

ALASKA FAR NORTH INVITATIONAL SOCCER TOURNAMENT

Tournament Administration: Tournament is sanctioned by the Alaska Youth Soccer Association. A tournament director will be appointed by the Anchorage Youth Soccer Club. In accordance with the USYSA rules all players entering must be currently registered with the USYSA and have signed medical/liability release forms. Games will be played in accordance with FIFA laws except where noted.

Tournament Format: Boys teams and girls teams for the following age groups, Coed teams are allowed in the Silver Divisions: Girls are allowed to be rostered onto Boys teams.

Age Group	Birth Date Range
'11/'10 (U10)	Jan 1 2010 – Dec 31, 2011
'09 (U11)	Jan 1, 2009 – Dec 31, 2009
'08 (U12)	Jan 1, 2008 – Dec 31, 2008
'07 (U13)	Jan 1, 2007 – Dec 31, 2007
'06 (U14)	Jan 1, 2006 – Dec 31, 2006
'05 (U15)	Jan 1, 2005 – Dec 31, 2005
'04 (U16)	Jan 1, 2004 – Dec 31, 2004
'03 (U17)	Jan 1, 2003 – Dec 31, 2003
'02 (U18)	Jan 1, 2002 – Dec 31, 2002
'01 (U19)	Jan 1, 2001 – Dec 31, 2001

Rosters: For Gold Divisions

- U9 & U10: Play 7v7, 14 maximum rostered players, **no player passes required**, no semi or final games, offsides *will* be called, following the USSF PDI awards are given to all participants.
- U11& U12: Play 9v9, 18 maximum rostered players.
- U13: play 11v11, 18 maximum rostered players.
- U14-U19: play 11v11, 22 maximum rostered players, only 18 may suit up and play per game.
- Guest players are allowed U9 through U19 providing they have permission from their home coach and signed AYSA Single Event Guest Player Permission.
- No players may be added to a roster after their first game.
- Players may not be rostered on multiple teams.
- The Tournament Director may combine age groups when there are not enough teams to create a quality bracket. Teams involved will be notified before this happens.

Rosters: For Silver Divisions (Recreational) – No player passes required

- U8 Coed: Play 4v4(no goalies) AYSA recreation rules, roster size 10 maximum rostered players, no semi final or final game, awards are given to all participants.

Heading Guideline:

Following USSF recommendations players **in U11 and younger shall not engage in heading during games**. When a player deliberately heads the ball in a game an indirect free kick shall be awarded to the opposing team from the spot of the offense.

U9/10 Buildout Line:

When the goalkeeper has the ball during play or on a goal kick the opposing team must move behind the line. Once behind the line the goalkeeper can pass/throw/roll ball to a teammate; no punting. After the keeper plays the ball the opposing team may cross the build out line and play resumes as normal.

Tournament Matches: U11-U19 will play preliminary matches

- U8 play 3, 15 minute periods
- U9 - U10 play 2, 25 minute halves
- U11 - U12 play 2, 30 minute halves
- U13 - U15 play 2, 35 minute halves
- U16 – U19 play 2, 40 minute halves

Semi-final and Final Matches:

- No semi-final or final matches for U8 – U10.
- Semi-final games will be the same duration as preliminary games.
- Championship games will be played to determine first and second place in each age group where possible. U11- U19 will play 2,10 minute overtimes followed by a shoot out according to FIFA rules format.

Preliminary match scoring:

- 3 points for win
- 1 point for tie
- 0 points for a loss
- 3 points for win by forfeit, 0 points for team forfeiting
- Any team that forfeits a game **will not advance** to Semifinal or final play.
- Scores will not be posted for U8, U9, and U10 age groups.
- Minus One point for each player red carded or ejected
- Minus One point for each coach ejected
- Only points and match results will be used in preliminary matches, any teams with an extra game scheduled cannot use the results or the points from that extra game for any tie breakers.

Preliminary match tie breakers:

1. If teams met in head to head competition the winner advances. **If the teams either tied in head to head competition, did not meet in the head to head competition, or there is a multiple team tie then skip #1 and go straight to #2.**
2. The team with the *highest goal differential* between *common opponents* up to a 6 goal maximum differential per game advances.
3. If still tied the team allowing the fewest goals against between common opponents advances.
4. If still tied, the least carded team advances. A red card is counted as 2 yellow cards.
5. If still tied, advancement shall be determine by rolling a dice. The Team that rolls the highest number advances as the higher seed. If teams roll the same number they will re-roll. One representative from each of the tied teams should report to HQ at the designated time to take a turn rolling the dice.

Playing Rules:

- Both teams will be on the same side of the field. Spectators will be on the opposite side of the field.
- The first team listed on the schedule is designated as the “home” team and will change in the event of color conflict. Home team will provide the game ball.
- No player may compete for more than one team in the tournament.
- Substitution may be made with the consent of the referee:
- Game forfeit time is scheduled start time (except for wildlife and environmental delays)
- Forfeiture by a team or coach will make the team ineligible to receive sportsmanship award and ineligible to proceed to semi finals or final matches.
- 2 yellow cards in one game = a red card and any player getting 2 red cards will be eliminated from the tournament.
- An ejected or red carded player and or ejected coach must leave the game and the field. Ejected or red carded player and/or ejected coach may not play or coach in the next game.
- FIFA dress code and playing rules unless otherwise noted.

Field Marshal: Each team is required to provide a designated adult Field Marshal for their games. Field Marshals are to report any dangerous field conditions to tournament headquarters and are to request any spectators with dogs to remove their pets from the fields.

Refunds: No refunds for teams withdrawing after the entry deadline. If the tournament is cancelled in its entirety due to an unforeseen circumstance, expenses incurred by the tournament will be paid with any balance left divided and refunded to the teams. There will be no refunds once the tournament has started.

Judiciary and Misconduct:

- The tournament director is empowered to issue appropriate penalties necessary to obtain compliance with the spirit and purpose of the tournament, up to and including disqualifications of an offending team from further participation. The decision of the tournament director is final.
- No protests involving the judgment of a referee shall be considered. Protests will be considered only if the outcome of a game is affected by use of an illegal player, i.e. over age or ejected.
- Referees will give the tournament director the name of any player or coach cautioned or having been sent from the field. Any player or coach receiving a red card or ejection may be subject to judicial action by the tournament director and/or judicial committee.