



## Comstock Shootout Soccer Tournament Tournament Rules

**RULES** Tournament games will be conducted in accordance with the rules stated here. The Laws of the Game (USFF) and AYSO Tournament Rules (per the AYSO Tournament Manual) will cover any situation not set forth here. All teams are reminded that USYSA guidelines and AYSO rules indicate that every player shall play at least half of each match. The referee's report from a match shall be the authoritative record of the match. The Tournament Director will have the final say on all disputes.

**PROTEST** NO PROTESTS WILL BE ALLOWED. All interpretations of the rules and other decisions made by the referees, field marshals and tournament officials will be final.

**CREDENTIALS** All players and coaches must have appropriate credentials:

- USYSA & US Club teams must have an official roster. (goldenrod sheet)
- USYSA & US Club player passes and coach passes
- USYSA Teams traveling from states that require permission to travel must have approved travel roster and travel application signed by their state official.
- AYSO teams must have approved roster signed by their regional commissioner
- Official AYSO player pass with picture for each player
- Current USYSA, US Club, or AYSO (as appropriate) registration form and medical release signed by a parent or guardian **Medical Release forms MUST be with the coach at the field during all competitions**
- No player may play on more than one team participating in the tournament. Such a player shall be deemed an ineligible player.

**EQUIPMENT** Splints and casts are NOT PERMITTED. No exceptions shall be made to this rule. Appropriate shin guards are mandatory, as are socks, shorts, and matching team uniforms.

**CHECK-IN** Teams shall check-in at the mandatory registration Friday evening before the first day of play. **Teams must also check in at the field monitor check in tents at least 30 minutes prior to the scheduled start of each match, unless directed otherwise by a Tournament Official.**

**CONDUCT** Coaches are entirely responsible for the conduct of their players, family, friends and spectators at all times. A Maximum of two coaches are permitted in the technical (team) area, and coaches must stay within 10 meters of the half line. Spectators must stay in designated areas. Officials have authority in and around each match and throughout the sports complexes.

**HOME TEAM** The home team is the team that appears first on the game schedule. The home team will:

- Supply three game balls (the game balls will be subject to referee approval)
- Switch to alternate jersey if a color conflict is declared by the referee. (If the home team cannot supply an alternate jersey, the home team will forfeit the game)



## SUBSTITUTIONS

- **Sierra Bracket** – All teams playing in the Sierra Bracket must follow the open substitution procedure regardless of their team affiliation.
- **Cascade Bracket** – Teams that are affiliated with AYSO or playing a team affiliated with AYSO must follow the AYSO substitution procedure. When two non-AYSO teams play each other they must follow the open substitution procedure.
- **Coastal & Ruby Brackets** – All teams playing in the Coastal or Ruby bracket must follow the AYSO substitution procedure regardless of their team affiliation.

### **Open Substitution Procedure:**

Players may be substituted at the times listed below. Players intending to substitute must be up and standing at the halfway line prior to the stoppage on which they wish to substitute. Players shall enter and leave the field at the halfway line unless otherwise directed by the referee. Teams may substitute only with the referee's permission and only at the following stoppages in play:

- Prior to a throw-in, team with possession only.
- Prior to a goal kick or a kick off by either team.
- After an injury to either team, when play has been stopped by the referee.
- At half-time
- After regulation play ends, if play extends into overtime.
- Upon a caution, only the cautioned player may be substituted. (At the coach's discretion)
- Substituted players will enter and leave play at the half line unless otherwise directed.
- **An injured player may be substituted at any time.**

### **AYSO Substitution Procedure:**

**U10 through U14 teams:** Substitution will take place at the first half quarter break, half time and the second half quarter break only. Referees will utilize a stoppage in play to create a substitution opportunity approximately halfway through each half. The referee shall monitor these substitutions to ensure that each player plays at least half of each match per AYSO Rules.

**U16 & U19:** These age groups will utilize a **modified** open substitution procedure. Players may be substituted at the times listed in the open substitution procedure, however it is the coaches responsibility to make sure all players play at least half of each match.

A neutral assistant will monitor playing time for players of both teams as they enter and leave the field in every match.

**An injured player in any age group may be substituted at any time. A substituted AYSO player, when substituted for injury, is credited with that quarter's play and does not return to the field until the next normal substitution opportunity.**



**GAME LENGTH** Lengths of matches are shown below. All matches in the Tournament have a continuously running clock managed by the referee, stopped only at half-time and the end of the match. The referee may add time for an injury only if professional medical assistance (e.g., paramedics) are brought on to the field. Even if time is added for a serious injury attended by medical personnel, with the exception of final matches all games will be terminated no less than 5 minutes prior to the scheduled start of the next match.

<i>Division</i>	<i>Preliminary and Semifinal</i>	<i>Final</i>	<i>Half time</i>
U10	25 minutes (No overtime)	25 minutes*	5 minutes
U11-U19	30 minutes (No overtime)	30 minutes*	5 minutes

\*10 additional minutes of play (2 x 5 minute periods) follow regulation play in tie games

**PRELIMINARY and POOL GAMES** Are matches that are neither Semifinals or Finals. These games may end in a tie score.

**SEMIFINAL GAMES** Are matches whose winner will advance to a Final match. The winner of a semifinal match that is tied at the termination of regular play will be decided by kicks from the mark conducted in accordance with the Laws of the Game.

**FINAL (CHAMPIONSHIP) GAMES** Are matches whose winner is the champion in their division. A final tied at the termination of regular play will be extended by two 5 minute overtime periods (*without a golden goal rule*). If the score is tied at the end of the 10 minutes of overtime play, then the winner will be decided by kicks from the mark in accordance with the Laws of the Game.

**AWARDS** Medals will be presented to each player and coach of the winning (first place) team and the second place team in each age group.

**POINTS** will be used to determine team standings from preliminary games. A maximum of ten points per game is possible. Points are awarded on the following basis:

- 6 Points = Win
  - 3 Points = Tie
  - 0 Point = Loss
  - 1 Point = Shut out (0-0 is a shut out with each team receiving four points)
  - 1 Point = for each goal scored up to three goals.
  - 1 Point Deduction = Send-off or expulsion (player or coach). A negative point total may result.
- A forfeit receives scores, and thus points, as described in the Tournament Rules "Forfeit" section.

**TIE BREAKING PROCEDURE:** Two and three way ties based on points in Preliminary round games will use **all** of the following procedures in the order listed until a winner is determined.

1. The winner in head to head competition
2. Team with the best goal differential (goals for minus goals against – maximum of 5 goals per game)
3. Goals scored AGAINST the team
4. Goals FOR. (counting no more than 5 goals per game)
5. Send offs, expulsions (red cards) against
6. If the tie between two remaining teams is not resolved and the winner will advance to a Semifinal, then kicks from the mark. Otherwise (e.g., second in flight, third in flight), the tie will be resolved by a coin toss. Although teams will be contacted if possible, the Tournament Director has the right to conduct the coin toss without team representatives present if it is in the best interest of keeping the Tournament running smoothly.



**POST-GAME REQUIREMENTS:** The referee will turn in the game report to the appropriate Field Monitor or Field Marshal at the end of the game. The Field Marshal, with the referee, shall ensure that any necessary game reports are sent to tournament headquarters, and that any player or coach passes for suspended players are sent to tournament headquarters.

Coaches are responsible for checking the game results and bracket standing posted at the tournament headquarters. Coaches are also responsible for retrieving passes of suspended players after the player has served his or her suspension.

**WEATHER and FIELD PROBLEMS:** The Tournament Director will determine whether games should be shortened, rescheduled, canceled, or played in some other way (e.g., kicks from the mark) due to inclement weather or dangerous field conditions. Game times or locations may change if an assigned field becomes unavailable or some similar difficulty arises. If the scheduled games are unable to be played, then awards will be based on a point system to be determined by the Tournament Director.

**FORFEITED GAMES** If a team forfeits a game for any of the reasons listed below, the score will be recorded as a 1-0 win in favor of the opposing team, unless the score at the time of the termination would yield more tournament points for the opponent. In the latter case, the actual score would be recorded as the game outcome. A team will forfeit if:

- They fail to check-in at the mandatory registration (in this case they will forfeit all their games)
- They have less than the minimum number of players to start or continue playing the match
- They are the home team and fail to have an alternate jersey when required to do so
- They fail to report to play 15 minutes prior to scheduled kick-off time without permission from a tournament official
- They leave the field without the referee's permission during regulation play
- They play an ineligible player per tournament registration rules or by reason of suspension (expulsion) in a game; the team will also forfeit any other games in which the ineligible player participated
- They are an AYSO team or a team playing an AYSO team and fail to play each player at least half of each match (except for injured players reported to the referee or to the Tournament Committee)

The forfeiting team's home league and state association will be contacted, as appropriate. The Tournament Committee shall reserve the right to decide the outcome of the game and the number of points, if any, to be awarded.

**CAUTIONS and SEND-OFFS** Any player accumulating two yellow cards in the same game shall be sent-off and suspended from play in the team's next game. Two yellow cards in one game is equivalent to a red card (i.e., a send-off). Any player receiving a red card or any coach sent-off (expelled) from a game shall be suspended from play or coaching and sit out the team's next game. The Tournament Director and his or her appointees will review each send-off from the Tournament and may take other disciplinary actions as they see fit.

**TOURNAMENT CONTACTS:**

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***GOOD LUCK AND THANK YOU FOR COMING TO THE TOURNAMENT***

