



2010 Walnut AYSO Region 624 Spring Fling Tournament Tournament Rules

CATEGORY	RULE
1) <i>Jurisdiction</i>	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 1 and FIFA Laws of the game will be used for this tournament. The following rules are intended specifically for this tournament ONLY!</p> <p>B. The Tournament Committee (including the Tournament Director, Assistant Director(s), Field Director, Referee 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!</p>
2) <i>Fees</i>	<p>A. The entire fee and referee deposit must accompany tournament application and will be returned if application is not accepted. The entry fee and referee deposit must be paid for by a single check issued from the respective Region's account (no personal checks).</p> <p>B. Fees are \$375 for U-10, \$425 for U12 and \$475 for U14, U16 and U19, plus a \$180 referee deposit. Total cost, entry fee and referee deposit, is \$555 for U10, \$605 for U12, and \$655 for U14, U16, and U19.</p>
3) <i>Acceptance</i>	<p>A. Applications are due on March 30th, 2010</p> <p>B. Teams will be notified by email within 48 hours of the application deadline.</p> <p>C. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list or have their fees returned within 48 hours of application deadline.</p> <p>D. 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 and will check their email and tournament website on a daily basis.</p>
4) <i>Refunds</i>	<p>A. Teams withdrawing 30 days or more before the tournament will be issued a full refund.</p> <p>B. Teams withdrawing less than 30 days before the start of the tournament will only be issued a refund if a replacement team can be found.</p> <p>C. If the tournament is canceled and cannot be rescheduled a full refund will be issued.</p> <p>D. For teams who are eligible, referee deposit refunds will be mailed no later than 14 days after the end of the tournament. Referee deposit refunds will be on a prorated basis, comparing the number of assignments actually completed versus the number that were assigned.</p>
5) <i>Rainout/ Cancellation</i>	<p>A. Should the tournament be rained out on the original date, it will be rescheduled to the weekend of May 14th, 15th, and 16th, 2010. All teams are expected to return on these dates to resume the tournament. Any team not able to return will only receive a refund if a replacement team can be found.</p> <p>B. If the tournament is canceled due to weather after partially being completed 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.</p> <p>C. 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.</p>
6) <i>Players/Teams</i>	<p>A. Players on participating teams must be properly registered to play in AYSO, and have played in the Fall 2009 season. Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p>B. Team rosters must be verified and approved by each player's Regional Commissioner. Roster changes (signed by the Regional Commissioner) must be received by the Tournament Registrar no later than April 23rd, 2010. <u>There will be no roster changes allowed on tournament day.</u></p> <p>C. 3 Guest Players (players from a different region than 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 (see Guest Player Form).</p> <p>D. Coed teams are not allowed. Players on a team must all be the same gender and must play in the</p>

	<p>appropriate division.</p> <p>E. U-16 and U-19 divisions will play 11-v-11 and there will be a roster limit of 18 players per team. U-14 division will play 11-v-11 and there will be a roster limit of 15 players per team. U-12 division will play 9-v-9 and there will be a roster limit of 12 players per team. U-10 division will play 7-v-7 and there will be a roster limit of 10 players per team.</p> <p>F. 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 appropriate Tournament Officials.</p> <p>G. The age determination of the players will be based on their fall registration: U-19 8/1/90 thru 7/31/93 U-16 8/1/93 thru 7/31/95 U-14 8/1/95 thru 7/31/97 U-12 8/1/97 thru 7/31/99 U-10 8/1/99 thru 7/31/01</p>
<p>7) Coaches</p>	<p>A. Each team is limited to one Head Coach and one Assistant Coach only (must have one of each). These coaches must be the ones listed on the Official Team Roster.</p> <p>B. Each Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified, AYSO trained at the age-appropriate level and must. Proof of coach certification and training will be verified by the coach and assistant coach attaching their training record from eAYSO to the roster. Instructions on how to print your coach certification are included in this packet.</p> <p>C. 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 when requested by the referee.</p>
<p>8) Referees</p>	<p>A. Each team in the tournament will provide a crew of 3 referees. These referees will be assigned up to 3 games, based on their qualifications.</p> <p>B. All referees must be an AYSO registered and trained volunteer and be Safe-Haven Certified.</p> <p>C. Only the diagonal system of control will be used to referee the games.</p> <p>D. Referees for U-16 and U-19 games must be Advanced level or above. Referees for U-14 games must be Intermediate level or above. Referees for U-10 and U-12 games must be Regional level or above.</p> <p>E. Youth referees must be at least 2 years older than the age group they are refereeing.</p> <p>F. All referees must be in full Uniform as defined by AYSO and USSF, including the Referee Badge. Referees not in uniform will not be permitted to referee games, and their team's referee deposit may be subject to forfeiture.</p> <p>G. If all assignments are successfully completed, the Referee Deposit will be refunded (see Referee Plan for details).</p> <p>H. 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.</p> <p>I. Referees will be expected to uphold the tournament rules, AYSO guidelines and FIFA laws. Any willful failure of the referee to uphold these rules may be cause for dismissal from the tournament, and will place a team's referee deposit refund in jeopardy.</p>
<p>9) Fields</p>	<p>A. All fields will be set up and taken down by the tournament staff.</p> <p>B. Trash cans will be provided at each field. Teams will be expected to clean up all trash in their area before leaving.</p> <p>C. No pets, no smoking and no alcoholic beverages are allowed at any of the tournament fields.</p> <p>D. There is no overnight parking allowed in the city of Walnut or at Mt. Sac. Parking at Walnut Ranch Park is extremely limited. Oversized vehicles requiring more than a single parking space will not be allowed to park at the Walnut Ranch Park parking lot.</p>

10) Format	<p>A. This is a pool-play tournament.</p> <p>B. 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 may also be separated into multiple competition flights.</p> <p>C. Teams will advance from qualifying pools based on pool play standings points. The number of pools in each division will determine the number of teams advancing per pool.</p>																		
11) Check-In	<p>A. Teams must check in <u>at least 60 minutes</u> prior to their first game.</p> <p>B. Coaches should have Game Cards for as many games as the team will play in the tournament (including medal-round games). The Game Cards must be properly completed listing players in ascending order by their jersey number. Each player's complete first and last names should be legibly printed on the game card. The players listed on the game cards must match the approved roster submitted with the team's application.</p> <p>C. Each coach or team representative must provide AYSO Player Registration forms with original ink (wet) signatures for verification by tournament officials. Coaches must have Player Registration forms with them at all times and should be ready to present them to Tournament Officials upon request.</p> <p>H. For identification purposes, each player must have a laminated photo identification card with their name, recent picture, AYSO ID# and the signature of their Regional Commissioner. These ID cards must be presented for inspection at check-in time or upon request by any tournament official or match referee.</p> <p>D. Late arriving players must be escorted to the check-in station by a team official with the Player's Registration Form and laminated photo ID. The Tournament Staff must clear players before they can participate in any games.</p>																		
12) Field Monitors	<p>A. There will be a tournament Field Monitor assigned to each field. Field Monitors will check in teams prior to each game and present the verified game cards to the match referees.</p> <p>B. At the conclusion of the game, the match referees must return the completed game cards to the Field Monitor.</p> <p>C. Field Monitors will be the first to respond to any incidents or injuries, and will be in contact with the rest of the tournament staff by radio. Tournament participants are encouraged to report any concerns immediately to the Field Monitor, and also to respectfully follow any instructions given by the Field Monitor.</p>																		
13) Games	<p>A. Pool play games will consist of 20 to 30 minute halves depending on the age division (see chart below) with a five-minute half time. There will be a running clock during the match including substitutions. There will be no time added on for injuries or time wasted in qualifying rounds. All games are expected to end on time and may be shortened if they start late. Pool play games may end in a tie.</p> <p>B. Championship games will be full length for that division (see chart below). Championship games will be played until there is a winner (see Medal Round rules below).</p> <p>C. Game duration shall be as follows:</p> <table border="0" data-bbox="430 1486 1144 1669"> <thead> <tr> <th>Division</th> <th>Pool Play</th> <th>Semi & Final Rounds</th> </tr> </thead> <tbody> <tr> <td>U-10:</td> <td>20 minute half</td> <td>25 minute half</td> </tr> <tr> <td>U-12:</td> <td>25 minute half</td> <td>30 minute half</td> </tr> <tr> <td>U-14:</td> <td>30 minute half</td> <td>35 minute half</td> </tr> <tr> <td>U-16:</td> <td>30 minute half</td> <td>40 minute half</td> </tr> <tr> <td>U-19:</td> <td>30 minute half</td> <td>45 minute half</td> </tr> </tbody> </table> <p>D. The "home" team will be the first team listed on the game schedule and will be responsible for providing a game ball(s) that the referee approves of. The home team will be situated on the North or East side of the field and the visiting team will be situated on the South or West side of the field. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or don pinnies in the event of a color conflict with the visiting team. The referee will make the determination if there are any questions.</p> <p>E. There will be no warming up on the field. Teams must warm up prior to taking the field. As soon as the previous game ends, the teams must clear the field and the teams for the next game must take the</p>	Division	Pool Play	Semi & Final Rounds	U-10:	20 minute half	25 minute half	U-12:	25 minute half	30 minute half	U-14:	30 minute half	35 minute half	U-16:	30 minute half	40 minute half	U-19:	30 minute half	45 minute half
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	<p>field and be prepared to start their game as scheduled.</p> <p>F. FORFEITS: Teams should check in with the designated Field Monitor 30 minutes prior to the start of the game. Teams not ready to play at their scheduled game time may forfeit. Tournament officials or the referee may use discretion and allow a five-minute grace period from the scheduled start for a team to take the field before a forfeit is declared if they find a valid reason a team being late. The score for a forfeit match will be 1-0 for the remaining team (See STANDINGS for the points to be awarded). For U-10 division teams, there is a minimum of 5 players on the field to continue a game. For U-12 division teams, there is a minimum of 6 players on the field to continue the game. For all other divisions, there must be a minimum of 7 players to continue a game. If a team cannot field the minimum number of players, the game will be abandoned and a forfeit will be declared.</p> <p>G. SUSPENDED GAMES: The Tournament Committee may decide to end matches early if the 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 earned. The Tournament Committee will determine the outcome of any single game which is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.).</p> <p>H. ABANDONED GAMES: if any pool play games cannot be played due to circumstances beyond the control of the tournament, the final standings of the pool will be determined by applying the Winning Percentage formula (Total Points Earned in all Game Played divided by Total Points Possible for the Number of Games Played) to each team in the pool. Note. This does not apply to games which were shortened due to late a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p>
14) Substitutions	<p>A. Substitutions shall be allowed approximately mid way through each half for U-10, U-12, and U-14 divisions.</p> <p>B. Monitored substitutions will be allowed in the U-16 and U-19 divisions. Playing time for each player will be recorded on a special time monitoring form. Substitutions will be allowed at a stoppage of play as allowed by the referee.</p> <p>C. All substitutions must be approved and recognized by the referee. Substitutions may be made for injured players; however, they may not return until the beginning of the next quarter and will be considered as having played the current quarter (exception: an injured player not replaced may return to play at any time with the referee's permission).</p> <p>D. Substitutions in overtime periods of medal round matches for U10-U19 will be at the beginning of each period only.</p>
15) Standings	<p>A. Standings for pool play games will be determined on the "ten-point system" as follows:</p> <p>Win = 6 points Tie = 3 points Loss = 0 points Goals = 1 point (one point per goal scored up to a maximum of 3 per game, win or lose) Shutout = 1 point (for an <u>earned</u> 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 Cards = 2 point deduction (2 points for each player, substitute, spectator or coach sent off)</p> <p>B. In the event of tie in standing points, the winner will be determined as follows:</p> <ol style="list-style-type: none"> 1. Head to head competition 2. Fewest Goals allowed 3. Highest Goal differential (goals scored less goals allowed, three max per game) 4. Least Red Cards 5. Shots from the penalty mark. <p>C. Wildcard teams will be the team(s) with the highest standings points from all teams in the division who are not automatically advancing.</p> <p>D. Standings will be updated hourly at the Tournament Scoreboard. Challenges of the posted results must be made by the conclusion of Pool Play.</p>
16) Advancements	<p>A. Pool winners (and in some cases wildcard teams) will advance to medal round play.</p> <p>B. 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.</p>
17) Medal Rounds	<p>A. Medal round matches ending in a tie will play two 5 minute overtime periods in their entirety (no golden goal). Teams will change sides at the conclusion of the first five-minute period. If the match is</p>

	still tied at the conclusion of the second overtime period, the match shall be decided by kicks from the penalty mark by those players on the field during the last overtime period.
18) Awards	<p>A. Medals will be presented to coaches and players from the first-place through the fourth-place teams in each division with six or more teams in the division. Medals will be presented to the first-place and second place teams for divisions with five or less teams.</p> <p>B. A tournament pin will be presented to each player and coach.</p>
19) Conduct	<p>A. 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 at least three yards from the touchline and between the top of the penalty areas (18-yard lines). Two coaches maximum per team are allowed and they must remain in the marked coaching area (within ten yards in either direction of the halfway line). Spectators should not coach or give instructions to players.</p> <p>B. At the conclusion of each match, referees will be required to complete a game misconduct report for <u>all</u> misconducts during the game, as well as any incidents of interference by spectators.</p> <p>C. 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 card) 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, may not be substituted for, and is suspended from participation in the next game. There will be penalty point deductions for all send-offs (see Standings rules).</p> <p>D. Any violent conduct red card or ejection will result in that player/substitute/coach/spectator being barred from the remainder of the tournament.</p> <p>E. 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.</p> <p>F. It is mandatory to play a scheduled game. If it is determined that a coach willfully fails to have his team participate in a scheduled game, the coach will be dismissed from the tournament and the incident will be reported to the appropriate Regional Commissioner.</p> <p>G. All conduct problems will be reported to the appropriate Regional Commissioner.</p> <p>H. All Serious Incidents will be reported to the appropriate Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
20) Medical/First Aid	<p>A. There will be a First Aid station at the main tent where participants may receive ice, etc. for minor injuries.</p> <p>B. Field Monitors will communicate via radio with tournament officials at the main tent if first aid is needed on the field.</p> <p>C. If an injury is serious, Tournament Officials will have mobile phones and will call 911 for an emergency response.</p> <p>D. Directions to the nearest hospital/urgent care center will be available at the First Aid station.</p>
21) Uniforms/Safety	<p>A. All players must wear the approved AYSO uniform only according to the National Rules & Regulations, and all players on the same team must wear matching uniforms (goalkeeper excepted – may have a different jersey, AYSO logo is recommended but not required.)</p> <p>B. Each player’s uniform must be marked with a permanently-affixed unique number that matches the uniform number on the Game Card, and may not exchange numbered jerseys with any other player during the game including the goalkeeper.</p> <p>C. 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.</p> <p>D. Not allowed: jewelry, hard metal or plastic clips on clothing or hair. No player will be allowed to participate with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding are in order to participate shall disqualify that team member from participation.</p> <p>E. AYSO will not prohibit the use of knee braces by players in AYSO events and programs; providing</p>

	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.
22) Protests	<p>A. Protests will be considered only for the following reasons:</p> <p>(1) An ineligible player has played.</p> <p>(2) One or more registered player(s), present and in uniform, has not played the required one half of the game (except for illness or injury as recorded by the game referee).</p> <p>B. All protests must be presented in writing to the Tournament Director within 1/2 hour of the completion of the game.</p> <p>C. All protests will be heard by a Protest Committee of at least three persons selected by the Tournament Director. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. ALL PROTEST DECISIONS ARE FINAL!</p> <p>D. Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute!</p>
23) Rules Interpretation	The Tournament Director or the individual he has appointed retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.