

Kit Carson Tournament Rules and Format

Length of matches except championships

- U10 through U14: 20-minute halves, U19 25 minute halves, 5 minutes between halves. **No matter what time a match starts it must finish at least 5 minutes before the next match. Referees shall shorten matches as necessary to achieve this.**

Length of matches – championships

- U10: 25-minute halves; U12, U14, U19: 30 minute halves, 5 minutes between halves. Ties shall be decided by two five-minute overtime periods with visitors choosing coin toss. If one team is ahead at the end of the second period, then that team is the winner. If a tie remains at the conclusion of the second period, then kicks from the mark shall be used.

Method of substitution

- Substitution will be done at approximate quarter intervals in U10 through U14, as in regular AYSO play. The clock runs on substitutions! Referees will allow no more than ONE MINUTE for substitution at 1st quarter and 3rd quarter intervals. **Only players being substituted shall leave the field. Coaches are not to use this as a coaching opportunity.**
- U19 shall use free substitution on: a team's possession for throw-in, any goal kick, any kick-off. The referee must grant permission for the substitution. Substitutes become players as soon as they are acknowledged by the referee and enter the field. Players cautioned by the referee may be substituted immediately (coaches are strongly encouraged to do so).
- All players must be offered the opportunity to play at least half of each game. Willful violation may result in team disqualification.

Points and Winning in Brackets Leading to Semi-Finals

- Winner based on total points or tie-breakers (see below)
- Win: 6 points; Tie 3 points; loss 0 points, 1 point for shutout, and up to 3 for goals ahead
- Sportsmanship – 1 points deducted for each goal over 5 goals ahead
- Insufficient players at scheduled kickoff is a forfeit recorded as 3-0 win for the other team

Winning in Semi-Final Games (1st in Flight vs. 1st in Flight ONLY)

- Winner is winner of game at end of regular time, if not tied.
- If tied at end of regular time, then winner will be decided by kicks from the mark. Usually this will be on the same field, but teams may be directed to move to a different location.

Tie-breakers (to determine advancement to semi-final or championship when points are equal and no semi-final is played)

- Head to head competition results
- Ejections (including second caution resulting in an ejection): deduct 3 points
- Goal differential to a maximum of 3 goals (points) per game + shutouts (1 point per shutout)
- In a multi-way tie of more than 2 teams, the tie-breakers above shall eliminate the teams with least tie-break points and poorest head to head results; however if 2 or more teams are still tied after the above then standing shall be decided by kicks from the penalty mark.

Sportsmanship

- Shall always be uppermost. Players, coaches, and spectators displaying poor sportsmanship may be asked by the Tournament Committee to leave the tournament venues.
- Sportsmanship points are awarded by the Committee and by referees. Scores of more than 5 goals over opponents will result in a deduction of 1 sportsmanship point from a team.

Team and Spectator Behavior

- Failure to appear for a match shall disqualify **ALL TEAMS** from that region for sportsmanship awards **AND FOR CHAMPIONSHIPS**.
- Teams (rostered players and coaches) shall be on one side of the field, spectators on the other.
- Coaches from both teams shall jointly ensure that spectators behave appropriately
- Everyone is reminded that having fun is the foremost goal.

Disciplinary Measures

- Ejections (including second cautions which are also an ejection) shall be reported to the Tournament Committee immediately. Players and coaches may be cautioned or ejected.
- Ejected players or coaches shall, at a minimum, be suspended from playing the team's next game. The Tournament Director may impose additional game suspensions as warranted.

Decisions of the Committee and Referee Authority and Laws

- Decisions of the Tournament Committee and Director are final
- Referees have full authority on and around fields. They are all volunteers so please be helpful!
- All rules not specifically stated here shall follow AYSO National Rules and Regulations, the *Laws of the Game* as published by AYSO, and FIFA (in that order)

Referee Service, Food, etc.

- Each time a referee works a game (as center or assistant) they must fill out a service record, which includes their name and the region for which they are officiating.
- Referees are asked to PRINT their names and team/region on all paperwork.
- Working referees are entitled to lunch and a snack (e.g., energy bar and beverage) at the snack bar. Many referees have lots of assignments during each day. So please be courteous and allow them to cut in! It helps keep games on time.
- Referees must check in for Sunday assignments late on Saturday afternoon. We always need more referees, and everyone with officiating experience is encouraged to offer assistance. Our expectation is that everyone is assisting on Sunday for at least 1 to 2 slots.

Carson City Parks and Recreation Rules and Requirements

- Parking along the west side of Edmonds Field (the fence) is illegal – the land is not city property. Your vehicle may be ticketed and towed if you park along the western fence.
- There is no alcohol, smoking, or tobacco use on any Carson City youth sports facilities fields. If you must use tobacco, do so in the parking lot, please.
- Dogs are not allowed on the grass at Edmonds Field, even on a leash.
- Overnight camping is not allowed at Edmonds Field, including the parking lot.
- PLEASE DO NOT LITTER!

**everyone plays...
everyone wins!**

