



## 24<sup>th</sup> Annual PANTHER SHOOTOUT AYSO Invitational Tournament Rules

CATEGORY	RULE
1) <b>JURISDICTION</b>	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section X and FIFA Laws of the game will be used for this tournament. The following rules are intended specifically for this tournament ONLY!</p> <p>B. The Tournament Committee (incl. Tournament Director, Assistant Director(s), Field Director, Referee Director and other designated staff) will have jurisdiction over all games played. Disputes will be resolved by the end of the soccer day. Referee judgment calls are NOT subject to dispute or protest!</p>
2) <b>FEES</b>	<p>A. Entire fee and referee deposit must accompany tournament application and will be returned if application is not accepted. Fee must be a single check issued from the respective Region's account (no personal checks).</p> <p>B. Fees are: 10U \$500, 12U \$525, 14U \$550.</p> <p>C. \$150 refundable referee fee.</p>
3) <b>ACCEPTANCE</b>	<p>A. All teams that have submitted an application will be notified 30 days prior to the tournament of their status and any applications received after that date will be notified within 72 hours of their status.</p> <p>B. Teams will be accepted based on tournament needs. (see Team Application Form for criteria). Teams will be notified by email within 72 hours of the receipt of their applications.</p> <p>C. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list.</p> <p>D. The primary form of communication between the Tournament and applying teams will be email and the Tournament website. Teams must designate a Team Contact on their application who has email and Internet access.</p>
4) <b>REFUNDS</b>	<p>A. Teams withdrawing 30 days or more before the tournament will be issued a full refund.</p> <p>B. Teams withdrawing less than 30 days before the start of the tournament will only be issued a refund if a replacement team can be found.</p> <p>C. If the tournament is canceled and cannot be rescheduled a full refund will be issued.</p>
5) <b>RAINOUT/ CANCELLATION</b>	<p>A. Should the tournament be rained out on the original date, it will be rescheduled to Sunday Nov. 27<sup>th</sup>. All teams will be expected to return on that date to resume the tournament. Any team not able to return will only receive a refund if a replacement team can be found, less the costs of any pre-ordered items. Pre-ordered items will be sent to the team.</p> <p>B. If the tournament is cancelled due to weather after partially completing and it cannot be rescheduled to be completed, refunds will be made to teams on a prorated basis, based on the number of actual games played.</p> <p>C. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, then a full refund will be sent to all teams, less the cost of any pre-ordered items. Pre-ordered items will be sent to the team.</p>
6) <b>PLAYERS/TEAMS</b>	<p>A. Players on participating teams must be properly registered to play in AYSO, and have played in the Fall 2022 season. Coaches are responsible to ensure that all players meet eligibility requirements</p> <p>B. The team roster must be verified and approved by each player's Regional Commissioner. Roster changes may be submitted (with the written approval of the Regional Commissioner); however, these changes must be received by the Tournament Registrar prior to the tournament check-in. Blue Sombrero rosters are the only rosters accepted.</p>

	<p>C. 3 Guest Players (players from a different region from the applying team's region) will be allowed for each team. However, the Guest Player will be required to have the approval of both the Guest Player's regional commissioner and the Host Team regional commissioner (see Guest Player Form).</p> <p>D. Division 14U will play 11-v-11, and there will be a roster limit of 15 players per team. Division 12U will play 9-v-9, and there will be a roster limit of 12 players per team. Division 10U will play 7-v-7, and there will be a roster limit of 10 players per team.</p> <p>E. All players must play at least half of each game. Violation of these player rules exposes a team to protest and renders them subject to forfeiture of game and possible disqualification at the discretion of the Tournament Director.</p> <p>F. An individual player may not be on more than one roster or play for more than one team.</p>
7) COACHES	<p>A. Each team is limited to one Head Coach and one Assistant Coach only (must have one of each). These coaches must be the ones listed on the Official Team Roster.</p> <p>B. Each Coach must be Safe-Haven and CDC Concussion certified within the previous two calendar years, and AYSO certified for the age level of the team, and must provide their AYSO Identification Number, and must be currently a registered volunteer.</p> <p>C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kid Zone behavior. Coaches are expected to remain in the technical area during games and only enter the field of play as requested by the referee.</p>
8) REFEREES	<p>A. There is a \$150 refundable referee fee and each team is required to submit three qualified referees using a referee nomination form. The referee fee will be refunded to teams who submit three qualified referees and fulfill any assigned games.</p> <p>B. In the past the Panther Shootout has supplied all referees for the tournament. Due to lower numbers of available referees teams are now required to submit three qualified referees. All attempts will be made to use referees who do not have a team involved in the tournament prior to using team submitted referees.</p> <p>C. All referees must be AYSO and Safe-Haven Certified and currently registered volunteers.</p> <p>D. Only the diagonal system of control will be used to referee the games.</p> <p>E. Referees for 14U games should be Advanced level or above. Referees for 12U games should be Intermediate level or above. Referees for 10U games should be Regional level or above</p> <p>F. Players in the tournament will not be allowed to referee.</p> <p>G. Due to low numbers of available referees coaches are allowed to referee in the tournament.</p> <p>H. Referees will be expected to uphold the tournament rules, AYSO guidelines and FIFA laws. Any willful failure of the referee to uphold these rules may be cause for dismissal from the tournament.</p>
9) FIELDS	<p>A. All fields will be set up and taken down by the tournament staff.</p> <p>B. Trash cans will be provided at each field. <b>Teams will be expected to clean up all trash in their area before leaving.</b></p> <p>C. PLEASE NOTE THAT ABSOLUTELY <b>NO PETS ARE ALLOWED AT THE FIELDS</b></p>
10) FORMAT	<p>A. This is a pool-play tournament.</p> <p>B. Each age division will be bracketed into playing pools. Each team will play a minimum of 3 preliminary play games within their respective pools. Where there are sufficient teams, divisions will also be separated into multiple competition flights.</p> <p>C. Teams will advance from qualifying pools based on pool play standings points. Number of teams advancing per pool will be determined by the number of pools in the division.</p>
11) SHOOTOUT COMPETITION	<p>A. At the end of each of the three preliminary games in tournament play, the two teams that have just played will compete in the Panther Shootout "Kicks from the Penalty Mark Contest" to determine a Panther Shootout Champion. The team that loses the qualifying game will decide on going first or second for the shootout. If the qualifying game ended in a tie, a coin toss will be used with the visiting team (second team listed) making the call.</p> <p>B. Each 10U-14U team will send five (5) shooters to the mark at the end of each match. Shooting order will be as submitted by the coaches at the initial team check-in on the white PK lineup card. The order of players may not be altered. All players will shoot at least once during the tournament in the overall order submitted.</p>

	<p>C. If there are less than 15 players on a team, the shooting order will start over from the top of the PK lineup card and continue down as needed.</p> <p>D. The winners of the PK Shootout portion of the tournament will be decided by total goals scored on kicks from the penalty mark.</p> <p>E. Shootouts are per F.I.F.A. rules. Referee decisions are final.</p> <p>F. Tiebreakers for the PK Shootout will be determined as follows:</p> <p>PK goals allowed.</p> <p>Sudden victory shootout.</p> <p>Coaches may submit a new kicking order for players in an extended Shootout format.</p> <p>G. The outcome of the PK Shootout portion of the tournament will have no impact on the standings of the traditional tournament. They will be scored separately.</p>												
12) CHECK-IN	<p>A. Coaches must check in 60 minutes prior to their first game, and must present Game Cards for as many games as the team will play in the tournament (including medal-round games and one card for the Shoot Out). The Game Cards must be properly completed with the players listed first name-last name in uniform order. The players listed on the game cards must match the approved roster submitted with the team's application. Players do not need to attend Coach check in.</p> <p>B. Each coach must provide AYSO Player Registration forms with original ink signatures or e-signed signatures for verification by tournament officials.</p> <p>C. Coach must have these Player Registration forms with them at all times and ready for presentation to Tournament Officials.</p> <p>D. Late arriving players must be checked in by the Tournament Staff before participating in any games.</p>												
13) FIELD MONITORS	<p>A. There will be a tournament Field Monitor assigned to each field, and will report to the Tournament Field Director.</p> <p>B. At the conclusion of the game, the match referees must return the completed game cards to the Field Monitor.</p> <p>C. Field Monitors will be the first to respond to any incidents or injuries, and will be in contact with the rest of the tournament staff by radio. Tournament participants are encouraged to report any concerns immediately to the Field Monitor, and also to respectfully follow any instructions given by the Field Monitor.</p>												
14) GAMES	<p>A. Pool play games will be played with game duration described below with a five minute half time. There will be a running clock during the match including substitutions. There will be no time added on for injuries or time wasted in qualifying rounds. Games will expect to end on time, and may be shortened if they started late. Pool play games may end in a tie.</p> <p>B. Championship games will be full length for that division (see chart below). Championship games will be played until there is a winner (see Medal Round rules below).</p> <p>C. Game duration shall be as follows:</p> <table><tr><td>Division</td><td>Pool Play &amp; Semis</td><td>Final Rounds</td></tr><tr><td>10U:</td><td>25 minute half</td><td>25 minute half</td></tr><tr><td>12U:</td><td>25 minute half</td><td>30 minute half</td></tr><tr><td>14U:</td><td>25 minute half</td><td>35 minute half</td></tr></table> <p>D. The "home" team will be the first team or top team listed on the game schedule and will be responsible for providing the game ball(s). The home team will be situated on the side of the field closest to the snack shack at Peppertree Park. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or use pinnies in the event of a color conflict with the visitor team. If any questions, the referee will determine whether this is necessary.</p> <p>E. There may be no warming up on the field in order to stay on time. Teams should warm up prior to taking the field, but can use field space for warm up as available. As soon as the previous game has ended, teams must clear the field so the teams for the next game can take their places.</p> <p>F. FORFEITS: There will be a five-minute grace period at the start of the game for a team to take the field before a forfeit is declared. The score for a forfeit match will be 1-0 for the remaining team (See STANDINGS for the points to be awarded). For 10U division teams, there is a minimum of 5 players on the field to continue a game. For 12U the minimum number is 6 players. For all other divisions, there must be</p>	Division	Pool Play & Semis	Final Rounds	10U:	25 minute half	25 minute half	12U:	25 minute half	30 minute half	14U:	25 minute half	35 minute half
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	<p>a minimum of 7 players to continue a game. If a team cannot field the minimum number of players, the game will be abandoned and a forfeit will be declared. If it is known in advance that a forfeit will occur due to a last minute withdrawal of a team, the other team will be notified and will not have to report to the field to record the win.</p> <p>G. <b>SUSPENDED GAMES:</b> The Tournament Committee may determine to end matches early if field schedule is behind due to game delays, interference, or if weather conditions provide unsafe conditions; and may distribute awards according to games played and points. The Tournament Committee will determine the outcome of any single game which is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.).</p> <p>H. <b>ABANDONED GAMES:</b> if any pool play games cannot be played due to circumstances beyond the control of the tournament, the final standings of the pool will be determined by applying the Winning Percentage formula (Total Points Earned in all Game Played divided by Total Points Possible for the Number of Games Played) to each team in the pool. Note. This does not apply to games which were shortened due to late a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p>
<b>15) SUBSTITUTIONS</b>	<p>A. Substitutions shall be allowed approximately mid way through each half for ALL divisions 10U through 14U, and will be recorded on the game cards by the referee.</p> <p>B. All substitutions must be approved and recognized by the referee. Substitutions may be made for injured players; however, they may not return until the beginning of the next quarter and will be considered as having played the current quarter (exception: an injured player not replaced may return to play at any time with the referee's permission).</p> <p>C. Substitutions in all overtime periods of medal round matches will be at the beginning of the periods only.</p>
<b>16) STANDINGS</b>	<p>A. Standings for pool play games will be determined on the "ten-point system" as follows:</p> <ul style="list-style-type: none"> <li>WIN = 6 points</li> <li>TIE = 3 points</li> <li>LOSS = 0 points</li> <li>GOAL = 1 point (one point per goal scored up to a maximum of 3 per game, win, lose or draw)</li> <li>SHUT OUT = 1 point</li> <li>FORFEIT = 7 points (scored as a 1-0 win, no shutout points as it is not an "earned" shutout)</li> <li>RED CARD = 2 point deduction for team (includes 2 point for each player, substitute or coach)</li> <li>YELLOW CARD = 1 point deduction for team (includes 1 point for each player, substitute or coach)</li> </ul> <p>B. Winners of ties in standings will be determined as follows:</p> <ul style="list-style-type: none"> <li>Head to head competition</li> <li>Most number of wins (If a forfeit game exists for any reason, number of wins or goal differential will not be used to determine the winner.)</li> <li>Least number of red cards, then yellow cards.</li> <li>Goals allowed – total (up to a maximum of five per game; fewest number advances)</li> <li>Goal differential (goals scored to three per game less total goals allowed; highest differential advances)</li> <li>FIFA kicks from the penalty mark.</li> <li>Coin toss at the end of pool play.</li> </ul> <p>C. Wild card teams will be the team(s) with the highest standings points from all teams in the division who are not automatically advancing.</p> <p>D. Standings will be updated hourly at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.</p>
<b>17) ADVANCEMENTS</b>	<p>A. Pool winners (and in some cases wild card teams) will advance to medal round play.</p> <p>B. Teams will play championship or consolation matches, depending on the number of teams in each pool and the format of play for that flight.</p>
<b>18) MEDAL-ROUNDS</b>	<p>A. All final matches ending in a tie will have two full overtime periods of five minutes in length with teams changing field direction after the first five minute period. In these matches, if still tied after overtime play, the game shall be decided by FIFA kicks from the penalty mark.</p>
<b>19) AWARDS</b>	<p>A. Medals will be presented to coaches and players from the first-place through the fourth-place teams in each division which has 8 or more teams. For divisions with less than 8 teams, Medals will be presented for first and second place teams only.</p> <p>B. A tournament pin will be presented to each player and coach.</p>
<b>20) CONDUCT</b>	<p>A. Coaches will be expected to set a positive example for the team, and will be held responsible for the actions of their team including spectators. All spectators must remain behind the control line and between</p>

	<p>the 18-yard lines. Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from midfield).</p> <p>B. At the conclusion of each match, the referees will indicate on the reverse of the game cards any point deductions for poor sportsmanship. Point deductions will be used as tie-breakers should that become necessary. Referees will be required to complete a game misconduct report for <u>all</u> misconducts during the game, as well as any incidents of interference by spectators.</p> <p>C. Any coach or spectator ejected must immediately leave the vicinity of the playing field (out of sight and sound) and will be prohibited from attending the next scheduled game. Any player sent off (red carded) must immediately leave the vicinity of the game (under supervision of their parent or Safe Haven-certified adult), and may not return to the field of play during the current game, including for the post-game handshake, and may not be substituted for, and is suspended from participation in the next game. There will be penalty point deductions for all send-offs (see Standings rules).</p> <p>D. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament.</p> <p>E. If it is determined that an ineligible player has participated in a game, the team will forfeit all games in which that player participated illegally. Furthermore, if it is determined that the coach knowingly played a player illegally, that coach will be barred from further participation in the tournament.</p> <p>F. It is mandatory to play a scheduled game. If it is determined that a coach willfully fails to have his team participate in a scheduled game, the coach will be dismissed from the tournament and the incident will be reported to the respective Regional Commissioner.</p> <p>G. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>H. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
<b>21) MEDICAL/FIRST AID</b>	<p>A. There will be a First Aid station at the main tent where participants may receive ice, etc. for minor injuries.</p> <p>B. There will be a roving first aid response staff member to respond to injuries on the field. Field Monitors will communicate via radio to call the first aid staffer to the field where first aid is requested.</p> <p>C. If an injury is serious, the first aid staffer or Safety Director will have a mobile phone to call 911 for emergency response.</p> <p>D. Directions to the nearest hospital/urgent care center will be available at the First Aid station.</p>
<b>22) UNIFORMS/SAFETY</b>	<p>A. All players must wear the approved AYSO uniform only, and all players on the same team must wear matching uniforms (goalkeeper excepted – may have a different jersey and are recommended to have the AYSO logo, but is not required).</p> <p>B. Each player's uniform must be marked with a permanently-affixed unique number that matches the uniform number on the Game Card, and may not exchange numbered jerseys with any other player during the game including the goalkeeper.</p> <p>C. Garments may be worn under the uniform (i.e. long sleeves, etc.) during inclement weather, however the match referee will be the judge of what should be allowed or not.</p> <p>D. Jewelry, casts and splints of any kind, hard metal or plastic clips on clothing or hair will not be allowed.</p> <p>E. AYSO will not prohibit the use of knee braces by players in AYSO events and programs; providing that the brace is adequately covered and padded in the judgment of the referee, so as to eliminate the possibility of its causing injury to the other players on the field.</p> <p>F. Properly sized shin guards are mandatory and must be worn under the socks.</p>
<b>23) PROTESTS</b>	<p>A. Protests will be considered only for the following reasons:</p> <ul style="list-style-type: none"> <li>• An ineligible player has played.</li> <li>• One or more registered player(s), present and in uniform, has not played the required one half of the game (except for illness or injury as recorded by the game referee).</li> </ul> <p>B. All protests must be presented in writing to the Tournament Director within 30 minutes of the completion of the game.</p> <p>C. All protests will be heard by a Protest Committee of at least three persons selected by the Tournament Director. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. <b>ALL PROTEST DECISIONS ARE FINAL!</b></p> <p>D. Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute!</p>

24) <b>RULES INTERPRETATION</b>	The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.
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