

ALASKA FAR NORTH TOURNAMENT RULES 2011

Administration: Tournament is sanctioned by the Alaska State Youth Soccer Association. A tournament director will be appointed by the Anchorage Youth Soccer Club, Inc. 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.

Format: Boys teams and girls teams for the following age groups:

Age Group	born on or after Aug 1 of	Age Group	born on or after Aug1 of
U10	2001	U14	1997
U11	2000	U15	1996
U12	1999	U16	1995
U13	1998	U19	1992

U-9: Play 7v7 AYSA recreation rules, 14 maximum rostered players, true age only, no player passes, no semi final or final game, awards to all participants.

U10: Play 8v8 ASYSA recreation rules, 14 maximum rostered players, true age only, no player passes, no semi final or final game, awards to all participants.

U11 and U12: Play 8v8, 14 maximum rostered players, player passes required

U13-U16: play 11v11, 18 maximum rostered players, player passes required

U17-U19: play 11v11, 22 maximum rostered players, only 18 may suit up and play per game. player passes required.

Guest players are allowed U12 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 1 hour prior to their first games.

Players may not be dual rostered.

Matches: All divisions have 3 preliminary matches

U9, U10, U11, U12 play 2 25 minute halves

U13, U14, U15, U16 and U19 play 2 30 minute halves

Preliminary match scoring:

3 points for win

1 point for tie

0 points for a loss

3 points for win by forfeit, 0 pints for team forfeiting

Any team that forfeits a game will not advance to semifinal or final play.

U9 and U10 will not be scored.

Minus One for each player red carded or ejected

Minus One for each coach ejected

Preliminary match tie breakers:

1. In the event of head to head competition the winner advances (In the event of a tie between more than two (2) teams, this criterion will not be considered).
2. If the teams either tied, did not meet in the head to head competition, or there is a multiple team tie, the team with the highest goal differential between common opponents up to a 6 goal maximum differential per game.
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, a coin toss shall determine the advancing team, during the coin toss one representative from each of tied teams may be present. Team that was listed as Home Team in their head to head competition gets to choose "Heads" or "Tails".

Semi Final and Final Matches: Regulation lengths for the age divisions involved per

FIFA Rules: No semi final or final matches for U9 or U10.

U11 2 25 minute halves

U12 2 30 minute halves

U13 and U14 play 2 35 minute halves

U15 and U16 play 2 40 minute halves

U19 2 45 minute halves

All ages shoot out for ties according to FIFA rules format

Playing Rules:

- A. Each coach will be personally responsible for proper spectator conduct.
- B. Both teams will be on the same side of the field. Spectators will be on the opposite side of the field.
- C. Each team's players will have matching jerseys with a unique identifiable number on the back of their jersey.
- D. Each coach or manager must check in with the tournament official at credentials Wednesday evening or no later than one hour prior to their first game. Roster changes will not be allowed after the start of a team's first game.
- E. 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.
- F. No player may compete for more than one team in the tournament.
- G. Shin guards are mandatory.
- H. Substitution may be made with the consent of the referee:
 1. By the team throwing in prior to a throw in
 2. By either team prior to a goal kick, after a goal, after an injury when play is stopped by the referee or at half time
 3. When play is stopped to caution, only the cautioned player may be substituted
 4. At half time and overtime breaks, but not for a kick from the penalty mark
 5. FIFA limited substitution in U16 and up if international teams entered
- I. FIFA dress code. No visible undergarments. Shirts tucked in. Socks over shin guards, pulled up.
- J. Game forfeit time is scheduled start time.
- K. No foul or abusive language will be allowed by players coached or spectators.
- L. Positive coaching is permitted.

- M. All coaches must have medical releases, liability releases and permission to play signed by parent or legal guardian, proof of age must be available. COACHES MUST HAVE FIRST AIDE KITS AT ALL GAMES
- N. 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.
- O. 2 yellow cards in one game = a red card.
- P. 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. Player getting 2 red cards will be eliminated from the tournament.
- Q. No metal or screw in cleats allowed on Anchorage fields

Field Marshal: Each team is required to provide a designated adult field marshal for their games. Field Marshals must give their cell phone # to tournament headquarters. 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 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:

- A. The tournament director or his/her designee shall adjudicate all protests, disputes or abandoned games. 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.
- B. Protests. No protests involving the judgment of a referee shall be considered. Protests will be considered only if the outcome of a game is affected and is for use of an illegal player, i.e. over age or ejected.
- C. At the conclusion of the match the referee 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.