



National Games 2019

Governing Rules

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AYSO National Games 2019 Governing Rules

I. PURPOSE OF THE AYSO NATIONAL GAMES

The National Games ("Games") shall offer an opportunity to bring together different Regions, Areas, 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 will be held from June 30 to July 7, 2019. ***The Games should not be interpreted nor represented as any form of an AYSO National Championship.***

II. SCOPE

The National Games consists of teams formed by Regions, Areas or Sections consisting of eligible players from within a Region, Area or Section, as described below;

III. PLAYER ELIGIBILITY POLICY

To be eligible to participate in the National Games, a **player must meet both a registration requirement and a primary program participation requirement**. It is the intent of these rules that participants will not join the organization for the express or singular purpose of participating in the National Games and teams will not be formed with any participants thus joining.

A. **Player Registration Requirement:**

Eligible players must be registered in AYSO's registration system of record for Membership Year 2018 on or before April 1, 2019.

The eligible player list in AYSO'S registration system of record **WILL BE FROZEN as of April 1, 2019** and only those players on the list as of April 1, 2019, will be permitted to play in the National Games.

B. **Player Participation Requirement:**

Players meeting the registration requirement above must also be verified by the Regional Commissioner as having actively participated in a defined AYSO primary program during a Region's split season (program which begins in fall, closes for a while and continues in spring), or in the fall season (when it is the only program offered) or in the two prior spring "seasons (when it is the only season if offered). For purposes of this determination the following definitions shall apply:

1. "Actively participated in" means playing in at least 50% of the scheduled games of any complete AYSO-approved primary program that begins after January 1, 2018. For this purpose, only, a primary program that ends after Sunday, June 1, 2019 will be deemed "complete" on June 1, 2019.

See AYSO National Policy Statement 2.2, *Participation in Secondary Programs*, for allowed special circumstances that might prevent a registered player from **completing** a program – NOT **prevent them from registering in a program**:

"Special circumstances would include, but are not limited to, an illness; a soccer-related injury; change of address (moved to a new Region); parental custodial rights; conflict with secondary or high school rules of state which prevent the registered player from COMPLETING the primary program; If such special circumstance arises within a Region, the Regional Commissioner must request approval, in writing, from the Area Director and/or Section Director prior to adding the child to a secondary season roster."

2. "Scheduled games" shall mean games that were scheduled for play at the beginning of the season and available for play (excludes games not available for play due to field closures or similar).

3. "Primary program" shall mean the entire set of scheduled games (including **BOTH** parts of split seasons) in a Region for which open registration is held, balanced teams are newly formed and all registrants play. It is acknowledged that some Regions may have more than one primary program under this definition. "Primary programs" include both standard primary and approved EXTRA™ programs. However, intact EXTRA teams are not allowed to participate.

Each Regional Commissioner, Area Director and Section Director is responsible for ensuring that the spirit of the eligibility rules is honored. The AYSO National Games Executive Board reserves the right to determine and administer any discipline that they deem appropriate should they find that the participation of any team or player violates this intent. Disciplinary sanctions can include, but are not limited to, removing or rejecting the offending team or player from participation in all or any part of the National Games.

IV. TEAM FORMATION POLICY

Each Region (or Area if receiving an Area slot) shall determine the method it uses for team formation, provided that each team member is eligible following the rules listed below. All rostered team members must be eligible players as defined above.

A team roster may include up to two coaches, each of whom has met the Coaching Requirements described below. Only players and coaches listed on the approved roster may participate in the National Games.

A. Team Roster Sizes and Player Numbers on the Field

- The maximum roster size allowed in 16U/19U will be 18 and teams will play 11 v 11
- The maximum roster size allowed in 14U will be 15 and teams will play 11 v 11
- The maximum roster size allowed in 12U will be 12 and teams will play 9 v 9
- The maximum roster size allowed in 10U will be ten and teams will play 7 v 7

B. Age Divisions

The following age divisions participate in the AYSO National Games (DOB's for 2019 Games):

- 19U girls teams and boys teams Birthdates January 1, 2000 – December 31, 2002
- 16U girls teams and boys teams Birthdates January 1, 2003 – December 31, 2004
- 14U girls teams and boys teams Birthdates January 1, 2005 – December 31, 2006
- 12U girls teams and boys teams Birthdates January 1, 2007 – December 31, 2008
- 10U girls teams and boys teams Birthdates January 1, 2009 – December 31, 2010

Teams with a mixture of boys and girls will be considered boys' teams for purposes of the lottery draw and pool placement.

C. Team Formation Limitations

Each team must be comprised of eligible players from the Region(s) that are age-appropriate for the age division selected in the Lottery Draw. ("Age appropriate" shall be judged solely by a player's birth date and not by the player's primary season division.) All eligible players from the hosting Region **MUST** have the first opportunity to participate or, if an Area team, only from the Regions stated in the lottery bid.

Exception 1: If the selected Region is unable to form a complete team from age appropriate eligible players in the Region's primary program, the Region may, with permission from the Area Director, approach Regional Commissioners from other Regions in their own AYSO Area to seek additional eligible players, which requires each Regional Commissioner involved to sign off on the addendum Blue Sombrero team roster.

Exception 2: Extraordinary circumstances might indicate the need to go to a neighboring AYSO Area to find a team member. This requires agreement by each of the Regional Commissioners, Area Directors and Section Director(s) involved.

Exception 3: Team members will be allowed to be added to a team roster not in their age appropriate division only under circumstances as described in "Playing up."

D. Playing Up

"Playing up" a division by a team member into an older age bracket than his/her birth date indicated in **Age Divisions**, will be permitted only under one of the following circumstances:

- Permitted in all of the age brackets (except 10U) **provided that the player played up in the 2018-2019 primary program.** Age appropriate team members should be given priority in the selection process **and it is the responsibility of the Regional Commissioner to verify the eligibility of the "younger" team member to be playing in an older age bracket during the Region's primary program.** Regional Commissioners must NOT play younger children up for the express or singular purpose of participating in the National Games.
- 10U may not utilize players who played in 8U during the primary program
- **"Playing down" in a younger division than the player's age is not permitted.**

E. Team Rosters

NOTE: Regions must utilize their own Region's age-appropriate registered players prior to asking for "exceptions". All team members' eligibility will be verified by the Regional Commissioner (Region team) or Area Director (Area team). Falsifying information pertaining to eligibility may result in expulsion of a team from the Games prior to its start, or if discovered after the Games commence, forfeiture of games the ineligible team member(s) participated as players and/or substitutes, and zeroing out/ nullifying of sportsmanship points for games in which ineligible team member(s) participated.

1. The Team Roster and the approved Team Roster Exemption Form (to be provided) must be sent together with all appropriate Regional Commissioner, Area Director and Section Director signatures when submitted to the Games Committee.
2. The Roster Form and all other required documents will be available at www.aysonationalgames.org. **Initial rosters will be due on April 15, 2019, or when a team accepts an invitation to attend the Games if later. A team that does not submit a roster by the due date will be considered to have withdrawn their acceptance and will be replaced by the next eligible team in the lottery.** Directions and due dates for roster revisions will be provided to Regional Commissioners and Coaches in January.
3. Team rosters and player/coach ID cards must be prepared using AYSO's registration system of record for Membership Year 2018, including all player information and coach certifications.
4. Roster changes, including late roster submissions, after the later of May 15, 2019 or 14 days following a team's acceptance of an invitation to the Games, must be accompanied by an administrative fee of \$25 per eligible player or coach added to the roster. **Rosters will be frozen on June 5, 2019 and no further changes will be permitted.**

Example: if a complete 14-player roster is submitted for the first time after May 15, 2019, the administrative fee would be \$400 (14 players and 2 coaches' x \$25 each). If there is a coach change and

one (1) player change, the administrative fee would be \$50.

5. **Roster Freeze Exception:** There may be a limited number of **unaffiliated guest** or local players who are available at coach check-in. These players will be allocated to teams willing to accommodate them at the discretion of the National Games Rules Committee. Any such player added to a team's roster will not be subject to the additional administrative fee. There is no guarantee that such players will be available or how many such players (if any) will be assigned to a particular team. Such players will be added from both a highest need and a first come, first served basis. While Games Venue Committee will make every effort to place such players, there is likewise no guarantee that all such players will be successfully placed on a team.

V. COACH ELIGIBILITY

All AYSO coaches and assistant coaches (hereafter referred to collectively as coaches) who wish to coach in the AYSO National Games must, at a minimum:

- Be a registered volunteer in AYSO'S registration system of record for the current AYSO membership year.
- Have the new AYSO's Safe Haven™ certification.
- Have completed CDC concussion awareness training
- Be trained per the National Coaching Program Guidelines at the age/skill level of the team they wish to enter/coach. Training must be completed and verified in AYSO'S registration system of record by April 15, 2019.

Following are the required certifications for each of the age levels:

DIVISION	MINIMUM COACH CERTIFICATION REQUIREMENT
10U	10U Coach (Complete Course)
12U	12U Coach
14U	Intermediate Coach
16U/19U	Advanced Coach

- Coaches are permitted to be the coach or assistant coach for one team, and one team only.
- 10U Coaches who have taken ONLY the online 10U course will NOT BE ELIGIBLE to coach. The field portion of that course must also be completed.
- Coaches are responsible for checking Blue Sombrero to ensure that all completed courses have been properly credited prior to April 15, 2019.
- Each team must have no more than two coaches. Each coach must be 18 years of age or older. Approved coaches are the only people permitted to coach and to be in the coaching area on the fields.
- If a trainer is traveling with a team, he/she will not be permitted as a substitute coach for any reason and is not allowed in the coaching area.

- The coaching area is a marked box located one yard off the touchline and centered on the halfway line. It is the length of the center circle and as wide as three yards depending upon the space available. No other persons, except for the assistant referee and a fourth official (if utilized), are permitted in the coaching area. Coaches, substitutes and spectators are not permitted to enter the field of play unless requested to do so by the referee.
- Substitutes are to remain on their designated side of the field within the specified areas behind the coaches' area during the game.
- Spectators are to remain in their designated areas, including between the outside edges of the penalty area for the duration of the game and are not permitted to enter the field of play.
- Coaches are responsible for their conduct, the conduct of their players, spectators and guests. Only positive 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.

VI. PROPER DRESS – STANDARDS FOR UNIFORMS AND PLAYER EQUIPMENT

Players in the 2019 National Games will be required to follow the AYSO Uniform Specifications for the 2018-2019 membership year. The specifications may be found at <http://www.aysovolunteers.org/uniform-specifications-variance-requests/>

A. Additional Uniform and Equipment Information

1. Jewelry or adornment of any kind is not allowed. Jewelry or adornment includes: earrings, any hard replacement stud or other piercings worn in any visible body part; friendship, rubber sport, braided and other similar bracelets; hard metal or plastic items on clothing or hair, including beading, clips or bobby pins; or ribbons, loops or loose strings in the hair. Taping of these items is not permitted, and does not make them permissible to wear.
2. Soft, "scrunchy-type" or elastic hair control items are permitted.
3. Medical alert bracelets are allowed. They should be secured to the player with tape, a cloth wristband or the equivalent taking care to leave the information visible and easily recognizable in case of emergency.
4. AYSO will not prohibit the use of knee braces by players provided that, in the judgment of the referee, the brace is adequately covered and padded so as to eliminate the possibility of its causing injury to the other players on the field of play.
5. The acceptable length and shape or adornment of fingernails is up to the judgment of the referee. In general, long or fake fingernails are not to be considered dangerous by themselves. However, the use of such as a deterrent should be sanctioned according to the severity of use. Knit gloves may be used by a player to cover nails judged to be dangerous. Primary focus should be on player safety.
6. Goalkeepers may wear a soft brimmed hat or cap. In addition, the brim must also be made of a soft material and must be approved by the referee. Baseball-style caps with hard brims are not acceptable even if worn backwards. These items should be a neutral color free of inappropriate design, logo or meaning. They must not constitute a danger to the player or to other players and must be approved by the referee.

7. Other uniform and equipment issues will be resolved in accordance with the *AYSO Regional Referee Manual and Parents* and the *Laws of the Game* for the current year. Questions should be asked prior to attendance at the Games so that any modifications or changes can be worked out in advance.

VII. TEAM CHECK-IN

All coaches must be available at the games site on the first day of check-in and be prepared to check-in at the Games headquarters between the check-in time schedule published. Coaches must bring one set of the player's uniform (primary/alternate jersey, short, socks) the team will be wearing throughout the tournament. If the team only has one jersey, an acceptable overlay such as pinnies or scrimmage vests in material that allows for the player jersey numbers to be seen or are individually numbered shall be provided by the team.

All uniforms, including alternate jerseys or overlays, will be checked for compliance with the AYSO Uniform Specification. For any improper uniforms found during check-in, teams will be expected to make the necessary corrections before they will be allowed to participate.

Further details and requirements about the team check-in process will be included in the coach's information package which will be sent to participating teams at least 30 days before the start of the games.

VIII. SOCCERFEST PARTICIPATION

The Soccerfest event creates an atmosphere for Good Sportsmanship, Camaraderie and Stewardship for the Games and is a great kick-off event prior to the start of the Games. Soccerfest is a fundamental and integral part of the spirit and experience of the Games. Every player is enriched by interacting with players from other teams across the country; making new friends thereby adding to the excitement for everyone. All players and coaches are encouraged to participate in Soccerfest.

National Games teams (rostered players and coaches) are automatically registered for Soccerfest. MY18 registered AYSO and non-AYSO players who are not playing in the Games, but would like to participate, must register to play in Soccerfest. Currently registered AYSO players must complete the AYSO Soccerfest Registration form and pay a \$30.00 participation fee. Non-AYSO players must also register for Soccerfest participation (\$30) and in addition, complete and submit the non-AYSO Player Participation Release Form (\$5); a total cost of \$35; \$30 for the Soccerfest registration and \$5 for the non-AYSO Player Participation Release Form.

A. Pool Play Points Awarded for Soccerfest

1. A team coach may request that a rostered player or coach be excused from Soccerfest due to unusual or special circumstances. This request must be made to the National Games Venue Committee not later than the team's check-in time.
2. Each team will be awarded six (6) points in pool play standings for participation of its officially rostered players and coaches in both Soccerfest games (except for those players and coaches excused as noted above), provided that at least one coach and a minimum number of players from the team participate.
3. Minimum number of players for Soccerfest participation are as follows:
 - 10U – 7 players
 - 12U – 9 players

- 14U/16U/19U – 10 players

4. Partial credit will not be awarded.
5. Soccerfest points will be posted after Soccerfest within a reasonable time as established by the Venue Committee. Any challenge to the Soccerfest points awarded or not awarded must be made prior to the end of the last game on the second 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.

B. Soccerfest Method

1. Coaches, team members and additional players who are registered for Soccerfest only, will be scrambled into teams. Soccerfest teams will play two shortened games.
2. Complete Soccerfest information will be provided to coaches prior to their arrival

IX. SPORTSMANSHIP

“Good Sportsmanship” is one of AYSO’s Six Philosophies. AYSO strives to create a positive environment based on mutual respect rather than a win-at-all-costs attitude, and our programs are designed to instill good sportsmanship in every facet of AYSO.

Sportsmanship is how we play the game – how we follow the Laws and show respect for teammates, opponents and officials. This is evidenced in applauding opponents’ good performances, encouraging teammates and courtesy toward the referees.

We expect our coaches, referees, team administrators, parents and spectators to be our Stewards of the Game by modeling good sportsmanship, fair play and age appropriate cheering during the games. Building character, confidence, self-esteem, and enjoyment in all aspects of a player’s experience in AYSO are primary goals.

Because of the value that AYSO places on sportsmanship, sporting behavior and sportsmanship points are used to break ties in the standings, and Sportsmanship Awards are the highest honor of the National Games for all teams, including the AYSO Michalski Sportsmanship Cup, which is awarded to one team that demonstrates the highest level of sportsmanship out of all the teams participating in the Games.

A. Sportsmanship Monitoring Process

1. Sportsmanship points will be awarded based upon the Sportsmanship Form in Exhibit “A” at the end of these rules. The referee team will score the Sportsmanship Form at the conclusion of each game based on their observation of coaches, players and supporters conduct before, during and immediately after the game.
2. As a tiebreaker for the AYSO Michalski Sportsmanship Cup, the National Games Committee will offer additional observations of player, coach and spectator conduct and behavior reported throughout the Games and determine a winner.
3. In each age division, the team that earns the highest point total over their pool play games will be honored for outstanding sportsmanship and all team members and coaches of those teams will receive medals. In the event of a tie, scores for each individual Sportsmanship attribute will be compared until the tie is broken.
4. Teams proceeding into the medal rounds will have the opportunity to continue to demonstrate

excellent sportsmanship, based on the same criteria used in pool play games. However, no additional Sportsmanship medals will be awarded for these games.

X. GAME FORMAT

A. Pool Play

1. Girls' and boys' teams within each age division will be organized into separate pools. Co-ed teams will play in the boys' brackets.
2. The structure of the pool will be determined by the number of teams entered. Ideally, each pool will consist of at least six (6) teams, and there will be no more than four (4) pools in each bracket. The make-up of each pool will be determined by a random draw, and the teams will be assigned to provide as much inter-Section play as possible.
3. Every team will play at least a 5-game round robin schedule from within their assigned pools.
4. Game schedule will be published to team coaches, Regional Commissioners and Area Directors and posted on the National Games website **not later than June 15, 2019**.

B. Medal Round

1. At the end of pool play, eight teams from each bracket will advance to the medal rounds.
 - a. If there are four (4) pools, the top two (2) teams in each pool will advance.
 - b. If there are three (3) pools, the top two (2) teams in each pool plus the two (2) third place teams with the most points will advance.
 - c. If there are two (2) pools, the top four (4) teams in each pool will advance.
 - d. If there is only one (1) pool, the top eight (8) teams will advance.
2. 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:
 - a. Head to head results
 - b. Sportsmanship points earned
 - c. Goals against in all games (aggregate)
 - d. Kicks from the penalty mark

Note: In a three-way tie, lots will be drawn to determine which two teams will first take Kicks from the Penalty Mark (KFTPM). The third team has a "bye" and will compete in KFTPM against the winning team of the first round of KFTPM.

C. Quarter-Final Competition

- Game 1 - 1st in pool A vs. 2nd in pool C
- Game 2 - 1st in pool B vs. 2nd in pool D
- Game 3 - 1st in pool C vs. 2nd in pool A
- Game 4 - 1st in pool D vs. 2nd in pool B

Quarter-Final competition pairing for three, two or one pool brackets will be developed by the Venue Committee based on these principles or as described as an appendix to these rules. In all cases, semi-

final and final games will proceed as described below.

D. Championship Bracket (Semi-Final and Final)

- Game 5 - Winner of Game 1 vs. Winner of game 2
- Game 6 - Winner of Game 3 vs. Winner of game 4
- Game 7 - Winners of Games 5 and 6 play for 1st and 2nd place in the championship bracket

E. Consolation Bracket (Semi-Final and Final)

- Game 9 - Runner-up of Game 1 vs. Runner-up of Game 2
- Game 10 - Runner-up of Game 3 vs. Runner-up of Game 4
- Game 11 - Winners of Games 9 and 10 play for 1st and 2nd place in the consolation bracket

F. Ties in Medal Rounds

Quarter-Final, Semi-Final and Final matches tied at the end of regulation time will proceed straight to kicks from the Penalty Mark as described in the IFAB/FIFA Laws of the Game.

G. Game Duration

Game durations will be as follows, unless the National Games Executive Committee reduces the length of the halves due to playing conditions:

DIVISION	GAME DURATION (ALL GAMES)
10U	Two – 20 Minute Halves
12U	Two – 25 Minute Halves
14U	Two – 25 Minute Halves
16U	Two – 30 Minute Halves
19U	Two – 30 Minute Halves

Half-time periods shall be a minimum of five (5) minutes or a maximum of ten (10) minutes as designated by the referee.

H. Pool Play Points

1. Points during pool play will be awarded using the following formula:
 - a. Six (6) points for a win
 - b. Three (3) points for a tie (to each team)
 - c. Zero (0) points for a loss
 - d. One (1) point for a shutout
 - e. One (1) point to the winning team for each goal differential (up to 3)
 - f. Minus (-) one (1) point deducted for each player or substitute sent off
 - g. Minus (-) one (1) point deducted for each coach or spectator expelled from the playing area
 - h. Six (6) points for proper participation in Soccerfest (see Soccerfest for requirements)

Examples:

#1 – Team A (1) and Team B (0): Total points awarded; Team A - 8 points (6 points win + 1 point shut out + 1 point goal differential); Team B = 0 points

#2 – Team A (3) and Team B (2): Total points awarded; Team A – 7 points (6 points win + 1 point goal differential); Team B = 0 points

#3 – Team A (2) and Team B (2): Total points awarded; 3 points to each team (3 points tie)

#4 – Team A (0) and Team B (0): Total points awarded; 4 points to each team (3 points tie + 1 point shut out)

2. In the event of a forfeit, the winning score shall be 1-0, with the winner awarded eight points.
3. In the event a team receives no points for a game in which a sendoff or expulsion has occurred, a negative point total shall be posted for that team for that game.

XI. PRE-GAME CHECK-IN

Teams shall report to their assigned field at least thirty (30) minutes prior to the scheduled game start time. The referees will check player and coach ID cards, and check uniforms and equipment before each game.

Pre-printed game cards will be provided to the referees by the National Games Venue Committee. Adding players (handwritten) to the pre-printed game card is not allowed unless authorized by the National Games Registrar.

The team listed first on the schedule is the HOME team and shall occupy the designated side of the field, while the VISITOR team shall occupy the other side of the field. Teams must remain on their designated side of the field throughout the match. Coaches and substitutes must remain in the designated technical area with players behind the technical area. Spectators must remain behind the spectator line, behind the players, and between midfield and the penalty area.

The HOME team will be required to wear their alternate jersey/overlay in case of a color conflict with the VISITOR team.

XII. SUBSTITUTIONS AND PLAYING TIME

Except as described in this section, the AYSO substitution rules found in Section I.C. of the National Rules and Regulations and reproduced as an appendix to these rules shall be used in all age divisions. Every player must play at least half of each game. All coaches are strongly encouraged to give every player the opportunity to play three quarters before any player plays four quarters. Injury and illness will be taken into account, but must be verified and annotated on the game card by the referee.

XIII. WITHDRAWAL OR DISQUALIFICATION FROM COMPETITION REPLACEMENT POLICY

The AYSO National Games gives players the opportunity to meet and compete against players from across the country in an enhanced and different environment from their primary season experiences. The Games are based on the cultural experience of making new friends while playing soccer. All players and teams want to do their best in this fun and fair environment, whether in a Soccerfest or a competitive match.

National Games activities and games span an entire week and can, on occasion, conflict with pre-determined family obligations or other events. When conflicts arise they pose difficult decisions for both

the teams as well as for the Games, which desire that teams fully participate.

Teams with known commitment or attendance issues which attend the Games, and the Games' decision of how far a team intends to withdraw early should be allowed to advance, must be fair and consistent. The disruption or unfairness caused to the remaining team or teams which would have advanced if not for another team's early withdrawal must be carefully considered and the solution fairly and consistently applied.

There can also be unfortunate instances in which teams are disqualified from continuing due to disciplinary or other technical issues. This can leave openings in matches that need to be filled by a pre-determined method.

In the National Games with medal rounds, upon completion of pool play (see generic Game Schedule), the top two teams from each pool advance to the play-offs and play additional games – Quarterfinals, Semifinals and Finals. The winning teams of Quarter Final games advance to the Championship bracket while the runner-up advances to the Consolation bracket, respectively. Any team that is unable to complete all games of the medal rounds for any reason must notify the National Games Venue Chair (or designee) **as soon as they are aware of that eventuality – whether prior to the Games beginning or during pool play or in one of the playoff rounds** so that an alternate team may be invited to fill the spot.

A. Replacement Policies

1. The following policies will be in effect for replacing teams that withdraw (or are disqualified), whether or not the Games has been notified in advance of their intention.
 - a. **POOL PLAY:** If a team withdraws or is disqualified in pool play, the pool will still send the top two point earners (other than the withdrawn or disqualified team) into the Quarter Finals.
 - b. **QUARTER-FINALS:** If a team which wins their Quarter-Final match withdraws or is disqualified after that game, there will be a KFTPM process, as set forth in the rules, between the team which lost to the withdrawing team in the Quarter Finals and the next highest point earner (in the event of a tie, the tie breaker process set forth in the Rules shall be applied) across the pools of that division. If that team does not/cannot participate, the next team in descending order of points earned will be invited to participate in the KFTPM and so on until an opponent is found. The team which wins the KFTPM will move forward into the Semi-Finals of the Championship bracket, the losing team will continue in the Consolation bracket.
 - c. **SEMI-FINALS:** If a team which wins their Semi-Final match withdraws or is disqualified, the team which lost that Semi-Final match will go forward into the Final.

XIV. 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 forfeiture. A zero (0) to one-(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 fewer than five players in 10U, six players in 12U and seven players in 14U through 19U present and ready to play.

XV. DISCIPLINARY ACTIONS

A. Team Members

1. Any team member who is sent off must leave the field of play and the immediate area (place to be determined) before play is restarted and must be accompanied by a parent or Safe Haven trained adult. The qualified adult must follow Safe Haven protocol and not be isolated with the minor athlete. The team may not substitute for that player for the remainder of the game. If there is no parent or qualified adult to accompany the team member, he/she will remain silent on the sideline under the auspices of the team's coaches and may not participate in the hand shake at the end of the game.
2. Any team member who is sent off before, during or after a game, will be ineligible to participate in the team's next scheduled game. Depending on the severity of the action that resulted in the sendoff, the National Games Rules Committee may review the circumstances and issue greater sanctions against the offending team member.
3. Any team member receiving two send offs during the Games shall have the offenses reviewed by the National Games Rules Committee and may be denied further participation in the Games.

B. Coaches

1. A coach who is expelled by the referee must leave the field of play and the immediate area for the remainder of the current game and for the next scheduled game. Depending on the severity of the action that resulted in the sendoff, the Games Rules Committee may review the circumstances and issue greater sanctions against the offending coach.
2. Player Registration Forms must be in the possession of the remaining registered coach. If the coach refuses to leave, or there is no remaining coach or assistant coach, the referee, with advice or guidance of the Venue Chair or designee may terminate the game. When the game is terminated, the Games Executive Committee will decide the outcome of the game. Any coach expelled from more than one game will be suspended for the balance of the National Games.

C. Spectators

A spectator or other guest who is asked to leave the field by the referee, assigned field monitor or other Games official must do so immediately. If a spectator or guest refuses to leave, the referee, with advice or guidance of the Venue Chair or designee may terminate the game. The Games Executive Committee will be responsible for determining the outcome of the match. A forfeit win may be awarded to the opposing team.

D. Points Deducted in Standings

For each sendoff issued to a team member or any coach or spectator that is expelled, one (1) point will be deducted from the team's pool play standings and sportsmanship points will be adversely affected.

E. Reporting Disciplinary Actions

1. All send offs, expulsions and cautions issued during a match will be recorded on the back of the game card of the offending team. The referee shall also complete a Game Misconduct Report at the conclusion of the match. In the event that violence or the threat of violence has occurred, the assistant referees must also sign the Game Misconduct Report.
2. All send offs, expulsions and cautions will be reviewed by the Games Rules Committee, which may decide to issue greater sanctions.

3. 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.
4. All send offs for team members and all expulsions of coaches or spectators will be reported (via copy of the Game Misconduct Report) to the applicable Regional Commissioner or Area Director of the offending player, coach or spectator within 14 days of the conclusion of the Games.

XVI. REFEREE INFORMATION

A. Requirements

1. All referees must be a currently registered AYSO volunteer and must have AYSO Safe Haven Certification.
2. Referees must also have evidence of AYSO referee training or an acceptable referee certification from a US Soccer referee training program.
3. The diagonal system of control, utilizing a referee and two assistant referees will be employed on all matches. Referees will be scheduled for matches based upon their training, unless supporting information supplied by an Area Referee Administrator or Section Referee Administrator is presented to the Games Referee Administrator in advance.
4. All referees are subject to observation during pool play games to assist the Games Referee Staff with assignment of referees to medal round play games.
5. Every effort will be made to avoid assigning a referee to a game involving one or both teams from the referee's own Region or Area.
6. Players participating in the Games may not act as referees.

B. Check-In and Assignments

1. All referees must check in with the Venue Referee Coordinator at the referee administration tent or other designated location at least thirty (30) minutes prior to the start time of each match to which they are assigned.
2. The Games Referee Administrator (or his/her designee) will be available and will make assignment adjustments as necessary. All referee game assignments will be posted. Referee teams shall report to their assigned fields at least twenty (20) minutes prior to the game start time.
3. Referees shall officiate each game in accordance with IFAB Laws of the Game except as modified by AYSO in the AYSO National Rules and Regulations or these Games rules.
4. The game scores and Sportsmanship ratings as recorded on the game cards shall be the official result of the game. Referees shall submit all game cards as instructed at the end of each game. The game cards will be available for completing any paperwork or reports at the Games headquarters.

5. Referees shall submit a written report in the event of:
 - a. Any cautions or send offs issued to a player or and expulsions of a coach, spectator or guest
 - b. Any conduct by coaches, spectators, or other guests that interfered with the match
 - c. Abuse of substitution and/or minimum play rules noted or brought to the referee's attention
 - d. Any other action that the referee determines merits a notation or report
6. No protests of games, official rulings or judgment calls shall be allowed. The Games Rules Committee shall have the final say in any complaint or issue that arises. All decisions are final.

XVII. GAME STOPPAGE FOR LIGHTNING, HEAT AND OTHER ENVIRONMENTAL HAZARDS

The Games Organizing Committee shall develop a safety plan for dealing with lightning, heat or other environmental hazards. The safety plan may provide for delaying the start of play, halting or suspending play, shortening the length of games or eliminating overtime periods as may be appropriate to the circumstances.

The referee, with advice and guidance from the Venue Chair or designee, will have the authority to take appropriate action for any game-specific conditions or events which, in the opinion of the referee, endanger the safety of the players. The Games Organizing Committee or its designee will have the authority to order appropriate action for any site-related conditions or events that endanger the safety of the players.

If thunder is heard or lightning observed, lightning is close enough to be within striking distance, The Games Safety Director will control go/no-go and immediately suspend games in progress and notify all persons to seek shelter immediately. Activities may resume only when the Games Safety Director, with advice and guidance from the Venue Chair or designee, gives the approval.

XVIII. DISPOSITION OF ABANDONED OR TERMINATED GAMES

If any pool play games cannot be played due to circumstances beyond the control of the Games, the final standings of the pool will be determined by applying the following winning percentage (WP) formula:

$$WP = \frac{PoolPlayPts + SoccerfestPts}{(NumberOfGamesPlayed \times 10) + 6}$$

Where ***PoolPlayPts*** is the total points earned in all games played; ***SoccerfestPts*** is the number of points earned for participation in the Soccerfest (either 6 or 0); ***NumberOfGamesPlayed*** is the number of games each team had the opportunity to play and includes any games that were won or lost by forfeit; 10 is the maximum points that can be earned in a game, and 6 is the maximum points that can be earned by Soccerfest participation.

Note: This does not apply to games which were shortened due to a late start. Only the Games Venue Chair or designee can declare a game to be not played due to circumstances beyond the control of the Games.

The Games Rules Committee will decide on accounting for the games which could not start or be rescheduled due to adverse weather conditions or other circumstances. They 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. All questions regarding rescheduling, including decisions on forfeits will be at the discretion of the Games

Rules Committee whose decision shall be final.

XIX. AWARDS

Medals shall be presented to the First and Second Place teams in both the Championship and Consolation brackets for each age group division (boys and girls).

The AYSO Michalski Sportsmanship Cup and Sportsmanship medals will be awarded as outlined by Section IX "Sportsmanship".

XX. MEDICAL TREATMENT AND PARTICIPATION RELEASES

Any player who receives medical examination or treatment by medical personnel other than medical personnel directly connected with the Games must submit to the Games Rules Committee an AYSO Player Participation Release Form signed by the parent/guardian before resuming play. The player ID card of any player transported from the venue by emergency medical personnel for medical examination or treatment will be held by the Games Executive Committee and returned only upon receipt of the AYSO Player Participation Release Form signed by the parent/guardian. This form can be signed by a parent/guardian who is not present at the Games and submitted via e-mail or fax.

XXI. FEES

The registration fee for the National Games is as follows:

- 10U - \$600 per team
- 12U - \$700 per team
- 14U - \$800 per team
- 16U - \$950 per team
- 19U - \$950 per team

Registration fees are due when a Region accepts a lottery invitation for a team to attend the National Games.

In addition, as noted in Section IV.E – "**Team Rosters**", roster changes submitted after May 15, 2019 will be subjected to a "**non-refundable**" administrative service fee.

XXII. REFUND POLICY

In the very unlikely event that the National Games are cancelled, all registered teams will receive full refunds of their team registration fee. Memorabilia that is pre-ordered and paid for by teams will be distributed.

For any team that withdraws before January 31, 2019 **and** within 30 days of accepting a lottery invitation, a full refund of the registration fee will be provided. If a team withdraws after January 31, 2019 **or** after the expiration of the 30-day period, and prior to April 1, 2019, there will be a refund of one-half (50%) the registration fee. For teams that are invited on or after February 1, 2019, the 30-day period begins on the date the invitation is extended, rather than the date the invitation is accepted. **If a team withdraws after April 1, 2019, there will be no refund.**

XXIII. ADDITIONAL INFORMATION FOR COACHES AND SPECTATORS

Weapons, alcohol, tobacco (including “vapor” or “e-cigarettes”), other controlled substances and noise makers are not allowed at the facility.

All trash must be picked up on a daily basis and put in receptacles provided.

Pets are not allowed on any fields or common areas in any facilities.

XXIV. RULES INTERPRETATION

The National Games Rules Committee will decide any situations or subjects not covered by the aforementioned Rules. The National Board of Directors reserves the right to change these rules to the National Games with notice to all coaches and team members at the event.

Questions about these Rules should be addressed to NationalGames@ayso.org.

XXV. HEADING THE BALL

Consistent with the US Soccer Player Development Initiatives and AYSO National Rules and Regulations, heading is banned for all division players 11U (12U and below for programs without single age divisions) and below in both practices and games. No player aged ten or younger is to head the ball, no matter which division in which they participate.

Heading for players in 14U is limited to a maximum of thirty (30) minutes per week with no more than 15-20 headers, per player. There is no restriction on heading in matches.

An indirect free kick will be awarded to the opposing team if a player age 10 or younger, deliberately touches the ball with his/her head during a game. The indirect free kick should be taken from the spot of the offense.

An indirect free kick awarded to the attacking team inside the opposing team’s goal area, must be taken on the goal area line parallel to the goal line at the point nearest to where the player touched the ball with his/her head.

If the player does not deliberately head the ball, then play should continue.

Neither cautions nor send-offs shall be issued for persistent offenses or denying an obvious goal scoring opportunity related to the heading infraction.

EXHIBIT “A” – REFEREE SPORTSMANSHIP REPORT/RATING CRITERIA

(Referee's Sportsmanship report (to be printed on the back of line-up cards))

Sportsmanship Categories		Rating			
Players		Always	Mostly	Some-times	Never
Respect for Teammates and Coaches					
Respect for Opponents					
Respect for Officials					
Respect for the Game					
Coaches		Always	Mostly	Some-times	Never
Respect for Players					
Respect for Opponents					
Respect for Officials					
Respect for the Game					
Spectators & Supporters		Always	Mostly	Some-times	Never
Respect for Players and Coaches					
Respect for Officials					
Respect for the Game					
TOTAL YELLOW CARDS		TOTAL RED CARDS			
# OF RED CARDS ISSUED AS A RESULT OF 2 YELLOW CARDS.					
PRINT NAMES:					
CENTER REFEREE					
ASSISTANT REFEREES					
Comments					

Figure 1- REFEREE SPORTSMANSHIP REPORT

EXHIBIT “A” – REFEREE SPORTSMANSHIP REPORT/RATING CRITERIA

(Referee's Sportsmanship report (to be printed on the back of line-up cards))

<i>Instructions: Check the appropriate that corresponds to the sporting behaviors observed during the games as described below. Use your best judgment to determine what weight, if any, to give to misconduct when evaluating each of the categories.</i>		Always or Almost Always	Most of the Time	Some-Times	Rarely or Not at All
Players	Respect for Teammates and Coaches - On time and properly equipped. Cooperates with teammates and coaches (No arguing, negative comments). Concentrates on best efforts, team play and encouraging teammates				
	Respect for Opponents - Acknowledges good plays and sporting gestures, before, during and after game. Plays with skill and not force. Wins with humility and grace/accepts defeat with dignity				
	Respect for Officials - Respects referee calls and decisions. Thanks referee/field monitors at end of game				
	Respect for the Game - Knows and plays by the Laws of the Game (No free kick infringement, time wasting, etc.)				
Coaches	Respect for Officials - Respects referee calls and decisions and encourages spectators to do the same. Remains in team area unless asked onto the field by the referee. Cooperates with National Games officials				
	Respect for Opponents - Acknowledges good plays. Maintains and encourages sporting behavior of self, supporters and players through words and actions. Wins with humility and grace/accepts defeat with dignity. Congratulates / thanks opposing team and coaches at game end.				
	Respect for Players – ONLY positive, instructional, and encouraging comments. Allows players to play and think for themselves.				
	Respect for the Game - Knows and encourages playing by the Laws of the Game. Players are organized and ready to play. Substitutions are organized and take < 30 seconds. Encourages self-control and fair play of players.				
Spectators & Supporters	Respect for Players and Coaches - Cheers positively for efforts of both teams. Encourages teamwork and fair play at all times. Supports coach decisions with silence or positive comments. (No coaching of players – lets coach do the coaching).				
	Respect for Officials – Respects referee calls and decisions. Cooperates with National Games officials. Remain in designated spectator areas.				
	Respect for the Game - Maintains self-control and decorum at all times. Acknowledges that soccer is a GAME and that best efforts of all are to be applauded. Shows by actions and words that the purpose of the National Games is understood				

Appendix 1 – AYSO National Rules and Regulations on Substitutions

Article I.C. PLAYING TIME AND SUBSTITUTION

1. Except as noted in NR&R Article I.C.3 all eligible team members in attendance at AYSO games must play at least half of the game. Such participation, for all divisions, is controlled as follows:
 - a. Approximately midway through each half the referee shall permit substitution. This normally occurs during a regular stoppage in play, and the game is resumed with the appropriate restart (i.e. throw-in, goal kick, corner kick, kick-off, free kick, penalty kick or dropped ball). On occasion the referee may need to stop play for substitution while the ball is in play, in which case the game is resumed with a dropped ball.
 - b. Substitutions may also be made at half-time and at the start of any overtime periods.
 - c. When the referee signals for substitution, the coaches should have all substitutes entering the game immediately report to the referee or the designated assistant referees, who shall note on the lineup cards those team members substituting.
 - d. During such stoppages, the coach of each team may substitute as many team members, or none, including previously substituted team members, as long as all eligible team members meet the minimum playing requirements.
 - e. The referee shall allow for any time lost due to substitution or other cause by stopping his/her watch or adding playing time. (See NR&R Article I.B.4. regarding reducing the length of halves to permit proper substitution.)
2. 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” played regardless of the actual time played.
 - b. The coach may choose to not substitute and “play short” thereby allowing the injured player to return during the “quarter” in which he or she was injured.
 - c. The player must receive a signal from the referee in order to return to the game.
3. Late arriving team members shall be substituted as follows:
 - a. If the team member arrives during the first “quarter”, the team member must play a minimum of two of the remaining three “quarters”.
 - b. If the team member arrives during the second or third “quarter”, the team member must play a minimum of one “quarter”.
4. Signed lineup cards must be completed by the referee and forwarded to Games Officials