

**AYSO AREA 8/A HALLOWEEN CLASSIC**  
**4v4 TOURNAMENT 2021**

- Dates:** October 22, **23**, 24 2021  
**Location:** Grant, Michigan.
- Registration Date:** Entries must be received by October 2, 2021
- Registration Fee:** U-10 through U-19 \$17.25  
VIP, \$7.25 per player  
(no refunds after October 9, 2021).
- Referee Deposit:** None. Each region is encouraged to supply at least 4 referees  
*Referee support from each region is essential to the success of this tournament.*
- Payments:** Payments to: **AYSO 1472—AREA A 4V4 TOURNAMENT**  
Checks **must** be drawn on an AYSO Regional account.
- Who Can Register:** AYSO-Area 8/A registered player. Player must have played on a house team during the regular season. Roster must be signed by your Regional Commissioner. All players must be from the same Region. Teams from other Areas may be accepted to fill brackets.
- Format:** Round-Robin type format with Semi-Final and Championship games for divisions with more than one bracket.
- Divisions:** 10U Boys and Girls, 4 v 4, maximum 5 players on roster  
12U Boys and Girls, 4 v 4, maximum 5 players on roster.  
14U Boys and Girls, 4 v 4, maximum 5 players on roster.  
19U Boys and Girls, 4 v 4, maximum 5 players on roster.  
VIP Coed, 4v4 maximum 5 players on roster.
- Age Cut-off Date:** The cut-off date for each division will be the same as AYSO for the season immediately preceding the tournament.
- Minimum Games:** Each team will play a minimum of three games. All Games will be 20 minutes long with one break at the half for substitution.
- Awards:** Awards will be given to the top four teams from each division.
- Proceeds:** Proceeds will be used for regional development and improvement.
- Concessions:** **Will be provided by**
- Contact:** Dawn Ausema, Region 1472 Tournament Coordinator (231) 343-5956  
dawnausema@hotmail.com

**AYSO AREA 8/A HALLOWEEN CLASSIC  
4V4 TOURNAMENT 2021  
Referee Information Sheet**

Name \_\_\_\_\_

Daytime Phone \_\_\_\_\_ Evening Phone \_\_\_\_\_

Email Address \_\_\_\_\_

Region \_\_\_\_\_

Coach /Team Affiliation \_\_\_\_\_

Current Level of Certification \_\_\_\_\_

Division willing to Center \_\_\_\_\_

(There will be NO AR's in this tournament)

Number of games willing to officiate \_\_\_\_\_

Time Preference: Friday PM \_\_\_\_\_

Saturday AM \_\_\_\_\_ Saturday PM \_\_\_\_\_

Sunday AM \_\_\_\_\_ Sunday PM \_\_\_\_\_

I have a child or sibling playing in this event, Yes \_\_\_\_\_ No \_\_\_\_\_

If yes, Division \_\_\_\_\_ Team \_\_\_\_\_

If you will be referring two or more games you will receive a free t-shirt.

Please circle shirt size: Youth L      Adult S      Adult M      Adult L

Adult XL      Adult XXL

**All referee forms may be returned with the team enrollment form or mailed to:**

**AYSO Region 1472  
Area 8/A 4v4  
Tournament  
P.O. Box 104  
Grant, MI 49327**

**Questions contact Anna Nozkowski [anozkowski@gmail.com](mailto:anozkowski@gmail.com)  
Upon arrival, please check in at the Referee Tent.**

Thank you for your support!

# **AYSO Area 8/A Halloween Classic 4v4 Tournament Official Tournament Rules**

1. Unless denoted in this document, current FIFA rules apply. They can be found at the FIFA website, under Laws of the Game.
2. Each player will be required to have their signed player registration form. If the player is under 18, their parent or legal guardian will be required to sign the player registration form. By signing the registration form you acknowledge that AYSO and the tournament committee is not responsible for lost or stolen property or any injury that may occur during the tournament. Proof of age of each player is required. (If any player's age is challenged, that player will be required to present proof of date of birth to the tournament officials. Failure to provide proof will result in forfeit of the game.)
3. Only AYSO Area 8/A players may register. Each player must have played on a house team during the regular MY season. All players must be from the same Region, and the roster must be signed by the team's Regional Commissioner. Players must be at least 10U division with no 8U players; even if the 8U player played up for the MY season. Teams from other AYSO Areas may be accepted to fill brackets if need be.
4. Teams will consist of not more than five (5) players and not less than three (3). A maximum of four (4) players and not less than three (3) players will be allowed on the field of play for each team. Substitutions may be made only when play is stopped and after notification is made to the referee. Substitutions may not be made on stoppage resulting from a foul or corner kick.
5. There are **NO GOALKEEPERS** allowed.
6. All players must wear approved shin guards and matching team jerseys or shirts (or matching practice vests provided.)
7. Playing fields will be 40 yards long and 25 yards wide. Goals will be approximately four (4) feet high by six (6) feet wide.
8. Players, Team Volunteers, and spectators will not be permitted to sit on the same side of the playing field. Players and the Team Volunteer of both teams will be on one side, while the spectators of both teams will be on the opposite side.
9. Games will consist of two (2) ten (10) minutes halves with a three (3) minute half time.
10. **There is no offside.**
11. All kicks made from the defensive half of the field are considered to be indirect. A goal can only be scored if the ball is last touched by a player from either team in the attacking half of the field of the team scoring the goal. A team **will not** be awarded a goal on a direct kick made on a kick-off or a kick-in from the sideline. A goal can be scored directly on a corner kick.
12. When a ball goes out of bounds at the touchline, the team taking possession will start with an indirect kick at the point where that ball went out of play. Goal kicks will be taken anywhere on the line of the defensive penalty arc.
13. If, in a referee's discretion, a team intentionally kicks a ball out of bounds (an inordinate distance) or fails to retrieve a ball in a prompt manner, for the purpose of allowing time to expire, they will be warned. If the situation occurs a second time, the opposing team will be awarded a penalty kick.

14. No player may stand in the “penalty arc” (a 10-foot arc from the center of the goal). If a player is standing in the arc, the penalties will be:

- First offense—opposing team gets an indirect kick from midfield.
- Second and any further offenses—opposing team gets a penalty kick from midfield.

**NOTE: Standing being defined as purposefully occupying space in the arc to defend the goal. Running through the arc area to get to the other side of the field is permitted.**

15. If a defensive player touches a ball that has entered the penalty arc, the opposing team gets a penalty kick from the centerline. If a referee, in the referee’s sole discretion, determines that a team intentionally kicks a ball out of the penalty arc to avoid the scoring of a goal by the opponent, the referee will award a goal to the offensive team. If any subsequent infraction occurs a goal will be awarded AND the offensive team will be awarded a penalty kick. If an offensive player shoots the ball from within the penalty arc, the opposing team gets an indirect kick from the centerline. If any ball stops within the penalty arc and does not cross the goal line, play is restarted with a goal kick or corner kick, depending on who last touched the ball.

16. PENALTY KICKS—Penalty kicks will be given for fouls and misconduct that are penalized under the FIFA Rules with a direct kick if the foul is committed by a defensive player against an offensive player while in the offensive player’s half of the field. Accordingly, a penalty kick will be awarded if a player, **in the discretion of the referee:**

■ Commits any of the following offenses (1-5) in a manner considered by the referee to be careless, reckless or using excessive force:

- (1) kicks or attempts to kick an opponent;
- (2) trips or attempts to trip an opponent;
- (3) charges an opponent;
- (4) strikes or attempts to strike an opponent; or (5) pushes an opponent.
- (5) Pushes an opponent

- tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball;
- holds an opponent;
- spits at an opponent; or
- handles the ball **deliberately/ intentionally** (intentional handball).

Direct kick fouls that occur in the player’s defensive half of the field will result in an indirect free kick taken at midfield.

17. Penalty kicks will be taken from the centerline (for 10U, there will be a hash mark 12 yards off the goal line centered to the goal). All players must be behind the centerline when the penalty kick is being taken. The ball is dead when it’s forward momentum ends. Play will restart with an indirect kick at midfield, by the opposing team if the goal is scored. If a goal is not scored, play will restart with an indirect kick at the centerline, by the team that took the penalty shot. If the referee determines that the penalty kick is played higher than the top of the goal, they will reward an indirect kick to the opposing team at midfield.

18. An indirect kick will be awarded to the opposing team for any foul that does not result in a penalty kick. For all indirect kicks, including sideline kicks, the opposing team must stand 5 yards from the ball, and all indirect kicks will be at least 5 yards from the goal arc in line with where the foul was committed.

19. If the referee determines that a ball is played higher than the top of the goal, they will reward an indirect kick to the opposing team at the point from where the ball was KICKED, not received. (The reason for this rule is to keep head injuries down and to promote ball control.) For the younger age groups, it will be up to the discretion of the referee to lower the ball height before the game begins. This should be agreed upon by the coaches and referees prior to the game.

20. A referee reserves the right to eject any player whose behavior at any time during the tournament endangers another player, referee, or the public. The tournament committee has the right to extend the ejection to multiple games or the entire tournament, if the committee, in its discretion, deems it to be warranted under the circumstances. This behavior shall be defined as, but not limited to:

- **Play, which injures or is meant to injure**
- **Threatening or unsportsmanlike conduct (e.g. throwing a punch, fighting, etc.) Abusive language**

21. A referee, in the referee's sole discretion, has the right to eject any fan or team volunteer who acts in a threatening or unsportsmanlike manner or uses abusive language toward fans, referees, players or team volunteers. If the fan or team volunteer will not leave upon request, the team associated with that fan or team volunteer will forfeit that game. The tournament committee has the right to extend the ejection to multiple games or the entire tournament, if the committee, in its discretion, deems it to be warranted under the circumstances.

22. Teams must be at the scheduled field fifteen (15) minutes prior to their scheduled game time.

**GAME TIME IS FORFEIT TIME!**

23. Deadline for submitting an amended roster will be at tournament registration prior to your first game.

24. Point system for pool play:

- Win = 3 points
- Tie = 2 points
- Loss = 1 point
- Forfeit = 0 points
- #1 seed for Championship Round goes to the team with largest point total, if tied → total wins, if still tied → least goals allowed, if still tied → total goal differential (max 7 goal spread/game), if still tied → coin flip.
- **Championship Round**—In the event of a tie during the championship round, the four (4) players on the field when time expires will participate in a Shoot-Out (3-second time limit to shoot). The team with the most goals scored after all four players shoot will be the winning team. If a team ends a game with only three players on the field, the team will be allowed four shots on goal. The opposing team, however, may select the player to kick the fourth shot for that team. If the game is still tied after the shoot-out, the teams will participate in a sudden death shoot-out with all players on the team taking shots on goal on a rotating basis.

# AYSO Area 8/A Halloween Classic 4v4 Tournament “Clarified Rules”

1. These “Clarified Rules” summarize the intent of the “Official Tournament Rules” and are therefore a supplement, not a replacement. “Official Tournament Rules” are the complete and binding Rules.
2. 4 Players for each time play at one time. (Minimum players from one team on a field is 3.)
3. Substitutions happen when the referee allows (Kick-in, Kick-off, Goal Kick, After a Penalty Kick). NO SUBBING on corner kicks, penalty kicks, or other foul stoppages.
4. **NO GOALKEEPERS**
5. Games will consist of two (2) ten (10) minutes halves with a three (3) minute half time.
6. **There is no offside**
7. All kicks made from the defensive half of the field are considered to be indirect. A goal can only be scored if the ball is last touched by a player (attacking or defending team) in the attacking half of the field of the team scoring the goal. No goal can be scored from a Kick-in OR a Kick-off. However, a goal can be scored directly on a corner kick.
8. When a ball goes out of bounds at the touchline, the opposing team taking possession will start with Kick-in at the point where that ball went out of play. Goal kicks will be taken anywhere on the line of the defensive penalty arc while Corner kicks are taken in the small 1 yard arc in the corner.
9. If, in a referee’s discretion, a team intentionally kicks a ball out of bounds (an inordinate distance) or fails to retrieve a ball in a prompt manner, for the purpose of allowing time to expire, they will be warned. If the situation occurs a second time, the opposing team will be awarded a penalty kick.
10. No player may stand in the “penalty arc” (DEAD ZONE) (a 10-foot arc from the center of the goal). If a player is standing in the arc, the penalties will be:
  - First offense—opposing team gets a Kick-off from midfield.
  - Second and any further offenses—opposing team gets a Penalty Kick.

**NOTE: Standing being defined as purposefully occupying space in the arc to defend the goal. Running through the arc area to get to the other side of the field is permitted.**

11. NO ONE can touch a ball in the 10-foot arc. This is a dead zone. If a defensive player touches a ball that has entered the penalty arc, the opposing team gets a penalty kick from the centerline. If a referee, in the referee’s sole discretion, determines that a team intentionally kicks a ball out of the penalty arc to avoid the scoring of a goal by the opponent (Denies an Obvious Goal Scoring Opportunity), the referee will award a goal to the offensive team. If it happens a SECOND time in the same game, NOT ONLY will a goal be awarded, BUT the offensive team will also be awarded a Penalty Kick.

If an offensive player shoots the ball from within the penalty arc, the opposing team gets Kick-off. If any ball stops within the penalty arc and does not cross the goal line, play is restarted with a Goal Kick or Corner Kick, depending on who last touched the ball.

IN OTHER WORDS: The penalty arc is a dead zone. No one can touch the ball inside the arc (except a defense performing a Goal Kick). If the offense kicks it into the arc and it stops, the defense gets a Goal Kick. If the defense kicks it into the arc and it stops, the offense gets a corner kick. If the ball is touched inside the arc, see consequences above in Step 11.

12. **PENALTY KICKS**—Penalty Kicks will be given for fouls and misconduct that are penalized under the FIFA Rules with a direct kick. Accordingly, a penalty kick will be awarded if a player, **in the discretion of the referee:**
- Commits any of the following offenses (1-5) in a manner considered by the referee to be careless, reckless or using excessive force:
    - (1) kicks or attempts to kick an opponent;
    - (2) trips or attempts to trip an opponent;
    - (3) charges an opponent;
    - (4) strikes or attempts to strike an opponent; or
    - (5) pushes an opponent.
  - tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball;
  - holds an opponent;
  - spits at an opponent; or
  - handles the ball **deliberately/ intentionally** (intentional handball).

Direct kick fouls that occur in the player's defensive half of the field will result in an indirect free kick taken at midfield.

13. Penalty Kicks will be taken from the centerline (for 10U, there will be a hash mark 12 yards off the goal line center to the goal). All players must be behind the centerline when the penalty kick is being taken. The ball is dead when it's forward momentum ends. (Ball bouncing off goal is NOT playable by anyone!) (After the Penalty Kick is taken, it cannot be touched a second time by anyone.) Play will restart with Kick-off at midfield by the opposing team if the goal is scored (like normal soccer). If a goal is not scored, play will restart with a Kick-off, by the team that **TOOK** the penalty shot. (Yes, the team that missed the Penalty Kick, gets the ball back!!!) If the referee determines that the penalty kick is played higher than the top of the goal, they will reward an indirect kick to the opposing team at midfield (See Rule 15).
14. An indirect kick will be awarded to the opposing team for any foul that does not result in a penalty kick. For all indirect kicks, including sideline kicks, the opposing team must stand 5 yards from the ball, and all indirect kicks will be at least 5 yards from the goal arc in line with where the foul was committed.
15. If the referee determines that a ball is played higher than the top of the goal, they will reward an indirect kick to the opposing team at the point from where the ball was **KICKED**, not received. (The reason for this rule is to keep head injuries down and to promote ball control.) For the younger age groups, it will be up to the discretion of the referee to lower the ball height before the game begins. This should be agreed upon by the team volunteers and referee prior to the game.
16. Teams must be at the scheduled field fifteen (15) minutes prior to their scheduled game time.  
**GAME TIME IS FORFEIT TIME!**
17. **Championship Round**—In the event of a tie during the championship round, the four (4) players on the field when time expires will participate in a Shoot-Out (3-second time limit to shoot). The team with the most goals scored after all four players shoot will be the winning team. If a team ends a game with only three players on the field, the team will be allowed four shots on goal. The opposing team, however, may select the player to kick the fourth shot for that team. If the game is still tied after the shoot-out, the teams will participate in a sudden death shoot-out with all players on the team taking shots on goal on a rotating basis.

# AYSO AREA 8/A HALLOWEEN CLASSIC

## 4V4 TOURNAMENT 2021

### T-Shirt Pre-Sale Form



We will be offering a pre-buy of event t-shirts. The t-shirt will have all the participating team names and home regions listed on the back. Pre-sale costs will be \$12.00/\$14.00 per shirt. At the event a limited number of shirts will be sold for \$15.00/\$17.00 per shirt. If you would like to pre-buy t-shirts please complete the form below and mail the completed form, with a regional check for the total amount of the shirts to be purchased with your enrollment form. You will receive a receipt for your purchase with your tournament package.

Region # & Name: \_\_\_\_\_

Volunteer Name: \_\_\_\_\_

Phone Number: \_\_\_\_\_

Email: \_\_\_\_\_

Team Name: \_\_\_\_\_

T-Shirt Sizes	Quantity	Price	Amount
Youth Large		\$12.00	
Adult Small		\$12.00	
Adult Medium		\$12.00	
Adult Large		\$12.00	
Adult X-Large		\$12.00	
Adult XX-Large		\$14.00	
Adult XXX-Large		\$14.00	

**Total Number of Shirts #** \_\_\_\_\_ **Amount Enclosed \$** \_\_\_\_\_ **Checks**

**Payable to: AYSO 1472— GRANT AYSO AREA A TOURNAMENT**