



Sponsored by AYSO Region 322 Charles Town, WV

Potomac Cup Tournament AYSO Sectional Tournament Rules



CATEGORY	RULE
1) JURISDICTION	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section X and FIFA Laws of the game will be used for this tournament. The following rules are intended specifically for this tournament ONLY!</p> <p>B. The Tournament Committee (incl. Tournament Director, Assistant Director(s), Field Director, Referee Administrator and other designated staff) will have jurisdiction over all games played. Disputes will be resolved by the end of the soccer day.</p> <p>C. Referee judgment calls are NOT subject to dispute or protest! Any dispute of this type will not be tolerated.</p>
2) FEES	<p>A. Entire fee and referee deposit must accompany tournament application and will be returned if application is not accepted. Fee must be a single check made out to AYSO Region 322 Potomac Cup Tournament.</p> <p>B. Discounted fees are: U-10 \$300 (entry fee \$150 plus referee deposit \$150), U-12 \$300 (entry fee \$150 plus referee deposit 150), U-16/U-19 \$300 (entry fee \$150 plus referee deposit \$150) prior to May 24, 2008. Team entry fee increases to \$200 between May 24 – 31, 2008.</p>
3) ACCEPTANCE	<p>A. Applications are due on May 24, 2008 for discounted entry fee and on May 31, 2008 for the tournament.</p> <p>B. Preference to half of the available slots in each division will be given to teams from outside of the local region. Once those slots are full, teams will have the option of being placed on a waiting list. Teams on the waiting list will be given preference in the order in which applications were received to fill available slots at the cut-off date.</p> <p>C. Applications will be accepted on a first-come basis, based on completed application (see Team Application Form for criteria). Teams will be notified by email within 48 hours of the receipt of their applications.</p> <p>D. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list.</p> <p>E. The primary form of communication between the Tournament and applying teams will be email and the Tournament web site. Teams must designate a Team Contact on their application who has email and internet access.</p>
4) REFUNDS	<p>A. Teams withdrawing 30 days or more before the tournament will be issued a full refund.</p> <p>B. Teams withdrawing less than 30 days before the start of the tournament will only be issued a refund if a replacement team can be found.</p> <p>C. If the tournament is canceled and cannot be rescheduled a full refund will be issued less pre-ordered items.</p> <p>D. For teams that are eligible, referee deposit refunds will be mailed no later than 14 days after the end of the tournament. Referee deposit refunds will be on a prorated basis, comparing the number of assignments actually completed versus the number that were assigned.</p>
5) RAINOUT/ CANCELLATION	<p>A. In the event the tournament must be cancelled, a refund of the team registration fee and the referee deposit less the costs of any pre-ordered items will be made within 14 days of the original tournament date. The refund along with pre-ordered items will be sent to the contact listed on the team registration form.</p> <p>B. If the tournament is cancelled due to weather after partially being completed, refunds will be made to teams on a prorated basis, based on the number of actual games played.</p> <p>C. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, then a full refund will be sent to all teams, less the cost of any pre-ordered items. Pre-ordered items will be sent to the contact listed on the team registration form.</p> <p>D. There is no rainout date.</p>
6) PLAYERS/TEAMS	<p>A. Players on participating teams must be properly registered to play in AYSO, and have played in the Fall 2007 and/or Spring 2008 season. Coaches and Regional Commissioners are responsible to ensure that all players meet eligibility requirements.</p> <p>B. Team rosters must include at least 70% of the active players that played on the team during the primary AYSO season immediately completed prior to the tournament. This is not a select/all star tournament. Active is defined as playing at least ½ of the eligible games in the primary season. The Regional Commissioner may annotate the</p>

	<p>team roster by marking the player as inactive and initialing the form if they meet the criteria as defined above.</p> <p>C. The team roster must be verified and approved by each player's Regional Commissioner. Roster changes may be submitted (with the written approval of the Regional Commissioner); however, these changes must be received by the Tournament Registrar prior to the tournament. There will be no roster changes allowed on tournament day.</p> <p>D. A player may only play on one team during the tournament.</p> <p>E. Coed teams will be accepted; however they must play in the boy's divisions only.</p> <p>F. Divisions U-16 and U-19 will play 11-v-11, and there will be a roster limit of 18 players per team. Division U-12 will play 9-v-9, and there will be a roster limit of 12 players per team. Division U-10 will play 7-v-7, and there will be a roster limit of 10 players per team.</p> <p>G. All players must play at least half of each game.</p> <p>H. Players may play up a division (except no U8 players may participate in the tournament), but they may not play down a division. If players played up a division at the request of the region, in the primary season (e.g. high school players) they should not be required to play up in the secondary season.</p> <p>I. Violation of these player rules exposes a team to protest and renders them subject to forfeiture of game and possible disqualification at the discretion of the Tournament Committee.</p>
7) COACHES	<p>A. Each team is limited to one Head Coach and one Assistant Coach only (must have one of each). These coaches must be the ones listed on the Official Team Roster.</p> <p>B. Both coaches must be Safe-Haven certified, have completed, at a minimum, the U10 Coach Course (online or classroom) and must provide their AYSO Identification Number.</p> <p>C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kid Zone behavior. Coaches are expected to remain in the technical area during games and only enter the field of play as requested by the referee. Repeated violations of item C may result in the coach being expelled from the tournament at the discretion of the Tournament Committee.</p>
8) REFEREES	<p>A. Each team in the tournament will provide a qualified referee at the level for which the team is participating. These referees will be assigned between 3 to 5 games, based on their qualifications and available referee pool.</p> <p>B. All referees must be an AYSO registered volunteer, be Safe-Haven Certified and have experience in the division for which they are officiating.</p> <p>C. Only the diagonal system of control will be used to referee the games.</p> <p>D. Referees for U16/U-19 games must be Advanced and/or National level. Referees for U-12 games must be Intermediate level or above. Referees for U-10 games must be Regional or above.</p> <p>E. AYSO PRO youth referees are appreciated at the tournament, as long as they are not players on a team in the tournament. This form must be signed by the youth referee's Referee Administrator, and be accompanied by a copy of the youth referee's Youth Volunteer Registration form. Youth referees (center referees) must be at least 2 years older than the age group they are refereeing. Youth referees may be accepted as the team referees with approval of the tournament Referee Administrator.</p> <p>F. All referees must be in full uniform as defined by AYSO and USSF, including the Referee Badge. Referees not in uniform will not be permitted to referee games, and their team's referee deposit may be subject to forfeiture.</p> <p>G. If all assignments are successfully completed, the Referee Deposit will be refunded (see REFEREE PLAN for more details).</p> <p>H. Referees are expected to check in at the Referee Station at least 30 minutes prior to their assigned game. Failure to appear on time may result in a replacement referee being assigned to the field. Once a replacement referee has been assigned, he will have priority and the original referee must report to the referee station for alternative assignment.</p> <p>I. Players in the tournament will not be allowed to referee.</p> <p>J. All volunteers who would like to referee are greatly appreciated, however, to allow the most flexibility possible, a coach may not be the primary referee for a team in the tournament. Coaches that do officiate will not do so in the division in which their team is participating and thus can not fulfill their team's requirement of providing a qualified referee to the tournament.</p> <p>K. Referees will be expected to uphold the tournament rules, AYSO guidelines and FIFA laws. Any failure of the referee to uphold these rules may be cause for dismissal from the tournament, and will place a team's referee deposit refund in jeopardy.</p>
9) FIELDS	<p>A. All fields will be set up and taken down by the tournament staff.</p>

	<p>B. Trash cans will be provided at each field. Teams will be expected to clean up all trash in their area before leaving.</p> <p>C. Please observe the following Facility Use Rules while attending the tournament:</p> <ol style="list-style-type: none"> a. No pets allowed on the fields. b. Team canopies must be in the designated areas. c. No tobacco products are allowed on or in sight of the fields. 										
10) FORMAT	<p>A. This is a pool-play tournament.</p> <p>B. Each age division will be bracketed into playing pools. Each team will play a minimum of 3 preliminary play games within their respective pools. Depending on the size of the pool, teams may not play each team in the pool. Where there are sufficient teams, divisions will also be separated into multiple competition flights.</p> <p>C. Teams will advance from qualifying pools based on pool play standings points. Number of teams advancing per pool will be determined by the number of pools in the division.</p>										
11) CHECK-IN	<p>A. Teams must check in 60 minutes prior to their first game of the tournament, and must present five game cards. The game cards must be properly completed with the players listed first name-last name in uniform order. The players listed on the game cards must match the approved roster submitted with the team's application.</p> <p>B. Each coach or team representative must provide AYSO Player Registration forms with original ink signatures for verification by tournament officials.</p> <p>C. Each coach must have these Player Registration forms with them at all times and ready for presentation to Tournament Officials.</p>										
12) FIELD MONITORS	<p>A. There will be a tournament Field Monitor assigned to each field, and will report to the Field Marshall. Field Monitors will check in teams prior to each game, and present the verified game cards to the match referees.</p> <p>B. At the conclusion of the game, the match referees must return the completed game cards to the Field Monitor.</p> <p>C. Field Monitors will be the first to respond to any incidents or injuries, and will be in contact with the rest of the tournament staff by radio. Tournament participants are encouraged to report any concerns immediately to the Field Monitor, and also to respectfully follow any instructions given by the Field Monitor.</p>										
13) GAMES	<p>A. Pool play games will consist of 20 to 40 minute halves depending on the age division (see chart below) with a five minute half time. There will be a running clock during the match including substitutions. Free substitutions will be utilized in U19 and a substitution break approximately mid-way through each half of no more than one minute will be granted in all other divisions. There will be no time added on for injuries or time wasted in qualifying rounds. Games will expect to end on time, and may be shortened if they started late. Pool play games may end in a tie.</p> <p>B. Game duration shall be as follows:</p> <table style="margin-left: 20px;"> <tr> <td>Division</td> <td></td> </tr> <tr> <td>U-10:</td> <td>20 minute half</td> </tr> <tr> <td>U-12:</td> <td>22 minute half</td> </tr> <tr> <td>U-16:</td> <td>30 minute half</td> </tr> <tr> <td>U-19:</td> <td>40 minute half</td> </tr> </table> <p>C. Game balls will be provided by the tournament. No other balls may be used.</p> <p>D. The "home" team will be the first team or top team listed on the game schedule. The home team will be situated on the North or East side of the field, and the visitor will be situated on the South or West side. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or don pinnies in the event of a color conflict with the visitor team. If any questions, the referee will determine whether this is necessary.</p> <p>E. There will be no warming up on the field. Teams must warm up prior to taking the field. As soon as the previous game has ended, teams must clear the field and the teams for the next game must take their places.</p> <p>F. FORFEITS: Teams must check in at the designated Field Coordinator Station 20 minutes prior to the start of the game. There will be a five-minute grace period at the start of the game for a team to take the field before a forfeit is declared. The official time allotted for the game will start at the designated time. Games will end when originally scheduled. The time lost awaiting a team will not be added to the length of the game.</p> <p>G. The score for a forfeit match will be 1-0 for the remaining team (See STANDINGS for the points to be awarded). For U-10 division teams, there is a minimum of 5 players on the field to continue a game. For U-12 the minimum number is 6 players. For all other divisions, there must be a minimum of 7 players to continue a game. If a team cannot field the minimum number of players, the game will be abandoned and a forfeit will be declared.</p> <p>H. SUSPENDED GAMES: The Tournament Committee may determine to end matches early if field schedule is behind due to game delays, interference, or if weather conditions provide unsafe conditions; and may distribute</p>	Division		U-10:	20 minute half	U-12:	22 minute half	U-16:	30 minute half	U-19:	40 minute half
Division											
U-10:	20 minute half										
U-12:	22 minute half										
U-16:	30 minute half										
U-19:	40 minute half										

	<p>awards according to games played and points. The Tournament Committee will determine the outcome of any single game which is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.).</p> <p>I. ABANDONED GAMES: if any pool play games cannot be played due to circumstances beyond the control of the tournament, the final standings of the pool will be determined by applying the Winning Percentage formula (Total Points Earned in all Game Played divided by Total Points Possible for the Number of Games Played) to each team in the pool. Note. This does not apply to games which were shortened due to late a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p> <p>J. Notification will be given when it is time to end each game.</p>												
14) SUBSTITUTIONS	<p>A. Substitutions shall be allowed approximately mid way through each half for ALL divisions U-10 through U-16, and will be recorded on the game cards by the field monitor. Substitution periods will be one minute in length. Coaches are encouraged to have their line-ups ready to facilitate the process.</p> <p>B. Substitutions in U-19 will be free substitution according to the AYSO Experimental Program for U-19 Play. Substitutions will be allowed at a stoppage of play as allowed by the referee.</p> <p>C. All substitutions must be approved and recognized by the referee. Substitutions may be made for injured players; however, they may not return until the beginning of the next quarter and will be considered as having played the current quarter (exception: an injured player not replaced may return to play at any time with the referee's permission).</p> <p>D. Substitutions, for all divisions except U19, in all overtime periods of medal round matches will be at the beginning of the periods only.</p>												
15) STANDINGS	<p>A. Standings for pool play games will be determined on the "ten-point system" as follows:</p> <table style="margin-left: 40px;"> <tr><td>WIN</td><td>= 6 points</td></tr> <tr><td>TIE</td><td>= 3 points</td></tr> <tr><td>LOSS</td><td>= 0 points</td></tr> <tr><td>GOAL</td><td>= 1 point (one point per goal scored up to a maximum of 3 per game, win or lose)</td></tr> <tr><td>SHUTOUT</td><td>= 1 point (for an <u>earned</u> shutout, including a 0-0 tie)</td></tr> <tr><td>FORFEIT</td><td>= 7 points (scored as a 1-0 win, no shutout points as it is not an "earned" shutout)</td></tr> </table> <p>B. Winners of ties in standings will be determined as follows:</p> <ul style="list-style-type: none"> Head to head competition Most number of wins Goals against – total (fewest number advances) Goal for - (highest number advances) Kicks from the mark at the end of pool play: <ul style="list-style-type: none"> 1. 5 players from each team (normal FIFA procedure) 2. Golden goal by round up to a maximum of 5 rounds. Coin toss at the end of pool play. <p>C. Standings will be updated hourly at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.</p>	WIN	= 6 points	TIE	= 3 points	LOSS	= 0 points	GOAL	= 1 point (one point per goal scored up to a maximum of 3 per game, win or lose)	SHUTOUT	= 1 point (for an <u>earned</u> shutout, including a 0-0 tie)	FORFEIT	= 7 points (scored as a 1-0 win, no shutout points as it is not an "earned" shutout)
WIN	= 6 points												
TIE	= 3 points												
LOSS	= 0 points												
GOAL	= 1 point (one point per goal scored up to a maximum of 3 per game, win or lose)												
SHUTOUT	= 1 point (for an <u>earned</u> shutout, including a 0-0 tie)												
FORFEIT	= 7 points (scored as a 1-0 win, no shutout points as it is not an "earned" shutout)												
16) ADVANCEMENTS	<p>A. Pool winners will advance to medal round play based on the tournament points standings.</p> <p>B. Teams will play semi-final and/or championship final matches, depending on the number of teams in each pool and the format of play for that flight.</p>												
17) MEDAL-ROUNDS	<p>A. All medal round matches ending in a tie will have two full overtime periods of five minutes in length with teams changing field direction after the first five minute period. In these matches, if still tied after overtime play, the game shall be decided by FIFA kicks from the penalty mark. One set of 5 rounds. If no one is ahead at that point, it will be golden goal by round until there is a winner.</p>												
18) AWARDS	<p>A. Trophies will be presented to coaches and players from the first-place and second-place teams in each division.</p> <p>B. Souvenir medallions will be awarded to the players and coaches of teams that are not in the final match for their division. Players and coaches on the 1st and 2nd place teams in each division will receive a trophy.</p>												
19) CONDUCT	<p>A. Coaches will be expected to set a positive example for the team, and will be held responsible for the actions of their team including spectators. All spectators must remain behind the control line and between the 18-yard lines. Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from midfield).</p> <p>B. Referees will be required to complete a game misconduct report for <u>all</u> misconducts during the game, as well as any incidents of interference by spectators.</p> <p>C. Any coach or spectator expelled must immediately leave the vicinity of the playing field (out of sight and sound) and will be prohibited from attending the next scheduled game. Any player sent off (red carded) must</p>												

	<p>immediately leave the vicinity of the game (under supervision of their parent or Safe Haven-certified adult), and may not return to the field of play during the current game, including for the post-game handshake, and may not be substituted for, and is suspended from participation in the next game.</p> <p>D. Any player earning a caution (yellow card) in back-to-back games will be required to sit out the next game.</p> <p>E. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament.</p> <p>F. If it is determined that an ineligible player has participated in a game, the team will forfeit all games in which that player participated illegally. Furthermore, if it is determined that the coach knowingly played a player illegally, that coach will be barred from further participation in the tournament.</p> <p>G. It is mandatory to play a scheduled game. If it is determined that a coach willfully fails to have his team participate in a scheduled game, the coach will be dismissed from the tournament and the incident will be reported to the respective Regional Commissioner.</p> <p>H. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>I. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
20) MEDICAL/FIRST AID	<p>A. There will be a First Aid station where participants may receive ice, etc. for minor injuries.</p> <p>B. There will be a roving first aid response staff member to respond to injuries on the field. Field Monitors will communicate via radio to call the first aid staffer to the field where first aid is requested.</p> <p>C. If an injury is serious, the first aid staffer or Safety Director will have a mobile phone to call 911 for emergency response.</p> <p>D. Directions to the nearest hospital/urgent care center will be available at the First Aid station.</p>
21) UNIFORMS/SAFETY	<p>A. All players on the same team must wear matching uniforms (goalkeeper excepted – must have a different color jersey).</p> <p>B. Each player's uniform must be marked with a permanently-affixed unique number that matches the uniform number on the Game Card, and may not exchange numbered jerseys with any other player during the game including the goalkeeper.</p> <p>C. Garments may be worn under the uniform (i.e. long sleeves, etc.) during inclement weather, however the match referee will be the judge of what should be allowed or not.</p> <p>D. Jewelry, casts, or hard metal or plastic clips on clothing or hair will not be allowed.</p> <p>E. AYSO will not prohibit the use of knee braces by players in AYSO events and programs; providing 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.</p> <p>F. No casts will be allowed pursuant to AYSO National Guidelines.</p>
22) PROTESTS	<p>A. Protests will be considered only for the following reasons:</p> <ul style="list-style-type: none"> • An ineligible player has played. • One or more registered player(s), present and in uniform, has not played the required one half of the game (except for illness or injury as recorded by the game referee). <p>B. All protests must be presented in writing to the Tournament Director within 1/2 hour of the completion of the game.</p> <p>C. All protests will be heard by a Protest Committee of at least three persons selected by the Tournament Director. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. ALL PROTEST DECISIONS ARE FINAL!</p> <p>D. Referee judgment calls are FINAL and are not grounds for or subject to protest or dispute!</p>
23) RULES INTERPRETATION	<p>A. The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.</p>