

# AYSO National Games 2006

## Governing Rules and Regulations

*Rules specific to the hosting venue are included in the Addendum at the end of this document.*

### PURPOSE OF THE AYSO NATIONAL GAMES

The National Games (“Games”) shall offer an opportunity to bring together different regions and sections to share in the diverse soccer culture of the AYSO family. This occasion focuses on sportsmanship, team spirit, and making new friends through the activities and events that are offered during this weeklong event. **The Games should not be interpreted nor represented as any form of an AYSO national championship.**

### LOTTERY DRAW

Teams are randomly drawn in a lottery format the calendar year preceding the event at the National Annual General Meeting. The age divisions eligible to participate in the National Games are Boys and Girls U-12, U-14, U-16 and U-19. Each of the sections will be assigned one slot in each age division that they have entered a team. The remaining slots will be filled on a random or “wild card” basis. The hosting venue has the option to include Boys’ and Girls’ U-10 age divisions for participation in Soccerfest games only. Participation in Soccerfest by U-10 age divisions will be conducted under the AYSO U-10 short-sided program guidelines (7 v 7), 10 players on a roster.

The order in which the teams are listed is not necessarily the order in which they will be invited. Every effort will be made to insure that the maximum number of different regions from each section will be invited to participate in the Games. The maximum number of teams in each age group, both boys and girls is twenty-four. However, as needed, and with the approval of the National Tournament Commission Chair or designee, the venue may chose to reduce the number of teams in any age group in order to ensure that there are no uneven numbered pools and resulting “bye” games for any of the teams.

The first team and wild card team listed in each section will be invited. Should either decline the invitation, then the next team in that section, in the order listed in the Lottery Intent Draw, will be invited. This process will repeat as often as needed until a maximum of twenty-four teams are confirmed. (In order for a region to find its place in the Lottery Intent Draw, they need to check to see how many other regions in their section are ahead of them on the official lottery list.)

All teams that are selected will be sent a letter of congratulations together with a timeline of instructions to secure their slot in the Games.

## TEAM FORMATION – Player Eligibility

Each team must have the approval of the regional commissioner to participate in the Games. Each region shall determine the method used for team selection, providing that each player's eligibility is met, at a minimum, from the following Rules:

- 1) Each team must be comprised of players from the selected region unless the region has fewer than 60 age appropriate players in the division in question. If a region is drawn for a slot, and has fewer than 60 players in the age/gender group, they may pull players from no more than three (3) other regions in their own area. Permission to go to neighboring areas may be granted, provided they are made in writing by the teams' area director to the National Tournament Commission Chair or designee.
- 2) The maximum number of players per team in U-19 and U-16 will be 18. The maximum number of players per team in U-14 will be 15. The maximum of players in U-12 will be 12.
- 3) All participants must be AYSO players who were registered and played in at least half of the games in the previous primary/regular season, absent special circumstances, i.e., illness, injury, new to region, parent custodial rights, etc. (See National Policy 2.2).
- 4) In the U-12 age division all games will use the 9 v 9 format as recommended by the National Coaching Program.

## AGE DIVISIONS

Age divisions that participate in the National Games and the appropriate roster size are as follows:

U-19 girls teams and boys teams	11 v 11 with a maximum of 18 on a roster
U-16 girls teams and boys teams	11 v 11 with a maximum of 18 on a roster
U-14 girls teams and boys teams	11 v 11 with a maximum of 15 on a roster
U-12 girls teams and boys teams	9 v 9 with a maximum of 12 on a roster
U-10 girls and boys	Soccerfest only -- 7 v 7 with 10 on a roster

Age divisions for the AYSO National Games are determined by the AYSO National Rules and Regulations. The effective date of age determination shall be the player's age as of July 31<sup>st</sup> immediately prior to the start of the membership year. The official playing season of AYSO shall be from August 1<sup>st</sup> through the following July 31<sup>st</sup>.

Players "playing up" will be permitted in all of the age divisions listed above provided that the player(s) played-up in the current or just concluded primary/regular season. The verification of eligibility is the regional commissioner's responsibility. Age appropriate players should be given first priority in the selection process.

Younger players required to play-up in U-14 and U-16 due to lack of sufficient number of players to field regional competition, or due to middle or high school rules, will be permitted to play down to their age appropriate group with the permission and verification of the area and section directors. No other exceptions for "playing down" will be permitted.

Falsifying eligibility of players may result in the team's expulsion from the Games and/or forfeiture of all games that the team won or tied, in which the ineligible player(s) participated.

## TEAM REGISTRATION

All teams must register at the Games headquarters during the dates and times noted in the Games calendar. Players must suit up in their primary uniform (shirt, shorts, socks and shin guards) for registration, and must bring with them their cleats and an alternate uniform (which must consist of an alternate jersey or acceptable overlays). Economically distressed regions will receive uniform overlays to use during the Games or will be given a special circumstance exception. Regions in need of extra uniforms should initially contact their area or section director for assistance.

All uniforms, including alternate jerseys, will be checked for compliance with the AYSO uniform guidelines (see attachment at the end of these Rules). Teams with improper uniforms must make the necessary corrections before they will be allowed to participate. Overlays will be used until teams comply.

Coaches must present, for each player, the following information at registration:

- a) An AYSO Player Registration Form (emergency medical treatment information) with original parent/guardian signature; and
- b) The AYSO Talent Release Form

*Note: Both of these forms will be mailed out by the Games registrar to the coaches (together with ID card picture forms approximately three months prior to the Games). Coaches are requested to make photocopies of both forms and to carry these copies with them at all times. It is mandatory to have the parent/guardian signatures on these copies as well.*

After having been properly registered, each player and two coaches will receive a Games ID card. These ID cards must be presented to a Games official before each game. Should any questions arise, ID cards and registrations may be randomly checked by the Games officials. ID cards will remain with the team coaches during Soccerfest games.

## SOCCEFEST

The Soccerfest event creates the atmosphere for the Games and is a great kick-off! Soccerfest is a fundamental part of the Games experience, and should not be considered a side event or of no consequence to the overall experience. Every player is enriched from the interaction with players from other teams across the country, and making new friends makes everything more exciting for everyone! Participation in this event is an integral part of the National Games experience and is not considered an optional event, so travel arrangements need to include arriving in time for team registration and Soccerfest activities.

All AYSO registered players in U-10 through U-19, including those not competing in the Games, are eligible to participate in the Soccerfest. All participants will be provided a Soccerfest jersey, and those who are not competing in the Games will also receive a Games pin and a ticket to the Youth Event.

Rostered National Games players are automatically registered for Soccerfest. AYSO and non-AYSO players who are not playing in the Games must register, using the AYSO Player Registration Form, which will be mailed to each Games coach approximately three months prior to the games. Forms will also be available for downloading from the AYSO national Web site ([www.soccer.org](http://www.soccer.org)) and in **PLAYSOCCER**.

Soccerfest coaches must submit three properly completed game cards with the full name and region number of ONLY players in attendance in order to receive Soccerfest jerseys. Jersey numbers MUST be added to the game cards for identification purposes once the jerseys have been distributed.

Each National Games U-14, U-16 and U-19 team will be awarded six points in the pool play standings if a minimum of any ten players and one coach from the official team roster participate in each of the Soccerfest games. Each U-12 team will be awarded six points in the pool play standings if a minimum of eight players and one coach from the official team roster participate in each of the Soccerfest games. All players must be on the team roster approved by the regional commissioner(s) and verified at the official team check-in. Any ten players from the roster will be credited with participation – and it does not have to be the same ten players in each game.

Any challenge to the Soccerfest points awarded or not awarded must be made prior to the end of the last game on the first day of pool play competition, or no later than twenty four (24) hours after the conclusion of the Soccerfest games, whichever is later. Any challenge received after the deadline, no matter the validity of the claim, will not be considered.

Teams added at the last minute at the request of the Games Committee to fill drops and avoid byes will be awarded six points in pool play standings in the event that they are unable to field the minimum players and one coach for each Soccerfest game. Their fullest participation possible is expected.

#### **STANDARDS FOR UNIFORMS AND PLAYER EQUIPMENT**

Pursuant to AYSO National Rules & Regulation, the National Games 2006 will be using the following guidelines on proper uniform requirements.

A. Every player shall wear a matching team uniform consisting of jersey, shorts and socks. Such uniform\* shall be properly marked with the AYSO logo on the left front of the jersey and otherwise conform to the markings on the attached drawing.

B. The AYSO uniform may bear a manufacturer's name and/or trademark provided that the brand name and/or trademark is contained in the same location(s) on uniforms available to the general public.

C. The AYSO uniform may bear an optional emblem on the sleeve and/or the front of the shorts in accordance with the attached drawing. Such emblems shall be approved by the regional \ commissioner, shall be about three (3) inches. in diameter (or equivalent diagonal), and shall generally provide for player, regional or sponsor identity.

D. The AYSO uniform may not bear the player name or team name by any application of lettering, silk screening, etc.

E. Players must wear shinguards.

F. Any type of cast or splint will not be allowed. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify the player.

\* Including the goalkeeper's jersey

## HOME/VISITOR SIDELINES

The home team is listed first on the schedule and shall occupy the North or West side of the field, while the visiting team shall occupy the South or East side of the field. Teams must remain on their designated side of the field. The home team will be required to wear their alternate uniforms/jerseys in case of a color conflict with the other team.

## CHECK-IN

Teams should report to their assigned fields at least 30 minutes prior to the scheduled game start time. The field monitor and/or the referees will check player and coach ID cards, Player Registration Forms (including emergency medical releases) and uniforms before each game. Players should line up in a single line, in jersey number order, for check-in.

Coaches shall provide to the field coordinator (monitor) and/or the referees, the completed, color-coded game cards with the players listed in numerical order.

Coaches will be asked to redo the game card if the players are not in numerical order or the coaches handwriting is illegible.

## COACHING

National Games coaches must be AYSO trained, AYSO Safe Haven certified and registered in the current season in eAYSO. Each team is permitted two coaches. These two coaches will be provided with official Games ID cards. These two coaches are the only people permitted to coach and be in the coaching area on the fields. The coaching area is a 20 yard long and three yard wide painted box located one yard off the touchline and centered on the halfway line. Other persons are not permitted in this area. All spectators, players and coaches are to remain on their designated side of the field within the specified areas behind the coaching area during the game. Coaches are not permitted to enter the field of play unless requested to do so by the referee.

Coaches are responsible for their conduct and the conduct of their players, spectators and guests. **Only positive, instructional and encouraging coaching is permitted.** Negative comments towards their own players, opposing players or the referees will not be tolerated. Such behavior will result in the loss of sportsmanship points and, if serious enough, in the expulsion of a team from the National Games.

## SUBSTITUTIONS

AYSO substitution rules shall be used in all age divisions, including U-16 and U-19. Every player must play at least one half of every game unless injured or ill.

Coaches may substitute when the referee stops play, approximately midway through the first half, approximately midway through the second half when the ball is out of play and prior to the appropriate restart (i.e. throw-in, goal-kick, corner-kick, kick-off, free kick, penalty kick or dropped ball) or at halftime.

### Substitution for injury:

a. If a player is injured, the coach may provide a substitute for the player, in which case the injured player may not return until the beginning of the next quarter. Only the player who is injured is credited with a quarter's play regardless of the actual time played.

b. The coach may choose to play short thereby allowing the injured player to return during the quarter in which he was injured.

c. The player must be recognized by the referee in order to legally return to the game.

A player substituting in and out at the half midway break (quarter break) must report to 4<sup>th</sup> official or assistant referee at the halfway line and may not enter the field until the player being replaced has left the field. The 4<sup>th</sup> official or assistant referee shall retain the National Games Lineup card to ensure each player available has played at least one half of each game. After obtaining the referee's permission, the goalkeeper may change with another player on the field at any stoppage of play. Time lost due to substitution or injury may be added at the discretion of the referee within the time scheduled for the match.

See special substitution rules for overtime periods under Game Format.

## **FORFEITS**

There will be a five-minute grace period at the start of each game. The grace period may be extended if circumstances warrant. The game will be declared a forfeit only after the referee and Field Monitors have confirmed with the Venue Chair or designee that the circumstances warrant. A 0-1 forfeit loss will be assigned to the forfeiting team. If a referee must suspend or terminate a game, the Games Executive Committee will determine the outcome of the game.

No game shall start or continue if either team has less than seven players in U-14 through U-19 or six players in U-12. A forfeit will result for the team without sufficient players to continue the game.

## **DISCIPLINARY ACTIONS**

A player or substitute who is sent off (shown a red card) must leave the field of play, and the immediate area before play can be restarted. All players must be accompanied by adult supervision, and the team may not substitute for that player for the remainder of the game. Any player or substitute who is sent off will be ineligible to participate in the next scheduled game. Any player or substitute receiving two send offs in the National Games shall not play for the remainder of the tournament. The referee shall complete a Game Misconduct Report at the referee administration tent, at the conclusion of the match.

Before play can be restarted, a coach who is sent off by the referee must leave the field of play and the immediate area for the remainder of the current game and for the next game. Player National ID cards and registration forms must be in the possession of the remaining registered coach or assistant coach. If the coach refuses to leave, the referee may terminate the match. A forfeit win may be awarded to the opposing (non-offending) team by the Games Executive Committee. Any coach who has been asked in more than one game to leave the field of play will be suspended for the balance of the National Games. The referee shall complete a Game Misconduct Report at the referee administration tent at the conclusion of the match.

A spectator or other guest who is asked to leave the field by the referee must do so immediately. If a spectator or guest refuses to leave the referee, in consultation with the Field Monitor, may terminate the match. A forfeit win may be awarded to the opposing team by the Games Executive Committee. The referee shall complete a Game Misconduct Report at the referee administration tent at the conclusion of the match.

For each send off issued to a player or any coach that is asked to leave the field, one point will be deducted from the team's tournament standings.

All send offs and cautions issued during a match will be recorded on the back of the game card of the offending team. The referee shall complete a Game Misconduct Report at the referee administration tent at the conclusion of the match. In the event that violence or the threat of violence has occurred, the assistant referees must also submit or sign the Game Misconduct Report.

All send offs and cautions will be reviewed by the Games Executive Committee. Any player receiving a total of three (3) cautions (yellow cards) during these National Games will be ineligible to play in their next scheduled match. Cumulative cards may result in the individual being denied further participation in the Games.

Violent, abusive, threatening or destructive conduct before, during, or after any Games related event may result in the individual(s) being denied further participation in the Games.

All send offs for players and all ejections of coaches or spectators will be sent (via copy of the Game Misconduct Report) to the regional commissioner, area director and section director of the offending player, coach, or spectator, within 14 days of the conclusion of the Games.

## **REFEREE PLAN**

All referees must be AYSO registered volunteers, and will be scheduled for matches based upon their training and qualifications to officiate and their comfort level to an assigned gender and age group. All referees must be AYSO Safe Haven Certified. A three person diagonal system will be assigned to all matches. Whenever possible, a fourth official will also be assigned. Every effort will be made to avoid assignments to cover games where a referee's own region or section is involved.

All referees must check in with the venue referee coordinator each day prior to reporting for their first assignment.

The Referee Coordinator (or his/her designee) will be available at each Games venue, and will make assignment adjustments as necessary. All referee game assignments will be posted at each venue. Referee teams need to report to their assigned fields at least 30 minutes prior to game time.

Referees shall officiate each game in accordance with FIFA Laws of the Game except as modified by AYSO in these Games rules.

The game scores as recorded on the game cards shall be the official scores. Referees shall submit a written report in the event of:

- 1) Any cautions or send offs issued to a player or coach
- 2) Violent conduct or serious foul play by a player
- 3) Any conduct by coaches, spectators, or other guests that interfered with the match
- 4) Abuse of the substitution and/or minimum play rules noted or brought to the attention of the referee
- 5) Any other action that the referee determines merits a notation or report

No protests of games, official rulings or judgment calls shall be allowed. The National Games Venue Director or designee shall have the final say in any complaint or issue that arises. All decisions are final.

## GAME FORMAT

Girls' and boys' teams within each age group will be organized into separate pools. Co-ed teams will play in the boys' brackets.

The structure of the age groups will be determined by the number of teams entered and may be organized into separate flights. Ideally, each pool will consist of at least six teams, and there will be no more than four pools in each bracket. The make-up of each pool will be determined by a random draw, and the teams will be assigned as much inter-section play as possible.

Game durations will be as follows:

Age Group	Pool Play & Quarter Finals	Semi Finals & Finals
U-19	Two – 30 minute halves	Two – 45 minute halves
U-16	Two – 30 minute halves	Two – 40 minute halves
U-14	Two – 25 minute halves	Two – 35 minute halves
U-12	Two – 25 minute halves	Two – 30 minute halves

*Points will be awarded using the following formula:*

Points awarded during pool play

- **Six points for a win**
- **Four points for a tie (to each team)**
- **Zero points for a loss**
- **One point for a shutout**
- **One point for each goal scored (up to a maximum of three goals per game)**
- **One point deducted for each send-off (red card)**
- **Six points for proper participation in Soccerfest (see Soccerfest section for requirements)\***

Teams added late, at the request of the Games Committee to fill drops and avoid byes, may be awarded six points in the pool play standings, as if they properly participated in Soccerfest, if they are unable to field the required number of players..

*Examples:*

- A 1-0 win equals eight points for the winning team and zero points for the losing team*
- . A 3-2 win equals nine points for the winning team and two points for the losing team.*
- A 2-2 tie equals six points for each team. A 0-0 tie equals five points for each team.*

In the event of a forfeit, the winning score shall be 1-0, with the winning team receiving eight points.

In the event a team receives no points for a game in which a red card or send off has occurred, a negative point total shall be posted for that game.

At the end of pool play, eight teams from each bracket will advance to the Championship round. If there are four pools, the top two teams in each pool will advance. If there are three pools, the top two teams in each pool *plus* the two third place teams with the most points will advance. If there are two pools, the top four teams in each pool will advance. If there is only one pool, the top eight teams will advance.

If there is a tie in total points at the end of pool play, the following tie breaking rules, in the order listed, will be used to determine a winner:

- Head to head results
- Sportsmanship points earned
- Goals against in all games (aggregate)
- Kicks from the penalty mark
- Coin toss

In a three-way tie, a coin toss will be used to determine which two teams will first take kicks from the penalty mark. The third team has a “bye” and will compete in kicks from the penalty mark against the winning team of the first round of kicks from the penalty mark.

**Quarter-final competition**

Game 1            1st A vs 2nd B  
 Game 2            1st B vs 2nd A  
 Game 3            1st C vs 2nd D  
 Game 4            1st D vs 2nd C

The four winning teams advance to the Championship round  
 The four losing teams advance to the Consolation round (*see exception below*)

**Championship round competition (Semi-final games)**

Winner of game 1 vs Winner of game 3  
 Winner of game 2 vs Winner of game 4

The two winning teams from the games above play for 1<sup>st</sup> and 2<sup>nd</sup> in the championship round  
 The two losing teams from the games above play for 3<sup>rd</sup> and 4<sup>th</sup> in the championship round

**Consolation round competition**

***(Optional – it is the intent and philosophy of AYSO that this round should be played. If the facilities and volunteer base of the hosting venue cannot warrant a successful execution of this round, then the venue can petition to have this round eliminated.)***

Loser of game 1 vs Loser of game 3  
 Loser of game 2 vs Loser of game 4

The winning teams of two games above play for 1<sup>st</sup> and 2<sup>nd</sup> in the consolation round  
 The losing teams of two games above play for 3<sup>rd</sup> and 4<sup>th</sup> in the consolation round

Quarter-final and semi final matches tied at the end of regulation time will be broken as follows:

- Two overtime periods (not sudden victory) will be played. Overtime kickoff will be determined by a coin toss. Player substitutions may occur at the beginning of each overtime period.

U-19    9 minute periods  
 U-16    9 minute periods  
 U-14    8 minute periods  
 U-12    6 minute periods

- Kicks from the penalty mark as adopted by FIFA Laws of the Game will be taken. If the game is still tied at the end of the second overtime period, the referee will direct the players to go to the center circle for kicks from the mark. Kicks from the penalty mark will be conducted in accordance with FIFA Laws of the Game.

**In the Finals matches, if a tie exists at the end of the second overtime period, co-champions will be declared.**

## **INCLEMENT WEATHER POLICY**

The referee after consultation with the Games Executive Committee will have the authority to delay the start of play, to call a halt in play, or cancel the match due to weather conditions which, in the opinion of the referee, endangers the safety of the players.

The Games Executive Committee will endeavor to reschedule or resume games that are incomplete due to weather related reasons. However, due to situations that cannot be predicted in advance, it may not be possible to finish incomplete games. In this case, if play was halted in the second half of play, the score at that time will be taken as the final score. If the halt in play occurred in the first half of play, and the game cannot be resumed, the Games Executive Committee will decide the issue.

The Games Executive Committee will also decide on accounting for the games which could not be started or rescheduled due to adverse weather conditions.

Matches canceled due to weather or other natural causes may not be feasible to reschedule. All questions regarding rescheduling, including decisions on forfeits will be at the discretion of the Venue Director, whose decision shall be final.

Schedules and finalized rules will be mailed to all coaches four weeks prior to the Games. Coaches will receive final schedules at the official check-in if changes have occurred.

## **SPORTSMANSHIP**

**Sportsmanship awards are the highest honor of the National Games.** The team in each age division with the highest total points will be honored for sportsmanship, and all players on the team will receive a medal.

**Outstanding Sportsmanship Award:** The team that receives the highest overall point total of all age divisions will be honored for outstanding sportsmanship and all players on the team will receive a trophy.

Sportsmanship points will be recorded on the Sportsmanship Form (attached). It will be filled out by the Field Monitor with input from the referees at the conclusion of each pool play game. Each team starts with five (5) points and deductions may be taken based on observations before, during and immediately after the game. Categories on the Sportsmanship Form include:

- Cooperation of the players
- Cooperation of the coaches
- Cooperation of the team spectators
- Overall game conduct
- Uniform appearance
- Courtesy toward referees and field monitors

Sportsmanship points will be deducted for every caution or send off. This includes players, coaches or spectators. No points will be awarded to a team that abandons or forfeits a game; or does not play all of the players the required one-half of the game.

Input on the sportsmanship points will be from only two sources – the Field Monitors and the referees assigned to the individual game.

## **AWARDS**

All Games participants will receive an official Games tee shirt and pin as well as entrance to the Youth Event. All players advancing to the quarter final round will receive a tournament medal. Medals shall be awarded to the first through eighth place teams from the consolation and final match rounds.

## **MEDICAL TREATMENT AND MEDICAL RELEASES**

Any player who receives medical examination or treatment by medical personnel other than medical personnel directly connected with the Games must secure a release from the personnel providing the treatment. The player pass of any player transported from the venue for medical examination or treatment will be held by the tournament committee and returned only upon receipt of the AYSO Player Participation Release Form signed by one of the authorized parties designated on the form.

## **REFUND POLICY**

In the very unlikely event that the National Games are cancelled, all registered teams will receive full refunds. Pre-ordered and paid for memorabilia will be distributed . .

Any team that withdraws less than 90 days from the National Games will receive a full team fee refund provided that a replacement team can be obtained by first exhausting the Lottery Draw List and then by any other legitimate team willing to participate

## NATIONAL GAMES SPORTSMANSHIP FORM

**DIVISION** U12 U14 U16 U19    **B G TEAMS** \_\_\_\_\_ vs. \_\_\_\_\_  
Home                      Visitor

**DATE** \_\_\_\_\_ **TIME** \_\_\_\_\_ **FIELD** \_\_\_\_\_

Evaluations are based on a five point system with each team starting with 5 points in each category. Subtract points as applicable resulting in an evaluation of 0 to 5 points.

### FIELD MONITOR

HOME TEAM	CRITERIA	VISITING TEAM
0 1 2 3 4 5	<b>COOPERATION OF TEAM SPECTATORS</b> Positive cheering and encouragement Applaud good play by opponents Avoid negative comments Respect officials calls & decisions Gracious winner or loser Leave area free of debris	0 1 2 3 4 5
0 1 2 3 4 5	<b>OVERALL GAME CONDUCT</b> Everyone well behaved Safety & fairness describe game Fun for all Good sportsmanship encouraged	0 1 2 3 4 5
0 1 2 3 4 5	<b>UNIFORM APPEARANCE</b> Correct insignia Color & Style consistent No jewelry Jerseys stay tucked in	0 1 2 3 4 5
0 1 2 3 4 5	<b>COURTESY TOWARD REFEREES AND FIELD MONITORS</b> Players, coaches and supporters respect calls and decisions General attitude appreciative Thanks referees and staff Respects staff instructions & requests	0 1 2 3 4 5

### REFEREE TEAM

0 1 2 3 4 5	<b>COOPERATION OF PLAYERS</b> Respectful behavior towards team mates Respectful behavior towards opponents Avoid use of foul language Respectful & cooperative attitude towards officials Exemplary post game conduct	0 1 2 3 4 5
0 1 2 3 4 5	<b>COOPERATION OF THE COACHES</b> Encourage & Supports players Positive attitude Control players and spectators Abide by rules Respect calls & decisions of officials	0 1 2 3 4 5

**ADDITIONAL COMMENTS:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**NATIONAL GAMES SPORTSMANSHIP FORM  
INSTRUCTIONS**

***FIELD MONITOR***

Fill out the top portion of the Sportsmanship Form, circling the appropriate Age/Gender/Team Number. Fill in correct Date/Time/Field.

Circle the appropriate rating for Home and Visiting teams in the first four categories. All teams start with a rating of 5. Subtract as appropriate using the listed criteria as a guide.

Fill in the ratings provided by the Referee Team for categories Five and Six. Consider referee comments regarding category One if applicable.

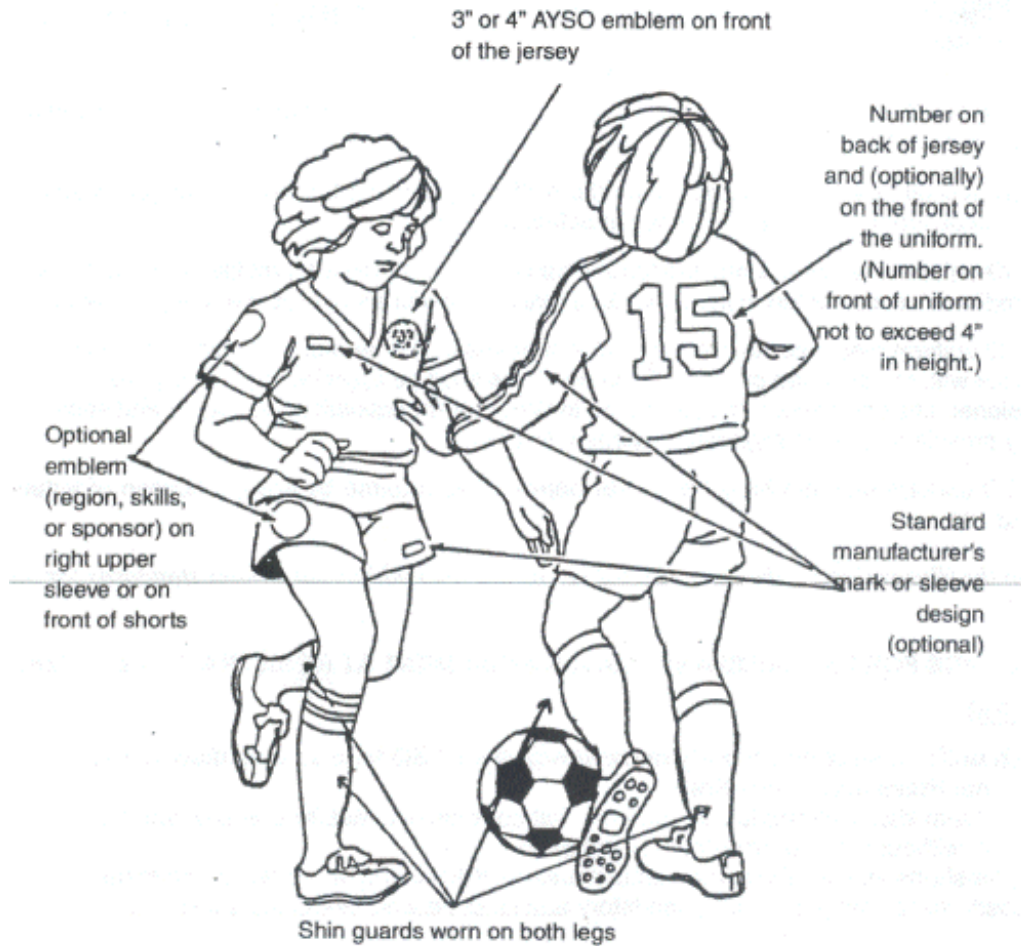
Collect Game Cards and attach to Sportsmanship Form.

***REFEREE TEAM***

Indicate to the Field Monitor or circle the appropriate rating in categories Five (Cooperation of Players) and Six (Cooperation of Coaches). All teams start with a rating of 5. Subtract as appropriate using the listed criteria as a guide.

If appropriate, consult with the Field Monitor regarding Category One (Cooperation of Team Spectators).

## AYSO Uniform Standards – National Rules & Regulations



1. NOTE: The AYSO emblem (registered trademark) shall be worn on the left front of the jersey. The uniform number, not to exceed 4\* in height; may also be put on the front of the uniform.
2. Except as indicated in Note 1. and in the drawing, additional markings on uniforms are not permitted.
3. For clarification of proper application of AYSO and manufacturers' logos refer to the AYSO National Rules & Regulations Section VI. A. and Section "800 – Legal" of the Regional Commission Manual.

## **ADDENDUM FOR 2006 HOSTING VENUE**

### **1. Age divisions:**

U-19	August 1, 1986 through July 31, 1989	(11 v 11 with 18 on roster)
U-16	August 1, 1989 through July 31, 1991	(11 v 11 with 18 on roster)
U-14	August 1, 1991 through July 31, 1993	(11 v 11 with 15 on roster)
U-12	August 1, 1993 through July 31, 1995	(9 v 9 with 12 on roster)
U-10	August 1, 1995 through July 31, 1997	(Soccerfest - 7 v 7 with 10 on roster)

**2. Soccerfest:** *The AYSO National Games 2006 will include a U-10 Boys and Girls Soccerfest to be conducted under the AYSO U-10 short-sided play guidelines – 7 v 7 with 10 players on the roster.*

**3. Home/Visitor Sidelines:** *At fields that have bleachers, teams shall occupy the opposite side of the field from the bleachers. At U-12 fields having more than one pad that do not have bleachers; teams shall occupy the side of the field with benches or between fields.*

**4. Coaching:** *Coaching areas may be modified as mentioned in 2. Home/Visitor Sidelines.*

### **5. Additional Uniform and Equipment Rules**

1. Bicycle shorts that are the same primary color as the uniform shorts will be permitted.
2. Shin guards must be of an appropriate size for protection and must be worn under the socks.
3. Excessively long fingernails can be unsafe and gloves may be required before playing.
4. Earrings must be removed and cannot be taped.
5. Medical alert bracelets are allowed. The bracelet should be covered with a cloth wristband or something equivalent.
6. Use of knee braces by players is allowed provided that the knee brace is adequately covered and padded in the judgment of the referee.
7. A player must not use equipment or wear anything which is dangerous to himself or another player.

**Other uniform issues will be resolved in accordance with the Guidance for Referees and Coaches published by AYSO.**

**6. Procedures for kicks from the penalty mark:** Only those players on the field at the end of the second overtime period are eligible for participation. The home team captain will call the toss of the coin by the referee. The winning team of the coin toss has the choice of first or second kick. The number of players eligible to participate will be of equal number from each team.

The first five players from each team shall take alternate shots upon the signal of the referee. If the match remains tied after the first five shooters, a sudden victory shootout will take place until a winner is determined. When all the players on a team have taken a shot, it is not necessary that they follow the same order in taking their second shot as they had for the first round.

**7. Lightning Stop:** As soon as lightning or thunder is observed all outdoor activity is to be suspended. At The Libertyville Township Soccer Complex and the Vernon Hills Athletic Complex, the Thor Guard lightning prediction system will indicate the high probability of a lightning strike (and the beginning of a Lightning Stop) by sounding a single long blast of its air-horn. People are to seek shelter in a fully enclosed metal vehicle with windows up or in a substantial building. Activities may resume only when the Thor Guard sounds the all clear with three blasts of the horn. At a location not covered by Thor Guard activities may be resumed when lightning or thunder have NOT been observed for thirty minutes.

**Additional information** is available at the [National Weather Service - Lightning Safety Web site](#).

**Thor Guard Signals:**

**A single long blast indicates the high probability of a lightning strike and the beginning of a Lightning Stop.**

**A strobe light will continue to flash until an "All – clear" is indicated.**

**Three shorter blasts indicate "All-clear" and the end of the lightning stop.**

Two shorter blasts is a maintenance signal and may be ignored.

**Areas considered safe:**

- a. Inside a fully enclosed metal vehicle with windows up
- b. Inside a substantial building (roof and four walls)

**Unsafe Areas:**

- a. Small buildings including picnic shelters & the open area of the concession stand...
- b. Anywhere near metallic objects like flagpoles, soccer goals, metal bleachers, electric equipment.
- c. Open fields, trees, and water.
- d. Anywhere else not considered safe!

**If a strike occurs:**

- a. If you are qualified to do so, apply First Aid immediately.
- b. People struck by lightning do not carry an electrical charge and are safe to touch.

**Restarting after the All-Clear:**

**AYSO National Games at LTSC and Vernon Hills, if the All-Clear sounds:**

A. **WITHIN 15 minutes of the start of the Lightning Stop:** The schedule will resume with referees reducing the remaining periods so that the match ends at the scheduled time.

B. **LONGER THAN 15 minutes after the start of the Lightning Stop:**

Games which have completed the first half will be considered finished.

Games that cannot start within 15 minutes of their scheduled start time are cancelled and may be rescheduled.

Games started but delayed for weather that have more than 30 minutes of remaining scheduled field time shall resume and if completed shall be considered as full time matches.