



Sponsored by AYSO Region 83 5Cities, California



Central Coast Classic AYSO Tournament

2020 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. Referee judgment calls are NOT subject to dispute or protest!</p>
2) FEES	<p>A. Entire fee and referee deposit 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 - \$875 (entry fee \$575 plus referee deposit \$300), 12U - \$925 (entry fee \$625 plus referee deposit \$300) and 14U - \$925 (entry fee \$625 plus referee deposit \$300).</p>
3) ACCEPTANCE	<p>A. Applications are due on <u>December 14th, 2019.</u></p> <p>B. Applications from regions/teams within Section 10, Area Q will be given priority. Other 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 application deadline or receipt of their applications, whichever is latest.</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 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 be issued a refund if they must withdraw due to a natural disaster (including but not limited to the definition of a natural disaster are a fire, flood, earthquake) in their area or if they must attend another AYSO Area winter all-star playoff.</p> <p>C. Teams withdrawing less than 30 days before the start of the tournament that do not qualify for refund because of one of the conditions in 4.B above will be issued a full refund only if a replacement team can be found.</p> <p>D. If the tournament is canceled not due to weather related reasons or conditions beyond the control of the tournament hosts (e.g. a natural disaster) and cannot be rescheduled, a full refund will be issued.</p> <p>E. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, then full refunds will be sent to all teams, less the cost of any pre-ordered items. Pre-ordered items will be sent to the team.</p> <p>F. For teams that 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) RAINOUT/NATURAL DISASTER CANCELLATION	<p>A. Should the tournament be rained out or cancelled due to a natural disaster including but not limited to fire, smoke from a nearby fire, flood, or earthquake on the original date, it will not be rescheduled.</p> <p>B. If the tournament is cancelled due to weather or other natural disaster 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.</p> <p>C. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts (e.g. the playing fields are suddenly unavailable due to an irrigation system failure), then full refunds will be sent to all teams, less the cost of any pre-ordered items. Pre-ordered items will be sent to the team.</p>

6) PLAYERS/TEAMS	<p>A. Players on participating teams must be properly registered to play in AYSO, and have played in the fall, 2019 core season. Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p>B. 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 Director prior to the tournament. There will be no roster changes allowed on tournament day or after a team has completed registration.</p> <p>C. 2 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 (see Guest Player Form).</p> <p>D. 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> <p>E. Before any player plays four quarters all other players must have played three quarters. 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.</p>
7) COACHES	<p>A. Each team is required to have 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 and must be present during all games.</p> <p>B. Each Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified, CDC Concussion certified, and AYSO trained at the age-appropriate level. Proof of coach certification and training will be verified on the Blue Sombrero roster that is submitted. Only Blue Sombrero rosters will be accepted.</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 as requested by the referee.</p>
8) REFEREES	<p>A. Each team in the tournament will provide a crew of 4 referees. These referees will be assigned up to 3 or more games, based on their qualifications.</p> <p>B. All referees must be an AYSO registered 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 14U games must be Regional or above. Referees for 12U games must be Regional or above. Referees for 10U games must be Regional or above.</p> <p>E. Youth referees (center 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 more 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. Coaches and players in the tournament will not be allowed to referee within their own division.</p> <p>J. Referees will be expected to uphold the tournament rules, AYSO guidelines and FIFA laws. Any 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>
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. Flush toilets and/or portable bathrooms with handwash stations will be available at each facility.</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 games within their respective divisions. 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. The number of pools in the division will determine number of teams advancing per pool.</p>

<p>11) CHECK-IN</p>	<p>A. All 10U, 12U, and 14U teams must check in one hour before their first assigned game at their assigned venue on the LMUSD Fields at Nipomo High School. Teams must bring four (4) completed game cards. The game cards must be properly completed with the players listed first name-last name in uniform order. The players listed on the game cards must match the approved roster submitted with the team's application.</p> <p>B. Each coach or team representative must provide AYSO Player Registration forms for each player with original ink signatures for verification by tournament officials.</p> <p>C. Coach must have these AYSO Player Registration forms with them at all times and ready for presentation to Tournament Officials.</p>												
<p>12) FIELD MONITORS</p>	<p>A. There will be a tournament Field Monitor assigned to each field, and will report to the Tournament Site Director. Field Monitors will check in teams (player shin guards, uniform, cleats) 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 phone or 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>												
<p>13) GAMES</p>	<p>A. Pool play games will consist of 20 to 25-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. Games will end on time and will be shortened if they started late. Pool play games may end in a tie.</p> <p>B. Championship games will be full length for that division (see chart below).</p> <p>C. Game duration shall be as follows:</p> <table border="1" data-bbox="440 842 976 940"> <thead> <tr> <th>Division</th> <th>Pool Play</th> <th>Semi, Final Rounds</th> </tr> </thead> <tbody> <tr> <td>10U:</td> <td>20 minute half</td> <td>25 minute half</td> </tr> <tr> <td>12U:</td> <td>25 minute half</td> <td>30 minute half</td> </tr> <tr> <td>14U:</td> <td>25 minute half</td> <td>35 minute half</td> </tr> </tbody> </table> <p>D. The "home" team will be the first team or top team listed on the game schedule and will be responsible for providing the game balls. The home team will be situated on the North or East side of the field, and the visitor will be situated on the South or West 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>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 has ended, teams must clear the field and sidelines so that the next teams can promptly take their places.</p> <p>F. FORFEITS: Teams must check in at their field with the Field Monitor 30 minutes prior to the start of the game. There will be a five-minute grace period at the start of the game for a team to take the field 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>G. SUSPENDED GAMES: The Tournament Committee may determine to end matches early if field schedule is behind due to game delays, non-player 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 non-players or outside parties, 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 a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p>	Division	Pool Play	Semi, Final Rounds	10U:	20 minute half	25 minute half	12U:	25 minute half	30 minute half	14U:	25 minute half	35 minute half
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<p>14) SUBSTITUTIONS</p>	<p>A. Substitutions shall be allowed approximately mid way through each half and at halftime for ALL divisions 10U through 14U, 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, the injured player once substituted 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>C. Substitutions in all overtime periods of medal round matches will be at the beginning of the periods only.</p>												

<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) FORFEIT = 7 points (scored as a 1-0 win, no shutout points as it is not an “earned” shutout) YELLOW CARD = 1 point deduction when a team receives three (3) yellow cards RED CARD = 2 point deduction for sendoffs (includes 2 points for each player, substitute, coach, and spectator) <p>B. Winners of ties in standings will be determined as follows:</p> <ul style="list-style-type: none"> Head to Head competition Most number of wins Goals allowed – total (up to a maximum of five per game; fewest number advances) Goal Differential Kicks from the mark as per FIFA <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. 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. 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. Semi-final matches ending in a tie will be decided by FIFA kicks from the mark.</p>
<p>17) MEDAL-ROUNDS</p>	<p>A. All medal round matches ending in a tie shall be decided by FIFA kicks from the mark as per FIFA.</p>
<p>18) AWARDS</p>	<p>A. Medals will be presented to coaches and players who participate in the medal rounds 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 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 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 sent off (i.e. 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, the ejected player 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/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 and Area Director who may enact AYSO Due Process and enact consequences that are beyond the scope of these Tournament Rules (e.g. more than one-game suspension, disallowing the team to play in further tournaments).</p> <p>H. All serious incidents will be reported by filing an AYSO Incident Report to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>

<p>20) MEDICAL/FIRST AID</p>	<ul style="list-style-type: none"> A. There will be a First Aid station at the main tent where participants may receive ice, etc. for minor injuries. B. There will be a roving first aid response staff member to respond to injuries on the field. Field Monitors will communicate via phone or radio to call the EMT to the field where first aid is requested. C. If an injury is serious, the EMT or Safety Director will have a mobile phone to call 911 for emergency response. D. Directions to the nearest hospital/urgent care center will be available at the First Aid station.
<p>21) UNIFORMS/SAFETY</p>	<ul style="list-style-type: none"> A. 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, but an AYSO logo is recommended). 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. 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. D. Jewelry (including earrings), splints or casts of any kind, hard metal or plastic clips on clothing or hair, or bracelets of any kind (including rubber) will not be allowed. 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>	<ul style="list-style-type: none"> A. Protests are not allowed.
<p>23) RULES INTERPRETATION</p>	<p>The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.</p>