

## Area 2C TOC Guidelines

**Dogs are NOT allowed at any fields, exception for those assisting the sight impaired.** Coaches, please make sure this is communicated to your team's families. Any people with dogs will be asked to leave the field areas.

### **Schedule:**

All schedules are posted on the Area website [www.ayso2c.org](http://www.ayso2c.org), under the "TOC" tab. A copy will also be at each field marshal station.

### **Field Directions:**

Below is the link to the Area-2C website for field directions.

<http://ayso2c.org/fields.shtml>

### **Match duration:**

#### Pool Play

- U10 - 10 minute quarters, no overtime
- U12 - 10 minute quarters, no overtime
- U14 - 15 minute quarters, no overtime

#### Semi Finals

- U10 - 12.5 minute quarters, overtime/tie breaker rules apply
- U12 - 15 minute quarters, overtime/tie breaker rules apply
- U14 - No semi-finals

#### Finals

- U10 - 12.5 minute quarters, overtime/tie breaker rules apply
- U12 - 15 minute quarters, overtime/tie breaker rules apply
- U14 - 17.5 minute quarters, overtime/tie breaker rules apply

### **Overtime/Tie Breaker Rules:**

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

1. Head to head competition.
2. Fewest goals allowed
3. Subtracting goals allowed from goals scored (maximum of 3 points per game)
4. Fewest red and/or yellow cards received (red cards will count as the equivalent of 2 yellow cards)
5. Coin toss - by Area Director

If the championship or semi-final game is tied after regulation time then two 5 minute overtime periods will be played. Teams will change halves prior to each overtime period. During the period of extra time played after the end of normal playing time, the team which scores the first goal is declared the winner (*Golden Goal*).

If no goals are scored during the overtime periods, the match will be decided by kicks from the penalty mark. FIFA instructions (*Procedures To Determine The Winner Of A Match*) for the taking of kicks from the penalty mark will be followed. Only the players on the field at the end of the second overtime period will be allowed to participate in the penalty kick shoot-out.

### **Team Rosters & Medical Release Forms:**

- Each team will turn in an AYSO printed roster, signed by the regional commissioner, to the field marshal prior to their first match. Please put a contact name and telephone number that we can use Saturday evening to contact advancing teams.
- Each coach will maintain in their possession a copy of the AYSO roster and all player medical release forms.
- Each coach/team will present their roster and medical release forms to the field marshals for review prior to each match.

**ANY TEAM WITHOUT A ROSTER AND MEDICAL RELEASE FORMS WILL BE DISQUALIFIED FROM THE TOURNAMENT.**

### **Game Cards:**

Tri-fold game cards will be provided by the field marshals. Each team will need to write in, or cut & paste preprinted player information onto each game card. After each match, the winning coach is to turn in game card to the field marshals.

### **Minimum Play Time:**

There is a two quarter minimum play rule. If your region has a higher minimum play time rule, please follow your region's minimum play rule.

### **Small Sided Match Play for U10s & U12s:**

This tournament will be played under small-sided rules and conditions for the U10 and U12 divisions. U10s will participate with 7 on the pitch, with a maximum roster size of 10, and U12s will participate with 9 on the pitch, with a maximum roster size of 12.

### **Point System for pool play:**

Each team will earn points during Saturday's pool play according to the outcome of each game. Teams may earn:

- 6 points for a win
- 3 points for a tie
- 1 point for each goal scored (up to a MAXIMUM of 3 per game)
- 1 point for a shutout
- -1 point for every goal over a spread of 6 goals
- -1 point for every two yellow cards
- -2 points for every red card

For example, if a team wins 1-0, it will earn 8 points (6 for the win, 1 for the goal, and 1 for the shutout). If two teams tie 2-2, they will each earn 5 points (3 for the tie and 2 for the goals).

The maximum number of points a team may earn in a game is 10 points which would might be earned for victories by a score of 3-0, 4-0, 5-0, or 6-0. If a team wins 7-0, then they would earn 9 points (6 for win, 1 for shutout, 3 for goals, -1 penalty for winning by more than 6 goals).

At the end of the day, the team with the highest total number of points wins their flight.

#### **Teams advancing to Semi-finals:**

- U10 - Top point earning team from each pool and the next highest overall point earning team.
- U12 - Top point earning team from each pool and the next highest overall point earning team.
- U14 - Top team from each pool will advance directly to the championship match.

#### **Team Volunteers:**

A field marshal schedule will be circulated under a separate e-mail. There will be a mandatory field marshal meeting on 7:00pm, Friday, November 14th @ the PHMSA Soccer Locker, 360-270 Civic Drive, Pleasant Hill.

#### **Tournament Officials:**

In addition to the field marshals, region and area personnel will be on call and floating between fields in the event of additional intervention.

Officials on call:

Mike Morrissey (PHMSA) - 925-768-6221  
 Cindy Wells (Concord AYSO) - 925-708-4828  
 Rick Purser (MDSA) - 510-499-3906  
 Kurt Ecklin (MDSA) - 925-890-6794