

# AYSO Area 6U MY2017 Jamboree Rules

## 1 5U-10U Jamboree Rules

### 1.1 Common Rules

The FIFA Laws of the Game, the AYSO National Rules, the Area 6U Interregional Guidelines, and the rules you are now reading will govern play. In the event of a conflict in the rules, the rules you are now reading will take precedence. Any situation not covered by these rules shall be decided by the Jamboree Committee.

### 1.2 Coaches

All coaches and assistant coaches **must** have a current volunteer form and Safe Haven training as reflected through e-ayso. Coaches should be certified at the coach training level matching their age level of their team.

- 5/6U team – Certified 6U coach
- 8U team – Certified 8U coach
- 10U team – Certified 10U coach

Coaches must have registration forms for all their players at all games and be able to show them upon request.

Coaches must attempt to control the conduct of their team, which consists of its coaches, players, and spectators.

Each player shall have equal playing time. **No player will be allowed to sub out twice until each player present subs once.**

### 1.3 Home and opposing teams

Each team will be responsible for picking up trash and other debris from their sideline during and after their game. Alcohol, tobacco products, illegal drugs, and animals will not be allowed for this event.

If the teams are wearing similar uniforms, the home team will be asked to change the appearance of their outer shirts, such that it is easy to tell the two teams apart.

Both coaches shall occupy one side of the field, while parents and spectators occupy the opposite side.

## 2 5U-10U Jamboree Specific Rules

### 2.1 5U-10U Game Rules

Teams will play even up. (5/6U and 8U will play 4v4, 10U will play 7v7.)

Games will consist of two halves, with substitutions midway through each half. The game clock will **not** stop for substitutions.

There will be no protests. Ejections can be made if the situation warrants.

Scorecards will be used to ensure that no players sub out twice until each player present subs once. No scores will be recorded. There will be no championship.

Players will be borrowed from the opposing team, and cannot be refused. The goal is maximum participation.

Each registered team will play three (3) games minimum as a team.

## **3 Jamboree Specific Rules**

### ***3.1 Eligibility***

The only teams eligible for this event are Area 6U teams, which existed as of April 1 of this year. Only current registered AYSO players, listed on a team roster as of the defined date, are eligible to participate. Since this is a jamboree event, eligible AYSO players can participate as “guest players” for another registered team if necessary. Team rosters cannot exceed the following maximum number of players:

- 5/6U – Six Players
- 8U – Six Players
- 10U – Ten Players

To enter the jamboree, the team coach must submit the entry form and applicable entry fees or deposits to the Jamboree Committee prior to established entry deadline. Regional Registrars are responsible for providing a copy of each team’s roster to both the Committee and the coach.

If an ineligible player is identified at any point in the jamboree, they will be required to sit out the remainder of the event.

### ***3.2 Scorecards***

Each coach shall give the referee a properly completed scorecard prior to each game. Players shall be listed in **numerical order** with first and last names. After the game, the referee will sign the scorecards and give them to the coach of the winning team, who must then deliver these scorecards to the event.

### ***3.3 Ejections and Protests***

The referee, and members of the Jamboree Committee, have the authority to eject a player, coach, or spectator from the game, and may request that that person leave the event site. Any official who ejects someone shall deliver a written report to the Jamboree Committee.

If a coach or player is ejected, they shall also be suspended from that team's next game, to include the first game of next season, if the team has no more games in this event.

Protests will not be accepted by the Jamboree Committee.

### **3.4 Number of Players**

Teams must report at the scheduled game on time.

For 5/6U through 10U divisions, teams **must** play “even up”, and must play with the maximum number of players on the field allowed by the division, if players are available. All coaches in these divisions shall loan players to afford maximum participation.

In 10U a player may only play goalkeeper for one half.

<b>Division</b>	<b>Max # players on field (per team)</b>
5/6U	4
8U	4
10U	7

### **3.5 Duration of Games**

Two halves will be played, with a one minute substitution/water break midway through each half and a five minute halftime.

<b>Division</b>	<b>Halves</b>
5/6U	8 min
8U	10 min
10U	15 min

### **3.6 Tie Games**

For non-elimination games (i.e. Pool Play), the game ends in a tie.