

# 2009 Mt. Helix

## Labor Day Classic

### Tournament Rules



The Tournament Director will have jurisdiction over all the games played in the tournament. All disputes will be resolved by the Tournament Director or their designee. No Protests Allowed.

1. National, Section and Area "V" guidelines will prevail when conditions arise not covered by these tournament rules.
2. This Labor Day Tournament is open to only Section 11, Area V AYSO teams/players currently registered to play in the 2009 fall outdoor season. No club teams, spring teams, or all-star teams will be admitted. Coaches are responsible for insuring the eligibility of their players. 3 guest players / team are allowed and must be CORE program players from the same region. A roster signed by your Regional commissioner must be presented at team check in.
3. The team listed first on the game schedule is the home team. The home team will be on the MARKED SIDE of the field.
4. Field Players
 

Division U10: 8 vs. 8	[minimum number of players: 5]
Division U12: 9 vs. 9	[minimum number of players: 6]
Division U14 /U16: 11 vs. 11.	[minimum number of players: 7]
5. Game Time
 

Division U10:	Two 20 minute halves with 5 minute half time break
Division U12-U16:	Two 25 minute halves with 5 minute half time break

The semi-finals and championship games will be in accordance with AYSO rules. Please note that game lengths / overtime may be altered to accommodate unforeseen circumstances.
6. Each team must arrive at their playing field at least forty-five minutes before their first scheduled game for check in. Coaches must have original signed parent release forms for each player. Failure to have the release slips in the coach's possession will result in the suspension of the team, or should one player's release slip be missing, that player will not be allowed to play, with no refund due them.
7. Properly completed game cards (total of 4 game cards) shall be presented during check in and those cards will be given to the referee prior to the start of the game. The game cards shall include all the names of the players that are listed on the team roster, whether or not the players are present. The game card will show players full name and they will be listed in numerical order on the card.
8. No PETS, Alcohol or Tobacco products are allowed on the playing fields or at any tournament site.
9. 10-Point scoring system will be used, points will be awarded as follows:
 

6 Points	for a win
3 Points	for a tie
1 Point	for a shut out
1 Point	for each goal up to three goals
0 Points	for a loss
1 Point	deducted for every yellow card issued during the tournament
2 Points	deducted for each red card (2 cautions = Sendoff=2Pts.)

Note: With a 0-0 tie, each team will receive points for a shut out and a tie (4 Points each)
10. Any team that forfeits shall lose by a score of 1-0.
11. Keeper play limits: U10-12 - ½ game, U14-16 - Full game
12. At the conclusion of the pool play, should there be a tie for teams advancing to the semi-finals round, the following tie breaker shall apply in this order:
  - a. Head to head competition
  - b. Fewest goals allowed
  - c. Team with most shut outs
  - d. Goal Differential (goals scored less goals allowed with a maximum differential of three goals per game, highest differential wins)

Note on ties:

  - a. To determine which teams move on to the next round: After considering a, b, c, and d, if teams are still tied at the end of the pool play, a shootout will be played at a time to be agreed upon.
  - b. To determine seeding of teams to move on to the next round: After considering a, b, c, and d, if teams are still tied at the end of the pool play, a coin toss will be used to determine placement. (1<sup>st</sup> vs. 2<sup>nd</sup>, etc.)
13. If a forfeit game exists for any reason, goal differential will not be used to determine the winner for pool play.
14. In the championship rounds, any game ending in a tie will be decided with an overtime consisting of two five (5) minutes periods. At the conclusion of the overtime, should teams still be tied, the winner will be decided by kicks from the mark.
15. During any over time period, free substitutions will be allowed in accordance with AYSO rules.
16. Awards: Medals will be awarded as follows:
 

Division U10:	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> and 4 <sup>th</sup> Place (If no consolation game is played, the team receiving the most points in pool play will be awarded 3 <sup>rd</sup> place medals)
Division U12 - U16:	1 <sup>st</sup> and 2 <sup>nd</sup> Place only