

San Mateo AYSO U10 Tournament Rules – November 19 and 20, 2016

1. All tournament games will follow the same format as the regular season, including:
 - 1.1 2 x 25 minute halves
 - 1.2 The higher ranked (seeded) team is the home team and supplies the game ball.
 - 1.3 The 3/4 play rule is in effect
 - 1.4 A different player must play goalkeeper each quarter.
 - 1.5 Spectators will be positioned on the opposite side of the field from the players and coaches during all games. At King Center, the players and coaches will be located along the touchline closest to the fences and the spectators will be located on the other side. At Bay Meadows, the teams (players and coaches) will be located between the fields and the spectators will be located on the outside.
 - 1.6 Coaching is allowed from the technical area only (one yard from the touchline and 10 yards on either side of the center line)

2. **All Saturday games tied** at the end of regulation will immediately proceed to Kicks From The Mark (KFTM).
 - 2.1 Only those players on the field during the 4th quarter may participate in KFTM.
 - 2.2 Those players and one coach per team will gather inside the center circle.
 - 2.3 The referee will toss a coin to determine the goal to use, unless the referee determines otherwise for safety (e.g., wet or muddy field conditions at the penalty mark or in the goal area) or fairness (e.g., sun in eyes of goalkeeper).
 - 2.4 A second coin toss will be made - the team that wins the coin toss chooses whether to kick first or second.
 - 2.5 If before or during the kicks, one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded ("Reduce to Equate").
 - 2.6 A coin toss will be made (visitor calls) - the winner chooses whether to kick first or second.
 - 2.7 Each team will take five kicks, alternating one by one, in the pre-determined order, until a winner is determined.
 - 2.8 If still tied after five kicks per team, kicks will continue one player at a time (cannot be one of the initial 5) from each team until a winner is determined. If all players participating in KFTM have attempted a kick and the match is still tied, coaches may re-order those players as the one-at-a-time process continues.
 - 2.9 No player can take a second kick until all players have taken a kick.
 - 2.10 Goal keeper can be changed at any time (must be one of the players on the field) with the referee's permission.

3. **All Sunday games tied** at the end of regulation will proceed to two (2) overtime periods of 5 minutes each.
 - 3.1 2 x 5 (five) minute halves (note: a new coin toss is made – the winner chooses direction, loser kicks off).
 - 3.2 Both periods will be played in full (no "Golden Goal")
 - 3.3 Between halves, the changeover should be as quick as possible (it is NOT a full-half break).
 - 3.4 Any player sitting out the first overtime period must play the second overtime period
 - 3.5 Any player can play in both overtime periods.
 - 3.6 A player who played goal keeper during regulation can play goal keeper during the overtime periods. A different goal keeper must be used for each overtime period.
 - 3.7 All games tied at the end of the second overtime period will proceed immediately to KFTM.
 - 3.8 Only those players on the field during the 2nd overtime period may participate in KFTM.
 - 3.9 Those players and one coach per team will gather inside the center circle.
 - 3.10 The referee will toss a coin to determine the goal to use, unless the referee determines otherwise for safety (e.g., wet or muddy field conditions at the penalty mark or in the goal area) or fairness (e.g., sun in eyes of goalkeeper).
 - 3.11 A second coin toss will be made - the team that wins the coin toss chooses whether to kick first or second.
 - 3.12 If before or during the kicks, one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded ("Reduce to Equate").
 - 3.13 A coin toss will be made (visitor calls) - the winner chooses whether to kick first or second.
 - 3.14 Each team will take five kicks, until a winner is determined.
 - 3.15 If still tied after five kicks per team, kicks will continue in turn until a winner is determined.
 - 3.16 Coaches can re-order their kick takers at any time.
 - 3.17 No player can take a second kick until all players have taken a kick.
 - 3.18 Goal keeper can be changed at any time (must be one of the players on the field) with the referee's permission.

4. Sportsmanship points will be awarded as per the regular season. All teams start with "0" Sportsmanship Points.

5. To be eligible for the Area Tournament (which takes place after our Region Tournament):
 - 5.1 Teams playing 4 tournament games must earn a minimum of 14 sportsmanship points.
 - 5.2 Any team receiving 0 (zero) sportsmanship points in either the player or adult (coaches/spectators) category for any game will not be eligible for the Area Tournament.
 - 5.3. All coaches must be age-appropriate certified.

6. If the tournament cannot be completed (see weather/field contingency plans below), the tournament will be canceled and the regular season Division winner (highest seed) will go to the Area tournament. Note: this rule is in effect even if the Division winner was eliminated during tournament play.

Weather/Field Contingency Plans (for the following scenarios):

Scenario 1. Saturday, 11/19 games: King closed / Bay Meadows open.

Plan: Move all 8 first round Saturday games to Bay Meadows.

- All games reduced to 2x20 minutes.
- Quarter final, semi-final and final games are played at Bay Meadows on Sunday.
- Quarter final games are at 8:00, 9:00, 10:00 and 11:00.
- Semi-final games are at 1:00 and 2:00.
- Final is at 4:00.
- All ties after regulation time go to KFTM

Scenario 2. Saturday, 11/19 games: Both King and Bay Meadows closed / Bay Meadows playable Sunday, 11/20

Plan: If Bay Meadows playable Sunday, reduce tournament to top 4 seeded teams and play two semi-final and final games.

Scenario 3. Saturday, 11/19 games played, Bay Meadows closed Sunday, 11/20

Plan: We would be down to 4 teams. Re-schedule 2 semi-final and final games at Bay Meadows for Saturday, 11/26. If the games cannot be played and completed by 11/26, cancel the tournament as per the tournament rules (#6).

Scenario 4. Saturday and Sunday, 11/19 and 11/20, both fields unplayable

Plan: Cancel the tournament per the tournament rules (#6).