

Albany Soccerfest Rules

- **Teams:** Teams pre-register and play together. Albany Soccerfest does not use the random game-day team selection found in some other AYSO soccerfests. Each registered player will receive free tickets (quantity TBD) for raffle drawings. All members of a registering tournament team must be from a single Primary season team from Albany, Corvallis, or Lebanon AYSO.
- **Individual Players:** If your Primary season team is not participating in Soccerfest, you may register as an individual player and be placed on another Tournament team. The Soccerfest Tournament Director will have sole discretion on team placement. If an individual player's Primary season team is participating in Soccerfest, he or she *must* play with the Primary team.
- **Managers:** A coach is not necessary to register a team. Each team shall have a Manager designated on the registration form. The Manager will be an adult volunteer who has properly submitted an AYSO Volunteer Application to any AYSO region during the 2009/2010 season. Managers supervise teams and ensure match attendance. Players should self-coach during Albany Soccerfest, and active sideline coaching is discouraged. Managers will receive free tickets (quantity TBD) for raffle drawings.
- **Fields and Format:**

| Divisions | Format | Field Size (feet) | Goal Size (feet) | Tournament Scoring |
|------------|----------------------|-------------------|------------------|--------------------|
| U6B, U6G | 3v3, no keepers | 60 x 90 | 4 x 6 | No |
| U8B, U8G | 3v3, no keepers | 60 x 90 | 4 x 6 | No |
| U10B, U10G | 5v5, keepers allowed | 100 x 160 | 6 x 18 | Yes |
| U12B, U12G | 5v5, keepers allowed | 120 x 240 | 7 x 21 | Yes |
| U14B, U14G | 5v5, keepers allowed | 120 x 240 | 7 x 21 | Yes |
| U19 Coed | 5v5, keepers allowed | 120 x 240 | 7 x 21 | Yes |

- **Match Length:** Total 15 minutes (two 7.5 minute halves, one minute half-time). All teams will play a minimum of three matches. U10 and above will play a minimum of three matches in the qualifier round. Additional matches will be played by those teams that qualify for the championship round.
- **Central timer:** We will use a central timer. **Teams must be ready to play on time or forfeit the match.** The team kicking off can start at the sound of the horn, even if the other team is not ready. If the kicking off team is not ready at the horn, the other team may take the kick off at the discretion of the referee.

- **Game Play:** The ball will be played at the center spot to start each half. The team designated "Home" on the schedule will kick off the first half, and "Visitor" will kick off the 2nd half. There will be no coin tosses. Corner kicks will be taken.
- **Free kicks: All free kicks are direct.** Defending team must be 10 yards from the ball on all free kicks. There will be no penalty area and no penalty kicks.
- **Goal Scoring:** A goal may only be scored from a touch on the offensive half of the field. **Restart after each goal will be a kick off.**
- **Kickoffs:** Kickoffs must move forward. A goal may *not* be scored from a kickoff.
- **Violation (U10+ only):** A ball **punted or thrown by a goal keeper** must bounce or be played by another player on the defensive half of the field. A violation will result in a free kick at the mid-line. Drop-kicks (where the ball bounces on the ground before it is kicked) may cross the half field line but may not score a goal.
- **Offside:** There is **no offside** in Soccerfest.
- **Substitution:** There is free "on-the-fly" substitution. Players must enter and leave the field at midfield and touch hands at the touchline. Violations will result in a free kick at the mid-line. Managers must ensure equal playing time for all players.
- **Red cards (U12-U19 only):** In the event a player receives a red card, he/she will be removed from the current game and miss the next match.
- **Pinnies:** If the referee judges that each team's uniforms are too similar in color, the designated "Home" team shall change jerseys or wear pinnies. Pinnies will be provided in the field box at each field. Return pinnies to the field box after each match.
- **Tournament scoring:** Win-Loss-Tie records will be tracked for U10 and above divisions, and trophies will be presented to the top three teams in U10 and above divisions at the end of the day. All teams will play at least three matches in a qualifier round, during which three points will be awarded for a win, and one point will be awarded for a tie. If a team forfeits, points will be apportioned at the discretion of the Tournament Director. Teams will not be allowed to affect tournament standings by intentional forfeiture.
Following the qualifier round, the top four teams in each division will play a semi-final round. In the event of a tie for fourth place, a 7 minute elimination round (with no half time) will be played, with the kickoff and sides determined by coin toss. Semi-final pairings will be based on qualifier round points, with first place versus third and second versus fourth. If there are ties in qualifier round points, pairings will be determined by the Tournament Director. The winners of the semi-final rounds will play for first and second place. Third place will be determined by a consolation match.
Semi-final and championship round ties will be settled by penalty kick shoot-outs in accordance with the FIFA Laws of the Game for tournament play.
- **Refunds:** Cancellation requests must be received in writing no later than May 25, 2010. Refunds will not be issued after this time, except in the event of tournament cancellation or by discretion of the Tournament Director.

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