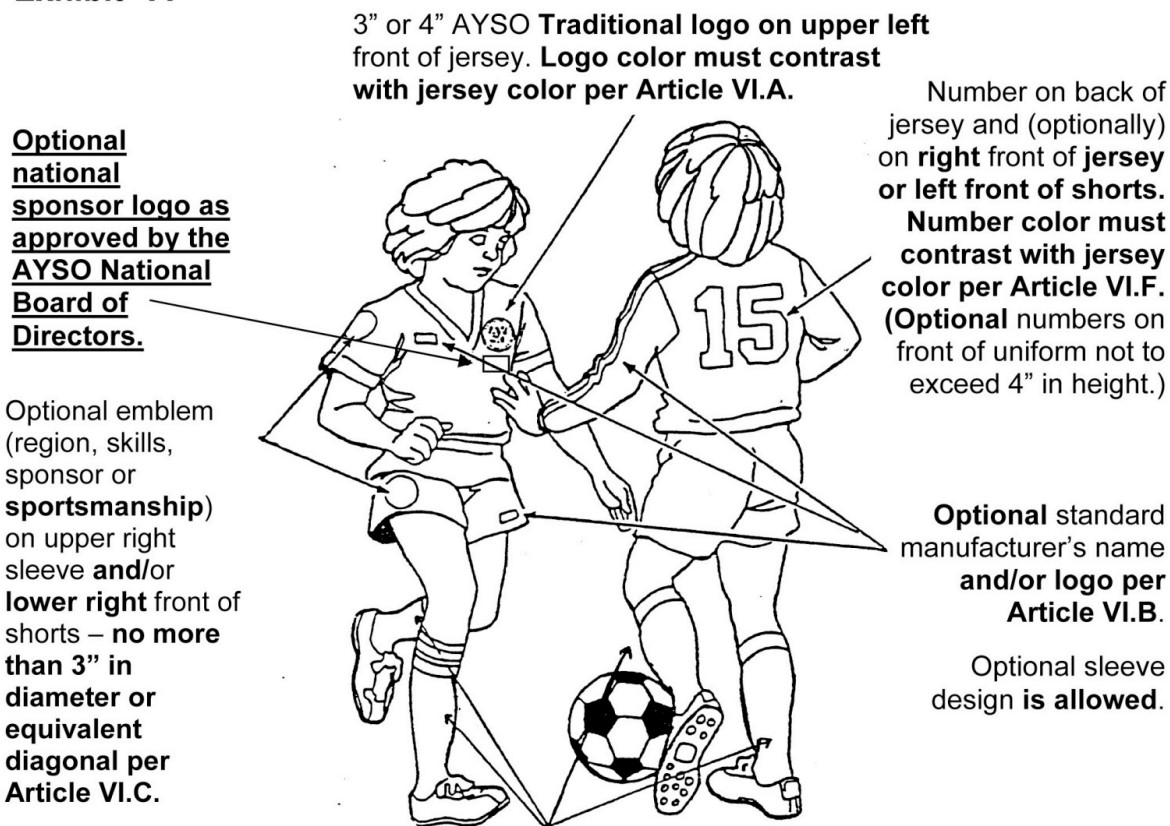
---

The National Games Rules Committee will decide any situations or subjects not covered by the aforementioned Rules. The National Tournament Advisory Commission reserves the right to change these rules prior to the National Games with notice to all coaches and team members at the event.

Questions about these Rules should be addressed to [nationalgames@ayso.org](mailto:nationalgames@ayso.org).

**STRICT ADHERENCE TO THE DIAGRAM BELOW IS REQUIRED**  
**QUESTIONS ON ANY “PROPER DRESS” ISSUES SHOULD BE ADDRESSED**  
**PRIOR TO PURCHASE OF UNIFORMS.**

**Exhibit “A”**



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

**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.
4. The **AYSO Traditional logo** is not required on goalkeepers' jerseys but is highly recommended.

## EXHIBIT “B” SPORTSMANSHIP FORMS

### Referee’s Sportsmanship report

<i>Instructions: check the appropriate box for how often you observed the sporting behaviors described below over the course of the game. Use your best judgment to determine what weight, if any, to give to misconduct when evaluating each of the categories. Multiply the number of checks in each column x pts shown to get total points.</i>		Always or almost always (X3)	Mostly (X2)	Some (X1)	Rarely or not at all (0)
<b>Players</b>	<b>Respect for Opponents</b> - Acknowledges good plays and sporting gestures, before, during and after game. Plays with skill and not force. Wins with humility and grace/accepts defeat with dignity.				
	<b>Respect for Officials</b> - Respects referee calls and decisions. Thanks referee/field monitors at end of game				
	<b>Respect for the Game</b> - Knows and plays by the Laws of the Game (No free kick infringement, time wasting, etc.)				
<b>Coaches</b>	<b>Respect for Officials</b> - Respects referee calls and decisions and encourages spectators to do the same. Remains in team area unless asked onto the field by the referee. Cooperates with National Games officials				
	<b>Respect for Players</b> - ONLY positive, instructional and encouraging comments. Allows players to play and think for themselves.				
	<b>Respect for the Game</b> - Knows and encourages playing by the Laws of the Game. Players are organized and ready to play. Substitutions are organized and take < 30 seconds. Encourages self-control and fair play of players.				
<b>Total points</b>					
Did any non-injured player sit two quarters? (circle one)		Yes	No		
Did any player play four quarters? (circle one)		Yes	No		
<b>Misconduct summary</b> – provide details separately	# of cautions		# of send-offs / ejections		

## Field Monitor's Sportsmanship and AYSO Philosophies report

	<i>Instructions: check the appropriate box for how often you observed the sporting behaviors described before, during and after the game. You may wish to have the referees' advice when completing this form. Multiply the number of checks in each column x pts shown to get total points.</i>	Always or almost always (X3)	Mostly (X2)	Some (X1)	Rarely or not at all (0)
<b>Players</b>	<b>Respect for Teammates and Coaches</b> - On time and properly equipped. Cooperates with teammates and coaches (No arguing, negative comments). Concentrates on best efforts, team play and encouraging teammates				
	<b>Respect for the Game</b> - Follows AYSO uniform code. Cleans team area of all debris and garbage				
<b>Coaches</b>	<b>Respect for Players</b> - ONLY positive, instructional and encouraging comments. Encourages and supports players' best and fair efforts.				
	<b>Respect for Opponents</b> - Acknowledges good plays. Maintains and encourages sporting behavior of self, supporters and players through words and actions. Wins with humility and grace/accepts defeat with dignity. Congratulates / thanks opposing team and coaches at game end.				
<b>Spectators &amp; Supporters</b>	<b>Respect for Players and Coaches</b> - Cheers positively for efforts of both teams. Encourages teamwork and fair play at all times. Supports coach decisions with silence or positive comments. (No coaching of players – lets coach do the coaching).				
	<b>Respect for Officials</b> - Respects referee calls and decisions. Cooperates with National Games officials. Remain in designated spectator areas.				
	<b>Respect for the Game</b> - Maintains self control and decorum at all times. Acknowledges that soccer is a GAME and that best efforts of all are to be applauded. Shows by actions and words that the purpose of the National Games is understood /supported. Cleans area of debris and garbage.				
<b>Total points – field monitor</b>					
Total points from Referee's Card					
+6 if Referee's card shows no red cards / ejections, otherwise 0					
<b>Grand total all sportsmanship points</b>		<div style="border: 3px double black; width: 60px; height: 40px; margin: 0 auto;"></div>			

# **Appendix 1 – AYSO National Rules and Regulations on Substitutions**

---

## **Article I.C. PLAYING TIME AND SUBSTITUTION**

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

e. The referee shall allow for any time lost due to substitution or other cause by stopping his/her watch or adding playing time. (See Article I.B.3. regarding reducing the length of halves to permit proper substitution.)

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 game.

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”.

4. Signed lineup cards must be completed by the referee and forwarded to Games Officials

## Appendix 2 – Additional Quarterfinal Seeding

---

If there are three pools, the top two teams in each pool plus the two third place teams with the most points will advance as follows:

Quarterfinal Game #	Third place teams come from pool		
	A and B	B and C	A and C
1	A1 v B3	A1 v B2	A1 v C3
2	C2 v B2	C1 v B3	B1 v C2
3	B1 v A3	C2 v A2	A2 v B2
4	C1 v A2	B1 v C3	C1 v A3

If there are two pools, the top four teams in each pool advance as follows:

Quarterfinal Game #	
1	A1 v B4
2	B2 v A3
3	A2 v B3
4	B1 v A4

If there is only one pool, the top eight teams advance as follows:

Quarterfinal Game #	
1	#1 v #8
2	#4 v #5
3	#2 v #7
4	#3 v #6