



Sponsored by AYSO Region 121 Simi Valley, California

Simi Valley New Year's Tournament AYSO Invitational Tournament Rules

CATEGORY	RULE
1) JURISDICTION	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 10 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 (incl. 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.</p> <p>C. Referee judgment calls are NOT subject to dispute or protest!</p>
2) FEES	<p>A. 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's account (no personal checks).</p> <p>B. Fees are: 10U \$500, 12U \$550, 14U \$600. There is no Referee Deposit.</p>
3) ACCEPTANCE	<p>A. Applications are due on November 30th, 2019</p> <p>B. 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.</p> <p>C. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list.</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.</p>
4) REFUNDS	<p>A. Teams withdrawing 30 days or more prior to 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 sent to all teams, less the cost of team handouts. Team handout items will be sent to the team.</p>
5) RAINOUT/ CANCELLATION	<p>A. If the tournament is canceled due to weather after starting 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>B. If the tournament cannot be held on its original date, the teams will be expected to return the following weekend for the rain out date. (In the case of a tie in points, the tie breakers listed below will be used).</p> <p>C. If the tournament cannot be held on any of the dates 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 team hand out items. Team handout items will be sent to the team.</p>
6) PLAYERS/TEAMS	<p>A. Players on participating teams must be registered to play in AYSO, and have played in the Fall, 2019 primary or Extra or United season. Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p>B. A maximum of eight Extra and United teams will be accepted for each division.</p> <p>C. The team roster must be verified and approved by each player's Regional Commissioner. Roster changes may be submitted (with the written approval of the Regional Commissioner); however, these changes must be received by the Tournament Registrar prior to the start of the team's first game. There will be no roster changes allowed after your team has checked in.</p> <p>D. 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 their own Regional Commissioner (see Guest Player Form).</p> <p>E. Coed teams will be accepted; however they must play in the boys divisions only.</p> <p>F. Division 14U will play 11-v-11, and there will be a roster limit of 15 players per team. Division 12U will play 9-v-9, and there will be a roster limit of 12 players per team. Division 10U will play 7-v-7, and there will be a roster limit of 10 players per team.</p>



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	G. 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.
7) COACHES	<p>A. Each team is limited to one Head Coach and one Assistant Coach only (must have one of each). These coaches must be listed on the Official Team Roster.</p> <p>B. Each Coach and Assistant Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified, AYSO trained at the age-appropriate level. Proof of coach certification and training will be verified by the coach and assistant coach submitting their AYSO Team Tournament roster.</p> <p>C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior. Coaches are expected to remain in the technical area during games and only enter the field of play as requested by the referee.</p>
8) REFEREES	<p>A. The Tournament Referee Coordinators will send out invitations to selected referees asking for their participation in the tournament. Each team in the tournament will submit a crew of 3 possible referee candidates to be used as needed. Some members of the Referee Crew submitted by a team may not have any games assigned to them. Email notification will be sent to each individual referee as to their assignment. If a referee does not receive an email, that referee has no games assigned.</p> <p>B. All referees must be AYSO and Safe-Haven Certified.</p> <p>C. Only the diagonal system of control will be used to referee the games.</p> <p>D. Referees for 14U games must be Advanced level or above. Referees for 12U games must be Intermediate or above. Referees for 10U games should be Regional or above</p> <p>E. All referees must be in full Uniform as defined by AYSO and USSF. Referees not in uniform will not be permitted to referee games, and their team's referee deposit may be subject to forfeiture.</p> <p>F. 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>G. Coaches and players in the tournament will not be allowed to referee.</p> <p>H. 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.</p>
9) FIELDS	<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 animals of any kind allowed on fields. No tobacco products on any field. No alcohol on any fields.</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 will also be separated into multiple competition flights.</p> <p>C. 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.</p>
11) CHECK-IN	<p>A. 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. Game cards will be provided by the tournament host and final rosters should be submitted at the team check in.</p> <p>B. Each coach or team representative must provide AYSO Player Registration forms with original ink signatures for verification by tournament officials.</p> <p>C. Coach must have these Player Registration forms, with original ink signatures from parents, with them at all times and ready for presentation to Tournament Officials.</p>



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Simi Valley New Year's Tournament AYSO Invitational Tournament Rules

	<p>D. Late arriving players must be escorted to the check-in station by a team official along with their Player Registration Form and all remaining game cards, and be cleared by the Tournament Staff before participating in any games.</p>												
12) FIELD MONITORS	<p>A. There will be tournament Field Monitor(s) assigned to each field. Referees will check in teams prior to each game, and the coach will 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 25 minute halves 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. Games will expect 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" style="margin-left: 20px;"> <tr> <td>D. Division</td> <td>Pool Play</td> <td>Semi, Final Rounds</td> </tr> <tr> <td>10U:</td> <td>25 minute half</td> <td>25 minute half</td> </tr> <tr> <td>12U:</td> <td>25 minute half</td> <td>25 minute half</td> </tr> <tr> <td>14U:</td> <td>25 minute half</td> <td>25 minute half</td> </tr> </table> <p>E. The "home" team will be the first team or top team listed on the game schedule and will be responsible for providing the game ball. The home team will be situated on the North or West side of the field, and the visitor will be situated on the South or East side. 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 visitor team. If any questions, the referee will determine whether this is necessary.</p> <p>F. 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.</p> <p>G. FORFEITS: There will be a five-minute grace period before a forfeit is declared. The score for a forfeit match will be 1-0 for the remaining team (See STANDINGS for the points to be awarded). For 10U division teams, there is a minimum of 5 players on the field to continue a game. For 12U the minimum number is 6 players, 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>H. SUSPENDED GAMES: The Tournament Committee 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 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>I. ABANDONED GAMES: if any pool play games cannot be played due to circumstances beyond the control of the tournament officials, 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 start.</p>	D. Division	Pool Play	Semi, Final Rounds	10U:	25 minute half	25 minute half	12U:	25 minute half	25 minute half	14U:	25 minute half	25 minute half
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14) SUBSTITUTIONS	<p>A. Substitutions shall be allowed approximately mid-way through each half for ALL divisions, and will be recorded on the game cards by the referee.</p> <p>B. 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). If a coach enters the field to attend to an injured player, that player must leave the field. The coach may substitute for that player or play short sided. If the team plays short sided, that injured player may return at the discretion of the referee at the next stoppage in play.</p> <p>C. During overtime periods, players may only be substituted at the beginning of each overtime period.</p>												



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Simi Valley New Year's Tournament AYSO Invitational Tournament Rules

<p>15) STANDINGS</p>	<p>A. Standings for pool play games will be determined on the "ten-point system" as follows:</p> <ul style="list-style-type: none"> 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 point (for an <u>earned</u> shutout, including a 0-0 tie. A forfeited game is not an earned shut out) FORFEIT = 6 points (scored as a 1-0 win, no shutout points or goal scored points) RED CARD/Ejections = 2 point deduction for team (includes 2 points for each player, substitute, or coach) <p>B. Winners of ties in standings will be determined as follows:</p> <ul style="list-style-type: none"> Head to head competition Fewest goals allowed Fewest Yellow cards Sportsmanship Point deductions Most Earned Shut Outs Shoot out <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 at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.</p>
<p>16) ADVANCEMENTS</p>	<p>A. Pool winners (and in some cases wildcard teams) will advance to medal round play.</p> <p>B. Advancing teams may be disqualified from medal round play at the discretion of the Tournament Staff due to lack of sportsmanship exhibited by players, coaches and/or spectators.</p> <p>C. 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>
<p>17) MEDAL-ROUNDS</p>	<p>A. All medal round matches ending in a tie will go directly to FIFA penalty kicks.</p>
<p>18) AWARDS</p>	<p>A. Awards will be presented to coaches and players from the first-place through the fourth-place teams in each division.</p> <p>B. A tournament pin will be presented to each player and coach.</p>
<p>19) CONDUCT</p>	<p>A. Coaches will be expected to set a positive example for the team and spectators, 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).</p> <p>B. 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 <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 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 a 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 (see Standings rules). If an ejected coach or spectator refuses to leave the field, their respective team may forfeit.</p>



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	<p>D. Any violent conduct red card or ejection will result in that player/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 respective Regional Commissioner.</p> <p>G. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>H. All Serious Incidents will be reported to the respective 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. 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.</p> <p>C. If an injury is serious, the first aid staffer or Safety Director will have a mobile phone to call 911 for emergency response.</p>
21) UNIFORMS/SAFETY	<p>A. All players must wear the approved AYSO uniform only, and all players on the same team must wear matching uniforms (goalkeeper excluded).</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. Undergarments may be worn during inclement weather, however the match referee will be the judge of what should be allowed or not.</p> <p>D. Not allowed: Jewelry of any kind, 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 area 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 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.</p>
22) PROTESTS	<p>A. Protests will be considered only for the following reasons:</p> <ul style="list-style-type: none"> • An ineligible player has played. • 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>B. All protests must be presented in writing to the 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 Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.

