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| aysologo | **[Tournament Name]**  **Tournament Rules** |  |
| **CATEGORY** | **RULE** | |
| 1. **JURISDICTION** | 1. Unless otherwise noted, the current AYSO National Governing Documents, Section 9 Tournament Rules, and IFAB Laws of the game will be used for this tournament. The following rules are intended specifically for this tournament ONLY! 2. The Tournament Staff (incl. Tournament Director and other designated staff) will have jurisdiction over all games played. Disputes will be resolved by the end of the soccer day. Referee judgment calls are **NOT** subject to dispute or protest! 3. A Tournament Rules Committee shall be established consistiting of the Tournament Director and at least two members of the Tournament Staff. | |
| 1. **FEES** | 1. Entire fee must accompany tournament application and will be returned if application is not accepted. Fee must be a single check issued from the respective Region account (no personal checks). 2. Fees are: U10 $XXX, U12 $XXX, U14 $XXX, Coed U19 $XXX | |
| 1. **ACCEPTANCE** | 1. NO Applications wil be accepted after [DATE] 2. Applications will be accepted on a first-come basis, based on completed application (see Team Application Form for criteria). Teams will be notified by email within 48 hours of the receipt of their applications. 3. Teams not accepted into the tournament will be refunded within 48 hours or offered the opportunity to be placed on a waiting list. 4. The primary form of communication between the Tournament and applying teams will be email and the Tournament website. Teams must designate a Team Contact on their application who has email and Internet access. | |
| 1. **REFUNDS** | 1. Teams withdrawing 15 days or more before the tournament will be issued a full refund within 14 days of written notification. 2. Teams withdrawing less than 15 days before the start of the tournament will only be issued a refund if a replacement team can be found. 3. If the tournament is canceled and cannot be rescheduled a full refund will be issued. | |
| 1. **CANCELLATION** | 1. If the tournament is cancelled due to weather after partially completing and it cannot be rescheduled to be completed, refunds will be made to teams on a prorated basis, based on the number of actual games played. 2. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, then a full refund will be sent to all teams, less the cost of any pre-ordered items. Pre-ordered items will be sent to the team. | |
| 1. **PLAYERS/TEAMS** | 1. All players must be registered and have played in the AYSO **XXXX-XX** primary seasons or UYSA **XXXX-XX** primary season. Coaches are responsible to ensure that all players meet eligibility requirements. 2. The team roster must be created and printed in AYSO’s Rregion Management System and approved by each player’s Regional Commissioner (or created and printed in Affinty and approved for UYSA teams and a copy provided to the tournament at checkin-for open tournaments). Printed Roster changes may be submitted until the team checks in at headquarters. After the team has checked in, there will be no roster changes allowed. 3. 3 Guest Players (players from a different region from the applying team’s region) will be allowed for each team. However, the Guest Player will be required to have the approval of both the Guest Player’s regional commissioner and the Host Team regional commissioner. In addition the guest player roster must be created in AYSO’s Region Management System. 4. Coed teams will be accepted in the U16/U19 division only. Each team will have at least 4 girls on playing field at all times. Coed teams in U10, U12 or U14 will be placed in the boys division play. 5. Division U16/U19 will play 11-v-11, and there will be a roster limit of 18 players per team. Division U14 will play 11-v-11, and there will be a roster limit of 15 players per team. Division U12 will play 9-v-9, and there will be a roster limit of 12 players per team. Division U10 will play 7-v-7, and there will be a roster limit of 10 players per team. 6. All players must play at least half of each game. Violation of these player rules exposes a team to protest and renders them subject to forfeiture of game and possible disqualification at the discretion of the Tournament Director. | |
| 1. **COACHES** | 1. Each team is limited to one Head Coach and one Assistant Coach only. These coaches must be the ones listed on the Official Team Roster. 2. Each Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified, CDC concussion and AYSO trained at the age-appropriate level. Proof of coach certification and training will be verified by the coach and assistant coach attaching their training record from AYSO’s Region Management System to the roster. 3. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kid Zone behavior. Coaches are expected to remain in the technical area during games and only enter the field of play as requested by the referee. | |
| 1. **REFEREES** | 1. Referees will be expected to uphold the tournament rules, AYSO National Governing Documents, and IFAB laws. Any failure of the referee to uphold these rules may be cause for dismissal from the tournament. 2. Qualified AYSO and USSF referees will cover each of the games. Referee teams will consist of one center and two assistant referees. 3. Only the diagonal system of control will be used to referee the games. 4. Center Referees will be assigned to games as follows: U-10: Regional Badge or higher U-12: Intermediate Badge or higher U-14: Intermediate Badge or higher, Advanced preferred U-16/U-19: Intermediate Badge or higher, Advanced preferred. 5. Youth referees must be at least 2 years older than the age group they are refereeing. They must have their youth volunteer appllication with them at all times. 6. All referees must be in full Uniform as defined by AYSO and USSF, including the Referee Badge, shirt, black shorts, black socks and preferably black shoes. Referees not in uniform will not be permitted to referee games, 7. Referees are expected to check in at the Referee Station at least 30 minutes prior to their assigned game. Failure to appear on time may result in a replacement referee crew being assigned to the field. Once a replacement crew has been assigned, they will have priority and the original crew must report to the Referee station for alternative assignment. | |
| 1. **FIELDS** | 1. All fields will be set up and taken down by the tournament staff. 2. Trash cans will be provided at each field location. Teams will be expected to clean up all trash in their area before leaving. | |
| 1. **FORMAT** | 1. This is a pool-play tournament. All teams will be playing at least three (3) games:  Pool play games will be played on Wednesday, Thursday and Friday. 2. Each age division will be bracketed into playing pools. Each team will play a minimum of 3 preliminary play games within their respective pools. Where there are sufficient teams, divisions will also be separated into multiple competition flights. 3. Teams will advance from qualifying pools based on pool play standings points. Number of teams advancing per pool will be determined by the number of pools in the division. | |
| 1. **CHECK-IN** | 1. Teams must check in 60 minutes prior to their first game. The players listed on the game cards must match the approved roster submitted with the team’s application. 2. Each coach or team representative must provide AYSO Registration form signed by parent, laminated player ID with photo, and copy of birth certificate - must have one for each player on your team. 3. Coach must have these Player Registration forms with them at all times and ready for presentation to Tournament Officials. | |
| 1. **GAMES** | 1. All games will be played as scheduled. If the second half of the game has been started and the game is cancelled, the game will be considered complete. 2. Game duration shall be as follows: Duration: Players:  U-10: 25 minute half 7 V 7  U-12 30 minute half 9 V 9  U-14: 35 minute half 11 V 11  U-16/U19: 40 minute half 11 V 11 3. Championship games will be played until there is a winner (see Medal Round rules below). 4. The **HOME TEAM** will change jerseys or don pinnies when there is a conflict of colors in uniforms. The **HOME TEAM** is the first team listed on the schedule. Home team will choose sides. Teams and spectators for all games shall remain on their designated sides of the field of play. 5. There will be no warming up on the field. Teams must warm up prior to taking the field. As soon as the previous game has ended, teams must clear the field and the teams for the next game must take their places. 6. Players, coaches and referees must check in at the field ten (10) minutes prior to scheduled game time. During this time the Referee will check the coach and player cards, check equipment and toss the coin. The games must start at the scheduled time. There will be a 5 minute half time break. **Any late running game must be completed five (5) minutes before the starting** **time of the next scheduled game on that field**. **THE REFEREE IS THE ONLY OFFICIAL TIMEKEEPER.** 7. SUSPENDED GAMES: The Tournament Staff may determine to end matches early if field schedule is behind due to game delays, interference, or if weather conditions provide unsafe conditions; and may distribute awards according to games played and points. The Tournament Staff will determine the outcome of any single game which is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.). | |
| 1. **HEADING RULE** | 1. Consistant with the US Soccer mandates on heading the ball, heading is banned for all division players U11 (U12 and below for programs with single age divisions) and below in both practices and games. 2. Heading for players in U14 is limited to a maximum of thirty (30) minutes per week with no more than 15-20 headers, per player. There is no restriction on heading in matches. An indirect free kick will be awarded to the opposing team if a player age 10 or younger, deliberately touches the ball with his/her head during a game.    1. The indirect free kick is to be taken from the place wehre the player touched the ball with his/her head.    2. An indirect free kick awarded to the attacking team inside the opposing team’s goal area, must be taken on the goal area line at the point nearest to where the player touched the ball with his/her head. 3. Neither cautions nor send-offs shall be issued for persistent infringement or denying an obvious goal scoring opportunity related to the heading infractions. | |
| 1. **SUBSTITUTIONS** | 1. U10, U12, U14 will substitute at quarters only. 2. Monitored Substitution will be used in U16/U19 coed only. Tournament Staff will be assigned to monitor games in this age group to ensure that every player will play half of the game. 3. Substitutions may be made at any time there is a natural stoppage of time and at the referee’s discretion. 4. In the event of high temperatures, it will be the responsibility of the tournament director in consultation with the tournament’s Safety Director and Referee Administrator to make a decision each day based on the expected high temperatures for the day as to whether water breaks will be taken at times other than at the quarter and halftime breaks. (Typically 86 degrees and above constitute high temps) Once the above tournament personnel determine the temperatures have reached the 86 and above degree, the decision to utilize water breaks shall be communicated to the referees as follows:   *“Referees can at their discretion call for water breaks as necessary. The referee should tell each coach prior to the start of the game they might be doing this so as not take the coach by surprise. Coaches and players should be instructed that during water breaks players cannot leave the field of play. Water breaks are not to be used as a substitution opportunity.”* | |
| 1. **STANDINGS** | 1. Standings for pool play games will be determined on the “ten-point system” as follows:   WIN = 6 points TIE = 3 points LOSS = 0 points GOAL = 1 point (one point per goal scored up to a maximum of 3 per game, win or lose) SHUTOUT = 1 points (for an earned shutout, including a 0-0 tie) FORFEIT = 7 points (scored as a 1-0 win, no shutout points as it is not an “earned” shutout) RED CARD = 1 point deduction for team  COACH/ASST COACH EJECTED =1 point deduction for team   1. Winners of ties in standings will be determined as follows:   1. Head to head competition. 2. Goals scored-greatest number of goals scored to a maximum of 3 goals per game. 3. Lowest Goals allowed. 4. Kicks from the Penalty Mark per IFAB rules.  **If a forfeit game exists for any reason, only 1 & 4 will be used to determine tie breaker.**   1. Standings will be updated as game cards are returned to Tournament Headquarters. The deadline to challenge the posted results will be at the conclusion of Pool Play. 2. If a team plays four (4) games in pool play, standings are mulitiplied by .75. | |
| 1. **ADVANCEMENTS** | 1. Semi-final and Final games will be played on Saturday. 2. Teams will play semi-final and/or championship final matches, depending on the number of teams in each pool and the format of play for that flight. The top four teams will be determined by points which will be discussed below. | |
| 1. **MEDAL-ROUNDS** | 1. All medal round matches ending in a tie will have two full overtime periods of five minutes in length with teams changing field direction after the first five minute period. In these matches, if still tied after overtime play, the game shall be decided by IFAB kicks from the penalty mark. Only those players on the field at the end of the second OT period are eligible to kick. If still no winner after the first 5 kickers from each team, the remaining team members ON the field may kick one at a time until a winner is declared. If ALL players on the field have kicked and still no winner, players kick again but do NOT need to follow the same order. | |
| 1. **AWARDS** | 1. Awards will be given to 1st and 2nd place teams. Age groups with more than 8 teams will also be given awards for 3rd and 4th place. Awards are limited to the allotted number of allowed players per team and 1 coach and 1 assistant coach award. 2. A tournament gift and pin will be given to each player and 2 coaches per team. | |
| 1. **CONDUCT** | 1. Coaches will be expected to set a positive example for the team, and will be held responsible for the actions of their team including spectators. All spectators must remain behind the control line and between the 18-yard lines. Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from midfield). 2. At the conclusion of each match, the referees will indicate on the reverse of the game cards any point deductions for poor sportsmanship. Point deductions will be used as tie-breakers should that become necessary. Referees will be required to complete a game misconduct report for all misconducts during the game, as well as any incidents of interference by spectators. 3. Any coach or spectator ejected must immediately leave the vicinity of the playing field (out of sight and sound) and will be prohibited from attending the next scheduled game. Any player sent off (red carded) must immediately leave the vicinity of the game (under supervision of their parent or Safe Haven-certified adult), and may not return to the field of play during the current game, including for the post-game handshake, and may not be substituted for, and is suspended from participation in the next game. There will be penalty point deductions for all send-offs or coach ejections (see Standings rules). 4. Any violent conduct (in accordance with the IFAB Laws of the Game) red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament. 5. If it is determined that an ineligible player has participated in a game, the team will forfeit all games in which that player participated illegally. Furthermore, if it is determined that the coach knowingly played a player illegally, that coach will be barred from further participation in the tournament. 6. All conduct problems will be reported to the respective Regional Commissioner. 7. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties. | |
| 1. **MEDICAL/FIRST AID** | 1. There will be a First Aid station at the main tent where participants may receive ice, etc. for minor injuries. 2. There will be a roving first aid response staff member to respond to injuries on the field. Field Monitors will communicate via radio to call the first aid staffer to the field where first aid is requested. 3. If an injury is serious, the first aid staffer or Safety Director will have a mobile phone to call 911 for emergency response. 4. Directions to the nearest hospital/urgent care center will be available at the First Aid station. | |
| 1. **UNIFORMS/SAFETY** | 1. All players must wear the approved AYSO uniform only, and all players on the same team must wear matching uniforms (goalkeeper excepted – may have a different jersey and it is recommended to have AYSO logo). 2. No player’s name or nick name may be printed on the jersey, per AYSO National Rules. 3. Each player’s uniform must be marked with a permanently-affixed unique number and may not exchange numbered jerseys with any other player during the game including the goalkeeper. 4. Garments may be worn under the uniform (i.e. long sleeves, etc.) during inclement weather, however the match referee will be the judge of what should be allowed or not. 5. Shin guards must be worn by all players. 6. Jewelry or hard metal or plastic clips on clothing or hair will not be allowed. 7. Players will not be allowed to play with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify the team member from game participation. 8. AYSO will not prohibit the use of knee braces by players in AYSO events and programs; providing that the brace is adequately covered and padded in the judgment of the referee, so as to eliminate the possibility of its causing injury to the other players on the field. | |
| 1. **PROTESTS** | 1. Referee judgment calls are FINAL and are not subject to protest or dispute! | |
| 1. **RULES INTERPRETATION** | The Tournament Rules Committee retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants. The Tournament Rules Committee has the right modify rules in the event of unusual circumstances and communicate to all affected parties, the full Tournament Staff and Area and Section Directors. | |
| 1. **BLOOD-BORNE PATHOGEN POLICY** | The following procedure will be followed to minimize the risk of infection by blood-borne diseases:  A. Any player or official who is bleeding must leave the field of play to receive medical treatment, and may not return until the situation is corrected (the bleeding has stopped and the wound is covered).  B. If there is blood on the uniform, it must be washed from the uniform and the uniform disinfected. | |