



## 2018 The OHIO AREA STATE TOURNAMENT TOURNAMENT PROCEDURES, RULES & CLARIFICATIONS

### 1. TEAM CHECK IN:

The team's head coach must check-in prior to any game at the Tournament. No one else is to come to check in.

The team's head coach may check in

- A. on the day of their first scheduled game and all subsequent games at the Registration and Check-in Building at the following times - but in no event later than 30 minutes before every game.

- (1) U- 8 Passers - 45 minutes before scheduled game time.
- (2) U-10 Wings - 45 minutes before scheduled game times
- (3) U-12 Strikers - 45 minutes before scheduled game time.
- (4) U-14 Kickers - 45 minutes before scheduled game time,

### 2. PLAYER ELIGIBILITY AND ROSTERS

#### A. ELIGIBLE PLAYERS

To be eligible to participate as a player in the Ohio State Tournament, the player

- (1) must be a rostered Fall Season SAY player AND
- (2) may NOT also have been rostered or have played on a High School or College team.
- (3) is not eligible to play if he/she too old for the division according to the current age matrix. The Tournament is based on the Gold Matrix, however teams using the Silver Matrix are eligible and will be placed in the appropriate division based on the age of the oldest player:

Passers (8u) 2010, 2011

Wings (10u) 2008, 2009

Strikers (12u) 2006, 2007

Kickers (14u) 2004, 2005

#### B. ROSTER PRESENTATION

A copy of the Team Roster that was faxed or e-mailed to the Tournament Committee for initial approval must also be presented at the time of registration at the tournament by the Head Coach and, after initial approval by the Committee (Roster

is presented and checked each time your team checks in – before each game at tournament), **MUST** be held by the Coach and made available for inspection during all games during the tournament.

- **Concussion Policy: Each Head Coach and Asst. Coach must have a copy of the Concussion Certificate with them at all games and at each check-in.**

### C. ROSTER FORMAT

- (1) Team Rosters can be submitted in the format that is in use within your Area.
- (2) However, regardless of its format, the Roster
  - (A) **MUST** contain information that is identical to that on file with your League, the SAY Area and SAY National.
  - (B) **MUST** contain at least the following information:
    - i. The Players: Last and First Names, Date of Birth, Home address, Home telephone number and Shirt number
    - ii. The Coaches: Last and First Names
    - iii. A clear identification of the SAY Area, SAY District, Playing Division, the Team's Name and, (optionally) the team's sponsor (if any).
  - (C) **MUST** identify your SAY Area President (INCLUDING those Team Rosters that are computer generated).
- (3) Regardless of their format,
  - (A) rosters submitted by the Area President need not be signed,
  - (B) rosters submitted by other than the Area President **MUST** be signed; and the name of the SAY Area's President and his/her signature **MUST** appear somewhere on the roster as verification that the team is the Area's representative

### D. ROSTERED PLAYERS

- (1) Only eligible players shown on the roster may participate in the Ohio State Tournament.
- (2) If at the time of the registration it is known that any rostered player will not be playing or present at the game for any reason (e.g.: discipline, illness, family vacation etc.) the coach must submit a written statement providing details of the reason to the Tournament Committee when registering.
 

NOTE: All such statements must be signed by the player's parent / guardian or, the District Representative or the Area President with a contact phone number that may be used to verify its authenticity.
- (3) If, at the time of the game, any rostered player is not present for reasons unknown to the

coach, such absence shall be promptly reported to the Tournament Committee.

- (4) Any unexcused absence deemed inappropriate by the Tournament Committee shall be grounds for forfeiture of that game and the decision of the Tournament Committee is final and is not subject to further appeal.

#### E. ROSTER VERIFICATION

The Ohio State Tournament Committee reserves the right to randomly verify

- (1) the data on all rosters submitted.
- (2) the identity of all players and coaches.
- (3) the reasons stipulated for any rostered player's absence.

### 3. PLAYING TIME

- A. To ensure that all team members are given the opportunity to play the requisite minimum one-half, all players' playing time will be monitored by the Field Supervisors.
- B. If any team member eligible to play is not given the opportunity to play the requisite minimum one-half, the game will be forfeited to the opposing team.
- C. Field Supervisors are required to notify the opposing coach of any apparent discrepancy as soon as possible.

**NOTE:** Failure to notify the opposing coach sufficiently early to allow the player(s) to satisfy the requisite minimum one-half will nullify any protest relating to the opposing coach's error.

**Coaches:** Failure to manage playing time per tournament guidelines can result in forfeit of the game. Coaches are tasked to manage playing time so that all players can play on the field for the minimum 2 quarters during all league and tournament games.

### 4. FIELD SUPERVISORS

- A. For each game, the Head Coach of each team shall select a parent from their team who is not a Coach to act as a Field Supervisor.
- B. The Head Coach has been supplied with detailed written instructions for the Field Supervisor and the form necessary for completion.
- C. The Head Coach is responsible for instructing the Field Supervisor on their responsibilities.
- D. **The Field Supervisor will be responsible for:**
  - (1) pre-game verification of the identity and eligibility of players on the opposing team.  
**NOTE: No protest for ineligible players will be considered if made after the start of the game.**
  - (2) tracking the playing time of players for both teams and goals scored for both teams in writing on the form supplied

- (3) verifying playing times and goals scored for both teams with their opponent's Field Supervisor before the start of the next quarter and at the end of the game.

**(4) Both coaches must sign the form.**

- E. **The Head Coach** of the winning team is responsible for collection and turn-in of the reports of both Field Supervisors to the Registration and Check-in Building immediately after their game.

### 5. GAME STARTING TIMES

- A. All Games are expected to start at the scheduled time.
- B. All teams shall be treated as if they are "Home" Teams and no additional "grace period" time will be allowed for "Visiting" teams.
- C. Failure to field the minimum number of players at the later of the scheduled or actual starting time may result in game forfeiture.
- D. If the requisite minimum number of players is not present, the Tournament Committee is to be immediately notified of the possible forfeiture.
- E. The decision of the Tournament Committee on forfeits is final and is not subject to further appeal.

### 6. TIE BREAKERS:

#### ADDITIONAL PLAYING PERIODS:

If the score of a Match is tied after regulation play there will be TWO additional playing periods of equal duration but shorter length: Five minutes for Passers (U-8), Six minutes for Wings (U-10), Eight minutes for Strikers (U-12) and Kickers (U-14),

**NOTE 1:** Additional playing periods shall begin no later than five minutes after the end of the fourth quarter of regulation play with the same number of players as were on the field at the end of regulation play

**NOTE 2:** There will NOT be a second coin toss to determine ends defended, and the teams kicking off. The ends defended, and the team kicking off in the first additional period shall be the same as in the first and third quarters of regulation play; and, in the second additional playing period, shall be the same as in the second and fourth quarters of regulation play.

**NOTE 3:** Between the first and second additional playing periods, there shall be a break of one minute to allow teams to change ends and make substitutions.

#### KICKS FROM THE PENALTY MARK:

If still tied after the two additional periods, the winner of the match will be determined by Kicks from the Penalty Mark. **Teams will be moved to a designated Penalty Kick area, to allow subsequent games to proceed on time**

- A. Each team will have prepared a written kicking order for all kicking players drawn from those team members still eligible to participate at the end of the additional playing periods.

- (1) 11 vs. 11 teams will list 10 players,  
(2) 9 vs. 9 teams will list 8 players, and  
(3) 7 vs. 7 teams will list 6 players.

**NOTE:** If a team, either through injury, ejections or other cause has fewer players, the opposing team will “reduce to equate.”

- B. Kicking players will alternate between each team’s players in the order listed.  
C. The total score after alternating kicks by the first five players from each team will decide the victor.  
D. If still tied after five kicks by each team, kicks from the Penalty Mark will continue in groups of five until a winner is determined.

**NOTE 1:** There will NOT be a coin toss to determine kicking order. The team kicking first shall be the same as in the second and fourth quarters of regulation play.

**NOTE 2:** Teams must use all listed players before repeating the kicking order. E.g.: 11 vs. 11 teams will use all 10 listed players, 9 vs. 9 teams will use all 8 listed players, and 7 vs. 7 teams will use all 6 listed players before repeating the kicking order.

**NOTE 3:** The goal keeper may also be listed as a Kicker.

**NOTE 4:** Kicks from the Penalty Mark tiebreaker for the Passers (U-8) division will be conducted as follows (without the use of a goalkeeper): Accuracy kicks will be taken from a spot marked 8 yards from Pug like goal and centered upon, a Pug like goal. All other procedural rules stated above shall apply.

## 7. **UNIFORM COLOR CONFLICTS and Numbers**

- A. We will not hold to strict enforcement of matching uniforms.

### **B. All Player Uniforms Must Have Different Numbers**

- C. Extra clothing may be worn under the uniform. Soft hats and gloves will be permitted. Common sense will prevail. Sweatshirt hoods must be tucked inside shirt.  
D. The Home Team (the team shown in the top bracket) is responsible to change Jerseys if there is a color conflict.  
E. It is recommended that all Teams bring alternate colored shirts for all players. Such shirts may be worn over their team jersey and must be of the same color, but need not be numbered. **BE PREPARED.**

## 8. **EJECTIONS**

- A. Any player, substitute, coach ejected from a game may not participate in any capacity at the Team’s next Tournament Game.  
B. If the Ejection occurs during or after the last Game, an Ejection report will be forwarded to the Area involved.

## 9. **PROTESTS**

- A. All protests must be lodged at the time of the incident. Once a game has been restarted, protests will not be accepted.  
B. The Head Coach wishing to protest must notify the referees on the field, as well as the opposing coach, using the words “official protest”.  
C. If the Head Coach protests for any reason, the Referees must immediately stop the Game, note the time remaining, request that the Head Coach complete the protest form detailing the reason for the protest, and immediately request the assistance of the Tournament Protest Committee.  
D. Until the matter is resolved by the Tournament Protest Committee the game may not continue.  
E. The decision of the Tournament Protest Committee is final and is not subject to further appeal.  
F. **PROTEST FEE:** The protesting coach must submit the reason for his protest in writing together with a \$100.00 cash deposit.  
G. If the Head Coach wins the protest, the \$100 cash deposit will be returned. If the coach loses the protest, the \$100.00 cash deposit will be forfeit for use by the Tournament.  
H. **NOTE:** Protests that fail to comply with both protest provisions A. and B. will be disallowed.

## 10. **COACHING**

- A. ALL coaching instruction from the sidelines must be  
(1) made only from the team side of the field no closer to the Touchline than one yard and outside the boundaries of the Penalty (or Goalkeeper Areas); and  
(2) limited to positive and encouraging direction.  
B. Only three Coaches listed on the team’s Roster are permitted to instruct players.  
C. Managing playing time in an unsportsmanlike manner will result in forfeit of the game. Coaches are tasked to manage playing time so that all players can play **on the field** for the minimum 2 quarters during all league and tournament games.

## 11. **SYSTEMS OF OFFICIATING**

- A. All games will be officiated by no fewer than two Referees.  
C. Referees shall each have equal authority and responsibility for the calling of fouls and violations by the use of the whistle on any part of the field at any time and who may elect to divide or share equally administrative responsibilities (such as timekeeping).

- D. If a Referee is incapable of continuing a Game for any reason, the Referee must immediately stop the Game, note the time remaining, and immediately request a replacement.

**NOTE: Until the replacement arrives, NO game may continue UNLESS there are two Referees remaining.**

- E. Where circumstances dictate, a third Referee may be assigned to games in the U-8 Passers, U10 Wings, U12 Strikers and U-14 Kickers Divisions.

## 12. SUBSTITUTIONS

- A. All substitutions must be from the half-way line  
B. Except for substitutions for injury.  
C. All Players and Substitutes must first report to the Field Supervisor prior to entering or upon leaving the Field ("Play Time Starts" when they come to the half-way line)  
D. Team members who are being substituted for must first exit the field of play before the substituting Player enters. It is not necessary for such team members to exit at the half way line, however, they must report to the Field Supervisor before returning to their Team Area.

## 13. GENERAL

- A. Except as noted herein, all games will be played in accordance with the Laws of the Game as detailed in the SAY rule book.  
B. U-8 Passers division games will be 7 vs. 7, with a maximum of 14 rostered Players, and shall be played on the smaller fields provided. **There will be no "second chance" on improper throw-ins. No Goal Keeper Punting. No Head Balls.**  
C. U-10 Wings division games will be 9 vs. 9, with a maximum of 18 rostered Players, and shall be played on the smaller fields provided. **No Goal Keeper Punting. No Head Balls.**  
D. U-12 Strikers division will be 11 vs. 11, with a maximum of 22 rostered, and shall be played on the fields provided. **No Head Balls.**  
D. U-14 Kickers will be 11 vs. 11 and shall be played on the fields provided.  
E. Co-ed teams will play in the Boys Division  
F. The Tournament Committee's interpretation of all of the foregoing rules and all unanticipated situations shall be final and is not subject to further appeal.  
G. The Tournament Committee shall not be responsible for any expense incurred if the weather or other circumstance causes any cancellation of scheduled games.  
H. The Tournament Committee reserves the right to shorten games in the event of inclement weather or other circumstance.  
I. In the event of extraordinary circumstances, a coin flip could determine the outcome of any game.

## 14. Yellow and Red Card Disciplines/Actions:

**Abusive or foul language (by a coach or player) directed to any player, coach, referee or spectator**

- First offense – Yellow Card
- Second Offense – Red Card – ejection from the match plus additional game/games as determined by TOAST committee
- (Some referees will not tolerate and may result in straight red)

**Delaying the restart of the game, failure to respect distance on a throw-in, free kick or corner kick**

- First offense – Yellow Card
- Second Offense – Red Card – ejection from the match plus additional game/games as determined by TOAST Committee
- (Some referees will not tolerate and may result in straight red)

**Threaten actions, physical contact, spitting, fighting, kicking by any player, coach or spectator**

- First Offense – RED Card - ejection from the match plus additional game/games as determined by TOAST Committee

**Denies an opponent a goal on an obvious goal-scoring opportunity (DOGSO) by deliberately handling the ball (does not include the goal-keeper within the penalty area) or by deliberate foul.**

- First Offense – RED Card - ejection from the match plus additional game/games as determined by TOAST Committee

**Two Yellow Cards in a single game**

- will equal a red card resulting in ejection from the current match plus suspension from next game.

**Engaging in dangerous or unsporting behavior off the fields with intent to harm or the use of drugs or alcohol before or during the game**

- First Offense – RED Card ejection from current game and all remaining games of the tournament.

## 15. INCLEMENT WEATHER POLICY

The TOAST is a rain or shine tournament. Plan to play in inclement weather. Regardless of weather conditions, coaches and their teams must appear at the respective field, ready to play as scheduled. Failure to appear will result in forfeiture of the match.

In the case of threatening weather, headquarters will signal game suspension by one long blast from the horn. Participants should then immediately seek shelter in a car.

**The minimum wait for a delay will be 30 minutes.**

- The clock restarts at each instance of thunder/lightning.

Three short blasts from the horn will indicate it is safe to resume play. In the case of extended delays, coaches must check with the headquarters for game status.

Matches that have been played to half time may be declared as final. Disposition of games that have not reached half time may be decided by a coin toss if delays so demand. Remaining matches for that day may be subject to shortening of game time or rescheduling by the TOAST Committee. The Referee may suspend a game due to any condition he/she deems dangerous.

The TOAST Committee reserves the right to restructure the tournament format, as necessary. This includes but is not limited to relocating or rescheduling any match; changing the duration of any match; and canceling any preliminary match or part of a match.

**15. TIE BREAK PROCEDURES**

- 1) Highest cumulative goal spread (goals scored minus goals allowed) with a maximum of 4-goal spread per game.
- 2) Fewest total goals allowed.
- 3) Most Shutout Wins.
- 4) Penalty Kicks per FIFA rules "Procedures to Determine the Winner of a Match - Kicks from the Penalty Mark." The Tournament Director will determine a field and start time.
- 5) In the event of extraordinary circumstances, a coin flip could determine the outcome of any game.

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