

TOURNAMENT RULES & REGULATIONS

The 19th Mission Viejo Classic AYSO Invitational - 2009

1 General

- 1.1 The AYSO National Rules & Regulations apply, unless otherwise deviated in the following rules.
- 1.2 The purpose of the Tournament is for participating AYSO teams and players to have fun in competitive games.
- 1.3 The Tournament Director will have jurisdiction over all games played in the tournament. All disputes will be resolved as soon as possible by the Tournament Director whose decision shall be final.
- 1.4 The Tournament is planned to make a profit. The profits will be used to supplement the 2009 regular fall season of Region 84, Mission Viejo; a region with 3,000 kids playing.
- 1.5 If the Tournament is cancelled due to an unforeseen event beyond our control or inclement weather, the Tournament will NOT be re-scheduled.
- 1.6 All teams are responsible for cleaning up their area; trash receptacles will be provided.

2 Team & Player Information

- 2.1 Players listed on the Team roster must be currently registered with the AYSO National Support and Training Center. Players must have played in either the [2008 Fall or 2009 Spring AYSO](#) season.
 - 2.1.1 Coaches are responsible for ensuring the eligibility of all players.
 - 2.1.2 Regional Commissioners must certify the eligibility of players.
 - 2.1.2.1 Each Region determines if a player will play up an age Division.
 - 2.1.3 Falsifying a player's eligibility will result in that teams expulsion from the Tournament, forfeiture of all games with a score of 0 – 3 and forfeiture of all fees or deposits paid.
- 2.2 Player age Divisions are based on the player age as of 7-31-08.
- 2.3 Team roster limitations
 - 2.3.1 U 10 = maximum of 12; minimum of 9
 - 2.3.2 U12 & U14 = maximum of 15; minimum of 12
 - 2.3.3 U16 & U19 = maximum of 18; minimum of 12
- 2.4 Coaches – a maximum of 2 are allowed.
- 2.5 Game team count format
 - 2.5.1 U10 = 7 vs. 7 (any AYSO registered team)

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- 2.5.2** U12 – U19 = 11 vs. 11 (any AYSO registered team)
- 2.6** Team/Player check-in shall take place at the Tournament Headquarters (at the Oso complex) at least 1 hour prior to the start of the first game. If a team has their first game at a remote field, check-in will take place at that remote field.
- 2.6.1** Each team shall present 4 completed line-up game cards listing all eligible players.
- 2.6.2** Current AYSO signed registration forms must be presented for each player to certify player eligibility.
- 2.6.2.1** Coaches are required to carry at all times the original portion of each players registration form signed by the parent or guardian consenting to emergency treatment (per AYSO National Support and Training Center).
- 2.6.3** Any player not checked in will be listed on the game cards as ineligible to play. Only Tournament officials can authorize a player as eligible to play.
- 2.6.4** A late arriving player may be checked in for any of the games at the Tournament Headquarters. This should be done at least 1 hour before the start of the game and the remaining game cards need to be presented.
- 2.7** Teams roster will be considered final, if there are changes to the roster, please provide new roster at the check in desk, on the day of the event. The new roster must be original and signed by the Regional Commissioner.
- 2.8** Guest Players – a player on an AYSO team who comes from a different AYSO team or Region other than the one entered.
- 2.8.1** No more than 3 guest AYSO registered players are allowed per team; these players must be clearly identified on the team roster.
- 2.8.2** All rosters containing guest players must have an accompanying approval letter from the Regional Commissioner stating which tournament(s) the player(s) have been approved to participate in.
- 2.9** Teams should be ready at the field for all games at least 30 minutes before the scheduled start time (kick-off).
- 2.10** Awards
- 2.10.1** All teams will receive a memento of the Tournament.
- 2.10.2** 1st, 2nd, 3rd & 4th place awards will be presented to each team member and 2 coaches of each flight.
- 2.11** Medical ID/Alerts – these may be taped to prevent injury to that player or to other players, but cannot be completely covered and must be easily recognizable in the event of emergency.

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3 Game Information

3.1 All games will be played on fields designated by the Mission Viejo Classic.

3.2 Game assignments are planned to be posted on the Tournament website (www.ayso84.org) at least 1 week before the Tournament.

3.2.1 Game assignments and/or field locations may be changed. Coaches will be contacted prior to the start of the Tournament if it affects the first game. Coaches should confirm their remaining game schedule upon check-in.

3.3 The Home team provides the game ball.

3.3.1 U10-U12 = size 4

3.3.2 U14 & up = size 5

3.4 The Home team is required to change jerseys or wear pennies if both teams have similar colored jerseys.

3.4.1 The Tournament will have some pennies available, but teams are advised to bring alternate colored jerseys or pennies.

3.5 All goalkeepers must wear jerseys or pennies of a different color from their team and the opponent.

3.6 Game Length for all games (including final games)

3.6.1 U10 = 2 x 25 minute halves

3.6.2 U12 & up = 2 x 30 minute halves

3.6.3 All games have a running clock; no stoppage for substitution or injuries.

3.6.4 Half time break = 5 minutes

3.6.5 All pool play games must end 5 minutes before the start of the next scheduled game; the Referee is responsible for ending the game on time.

3.7 Games shall be played as scheduled; there is no excuse for being late or not appearing.

3.7.1 A forfeiture will be recorded as a 0 – 3 (10 points earned for the opponent) for all no shows at kick off time. The Referee with the concurrence of the Tournament will declare a forfeiture.

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3.8 Player Substitutions

- 3.8.1** For U10 - U14 Divisions, substitutions shall be made mid-way through each half, at halftime and for injury.
- 3.8.2** For U16 & U19, monitored substitution of players will be allowed for all games. The Teams are responsible to ensure all players play at least ½ of each game. Substitutions may be allowed at any stoppage of the match for any team with permission of the referee.
- 3.8.3** All players in attendance must play at least ½ of the game (not applicable to any overtime periods).
 - 3.8.3.1** Failure to comply will result in forfeiture of that game with a score of 0 - 3.
 - 3.8.3.2** For U16 & U19 games to facilitate that all eligible players play at least ½ half of each game, the Tournament will use monitoring sheets that will be controlled by a tournament designated person.

3.9 Assigned Sidelines

- 3.9.1** Each team is to remain on their designated side of the field (i.e. Home, Visitor).
- 3.9.2** All sideline behavior is to be positive and encouraging at all times.
 - 3.9.2.1** Coaches are responsible for the behavior of parents and/or spectators connected with their team.
- 3.9.3** Coaching of Players
 - 3.9.3.1** Only the 2 listed coaches are allowed to provide instruction to the players. Coaches are limited to doing this 10 yards on either side of the halfway line and 1 yard back from the Touchline.
 - 3.9.3.2** No spectator coaching of any kind is allowed.
- 3.9.4** No spectators are allowed behind the goal lines at any time.

4 Tournament Format

- 4.1** The Tournament is a “group pool play, round robin” format. The number of entries in a Division will determine the exact format.
 - 4.1.1** The Tournament is planned to have 8 teams per flight and 2 pools of 4 teams each.
 - 4.1.1.1** Each team plays all the opponents within their pool once.
 - 4.1.1.2** The outcome of the 3 pool play games determines the top two teams advancing to the Final games.

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4.2 The Tournament plans to have separate flights of competition.

4.2.1 Competitive flight – for teams where players are selected for participation based primarily on their ability. An All Stars team is an example. All U16 & U19 teams are only eligible to play as a Competitive team.

4.2.2 Recreational flight – For teams like regular season balanced teams. Only applies to U10 - U14 age groups.

4.2.3 The Regional Commissioner certifies the category the team is appropriate to play in.

4.3 Each team will be scheduled to play 3 games.

4.3.1 Each team will be scheduled to play 2 games on Sat and 1 game on Sun.

4.3.2 Each team is planned to play 3 games of pool play where the game outcome standings will determine the top 2 teams.

4.4 All games played will count toward determining the standings in each group.

4.5 Pool Play games will earn points as follows:

4.5.1 6 points for a win

4.5.2 3 points for a tie

4.5.3 1 point for each goal scored, but a maximum of 3

4.5.4 1 point for a shutout (opponent scores no goals) and applicable for a 0 – 0 tie

4.5.5 0 points for a loss

4.5.6 Maximum of 10 points can be earned for a game.

4.6 Tiebreaker rules for pool play standings in order:

4.6.1 Head to head play

4.6.2 Team with the highest goal differential (subject to maximum 3 goal differential). A loss = a negative goal differential.

4.6.3 Least total goals allowed

4.6.4 Coin flip

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4.7 Playoff Games (4th game) has the top 2 teams participating as follows (for a standard flight of 8 teams in 2 pools of 4 teams):

4.7.1 The 2 first place teams from each pool play each other in the Championship game for 1st & 2nd place of the flight. Awards will be given to both teams.

4.7.2 The 2 second place teams from each pool play each other for 3rd & 4th place of the flight. Awards will be given to both teams.

5 Games Ending in Ties after Regulation Time

5.1 Ties stand for all pool play games

5.2 Medal Round games go directly to a traditional kicks from the penalty mark (KFTPM)

6 Disciplinary Actions

6.1 Players

6.1.1 A player who receives a red card (send off) must immediately leave the game and is not eligible to play in the next game. The team will play short by this player for the remainder of the game. A review of the offense by the Tournament Director may result in additional disciplinary action. Any ejected player who is asked to leave the area can only do so if accompanied by his/her parent, coach, Asst Coach or other safe haven certified parent otherwise the player is allowed to remain on sidelines for the remainder of the game.

6.1.2 A player who receives a yellow card (caution), with the referee's permission, may be removed from the field by the coach to "cool off" but may NOT be substituted for per FIFA and AYSO.

6.2 Coaches - A coach who is ejected must leave the game site so as not to be within sound as determined by the Referee.

6.2.1 In the event a coach refuses to leave, the Referee will terminate the match and file a report.

6.2.2 A coach who is ejected may not coach in the next game.

6.3 Spectators – a spectator who is ejected must leave the game site so as not to be within sound as determined by the Referee.

6.3.1 In the event a spectator refuses to leave, the Referee will terminate the match and file a report.

6.3.2 A spectator may be prohibited from attending the next game as determined by the Tournament Director after a review of the offense.

6.4 A further review of all Player sendoffs and Coach or Spectator ejections and/or other discipline items may result in stronger penalties up to and including expulsion from the Tournament for individuals and/or the team.

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6.4.1 Any team receiving expulsion from the Tournament forfeits all games with a score of 0 – 3 and forfeits all team fees and deposits.

7 Protests – None are allowed - the decisions of the Tournament Director(s) are final.

8 Injuries

8.1 Injuries to a participant or damage caused by a participant must be reported to the Tournament Headquarters.

9 Referee Plan – see separate plan

9.1 All decisions of the Referee regarding Law application are Final = No Protests allowed.

9.2 Coaches are responsible for ensuring the Referee team is made aware of the Referee team game assignments.

9.3 Referee game assignments are planned to be posted on the website at least 1 week before the event.

10 Refunds

10.1 Any team that withdraws 30 days prior to the event will receive a full refund. These refunds will be processed immediately.

10.2 Any team that withdraws less than 30 days prior to the event will receive a full refund if a replacement team is found. All refunds will be made within 14 calendar days of the completion of the tournament.

10.3 In the unlikely event the Tournament is cancelled due to events beyond our control, all teams will receive a full refund.

10.4 If the Tournament is cancelled 30 calendar days prior to the event, full refunds will be issued to all teams.

10.5 All refund checks (to include Referee Deposits) will be made payable to the team's Region.

11 Uniforms

11.1 All uniforms and equipment shall be in accordance with AYSO National Rules and Regulations.

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- 11.2** The Referee is the final authority on the safety of any player's uniform and equipment.
- 11.3** All players must wear shin guards. Shin Guards must afford the player a reasonable degree of protection in the judgment of the referee, and worn completely under the socks.
- 11.4** AYSO will not prohibit the use of knee braces by players in AYSO events and program provided 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 other players on the field of play.
- 11.5** Casts and splints of any kind are not allowed.

12 Injury and Medical

- 12.1** It is the responsibility of the coach to report any injuries to the tournament headquarters
- 12.2** A first aid kit that will include pads, bandages and iced pack will be available at the tournament headquarter. The tournament will provide trained volunteers at each site.
- 12.3** A map and phone number to the nearest hospital will be available at the tournament headquarter and the tournament book.
- 12.4** Check with the tournament headquarters to find out if a paramedic is available on site.
- 12.5** In case of emergency please approach the tournament official at each field to contact the local emergency authorities. The phone number will be provided in the tournament book at each field.

13 Other

13.1 Any situation or subject not covered by the aforementioned rules will be decided by the Tournament Director whose decision shall be final.

- 13.1** Wherever the term Tournament Director is used, it shall be interpreted to mean "or in his absence, a designated representative."

Dated: 01/07/2009