



AYSO Section Eight Tournament Guidelines



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AYSO SECTION 8 GOVERNING RULES

1. GENERAL

1.1 NAME AND LOCATION OF HOSTING REGION / AREA

AYSO Region 708 / Area c – Warren, Michigan
3001 13 Mile Rd, Warren, MI 48092

1.2 TOURNAMENT DATE(S)

June 21 thru June 23, 2019

1.3 PURPOSE OF THE AYSO SECTION 8 TOURNAMENT

- I. The Section 8 Tournament shall offer an opportunity to bring together Regions throughout the Section to share in the soccer culture of the AYSO family.
- II. The Section 8 Tournament shall be open to all Section 8 regular season core 10U thru 19U house teams.
- III. ~~U-8 and VIP Soccerfest may take place during the tournament. Rules and procedures for these are found in the U-8 and VIP Addendums.~~ All references found in this document refer to the 10U thru 19U divisions.
- IV. This occasion focuses on sportsmanship, team spirit and making new friends through the activities and events that are offered during this weekend event.
- V. *The Tournament should not be interpreted nor represented as any form of an AYSO Section 8 championship.*

1.4 SCOPE

- I. The Section 8 Tournament Guidelines are for all Tournaments held within Section 8, which will be hosting teams from more than one Area. Individual Area tournaments may use the Section Guidelines or create their own.
- II. The Section 8 Tournament consists of flights for teams formed by Regions, consisting of eligible players from within Regions, as described below;
 - Regular season house 10U thru 19U core teams and eligible guest players.
 - ~~Regular season house core U-8 teams and eligible guest players, per U-8 Addendum.~~ **If this event will not take place, please add a highlighted note here.**
 - VIP teams formed under an approved AYSO VIP™ program, per VIP Addendum.
 - AYSO EXTRA™ teams are EXCLUDED
- III. The flights will have separate, pools and awards. Unless specifically noted otherwise, these rules apply equally to players, coaches, volunteers and parents in each flight.

1.5 TOURNAMENT STAFF

- I. The tournament staff is to be comprised of the necessary volunteers to provide for a fun and organized event. Representatives shall include specialties involving the following; concessions, treasurer, risk management/safety/first aid, fields, coaching, officiating, scheduling, fund raising and various other needs.
- II. When multiple field locations or venues are utilized a tournament staff capable of administering the responsibilities of the tournament shall be at each location.
- III. Field Marshalls, stationed at locations optimized to cover a number of fields, shall be used to facilitate team check-in prior to games. Coach and Player ID cards will be retrieved from the coaches prior to every match. Referees will retain any Coach and/or Player ID who may have been expelled or sent off during the match, prior to the ID cards being returned to the team.
- IV. Field Marshalls shall have, but not limited to, the following items:
 - a. Cutters – used to cut tags to remove Coach / Player ID Cards
 - b. Game Schedules
 - c. Field Maps
 - d. Water & Cups
 - e. Trash Receptacle
 - f. Pop-up canopy
 - g. Table & chairs as required
 - h. A method to communicate with tournament administration staff
- V. If in the event there are no Field Marshalls at the tournament, the Assistant Referee's (or Center Referee if no ARs present) shall facilitate the team check-in. They will retrieve the Coach and Player ID cards, and retain the ID card for any Coach and/or Player expelled or sent off during the match.

1.6 ADDITIONAL FORMS AND DOCUMENTS

- I. *Tournament Application Form* – Application for team to fill out and submit completely to play in the Section 8 Tournament games.
- II. *Tournament Team Roster Form (handwritten)* – Roster of coaches, and house and guest (if present) players on the tournament team, to be submitted with the Tournament Application Form.
- III. *Blue Sombrero Team Roster Report* – The Blue Sombrero report of regular house team rosters including the team rosters of each guest player must be included for each player listed on the Tournament Team Roster Form that is on a different regular house team. If the participating region does not use Blue Sombrero, then an equivalent form, as approved by the Tournament Director, may be used.



S/A/R 8/C/####

City Name

Team Tournament Roster Report

MY MY2015

~~IV. U-8 Addendum – The rules and policies set forth for U-8 teams to participate in the Section 8 Tournament event, as a separate U-8 Soccerfest. If this event will not take place, please add a highlighted note here.~~

V. VIP Addendum – The rules and policies set forth for VIP teams to participate in the Section 8 Tournament event, as a separate VIP Soccerfest.

VI. *Coach and Player ID Cards* – The ID cards are used during the tournament to identify qualified players and coaches allowed to participate in the tournament games.

VII. *Coach ID Badge* – The 2019 tournament provided Coach ID badge that must be worn at all times during the tournament.

1.7 LAWS OF THE GAME

- I. All matches shall be conducted in accordance with the current AYSO Edition – IFAB Laws of the Game and the decisions of the International Board in effect; with exceptions noted herein.

POLICIES AND PROCEDURES

1.8 TEAM REGISTRATION AND REFUND POLICY

- I. The Tournament Committee will accept applications from teams in the order they were received, based on the application letter postmark. A team becomes an official tournament entry only after payment of the required registration fee, acceptance of the registration application by the Tournament Registrar or the designated representative and the team coaches meet the minimum Coaching Certification.
- II. All teams must be registered on or before **May 24, 2019**. Registrations will be accepted after this date only if there is an opening in an age division.
- III. Teams selected for participation will be notified through an email or letter postmarked by **June 7, 2019**. Teams selected after the application deadline, will receive notification within 48 hours of receipt of application. Any registered team selected for participation in this tournament that elects not to participate in the tournament will forfeit its entry fee after **June 7, 2019**.
- IV. Any team not selected for participation may ask to be placed on a waiting list or will receive a full refund. Teams placed on a waiting list and not selected for participation will receive a full refund.
- V. Entry fee per team postmarked by **May 10, 2019**:

14U & 19U divisions	\$360
12U divisions	\$340
10U divisions	\$320
- VI. Late fee per team postmarked after **May 11, 2019 to May 24, 2019**:
Team fee listed above plus **\$50** late fee

1.9 PLAYER ELIGIBILITY POLICY

- I. To be eligible to participate in the Section 8 Tournament, a player must meet both REGISTRATION and PARTICIPATION requirement. It is the intent of these rules that participants will not join the organization for the express or singular purpose of participating in the Section 8 Tournament and teams will not be formed with any participants thus joining.

1.9.1 REGISTRATION REQUIREMENT

- I. Eligible players must be registered in Blue Sombrero for the MY**2018** membership.

1.9.2 PARTICIPATION REQUIREMENT

- I. To be eligible to participate in the Section 8 Tournament, players meeting the registration requirements must be certified by the Regional Commissioner as having "actively participated in" a primary program. For purposes of this determination the following definitions shall apply:
 - II. "Actively participated in" means playing in at least 50% of the scheduled games of any complete AYSO-approved primary program that begins after the player's registration date. See AYSO National policy statement 2.2, *Participation in*

Secondary Programs, for allowed special circumstances that would prevent a registered player from completing a program: "Special circumstances would include, but are not limited to, an illness; a soccer-related injury; change of address (moved to a new Region); parental custodial rights; conflict with secondary or high school rules of state which prevent the registered player from COMPLETING the primary program; If such special circumstance arises within a Region, the Regional Commissioner must request approval, in writing, from the Area Director and/or Section Director prior to adding the child to a secondary season roster."

- III. "Scheduled games" shall mean games that were scheduled for play at the beginning of the season and available for play (excludes games not available for play due to field closures or similar).
- IV. "Primary program" shall mean the entire set of scheduled games (including both parts of split seasons) in a Region for which open registration is held, balanced teams are newly formed and all registrants play. It is acknowledged that some Regions may have more than one primary program under this definition. Each Regional Commissioner, Area Director and Section Director is responsible for ensuring that the spirit of the eligibility rules is honored.
- V. Upon the recommendation of the Section Director or designee, the Tournament Director or designee, reserves the right to determine and administer any discipline that they deem appropriate should they find that the participation of any team or player violates this intent. Disciplinary sanctions can include, but are not limited to, removing or rejecting the offending team or player from participation in all or any part of the Section 8 Tournament.

1.10 TEAM FORMATION POLICY

1.10.1 TEAM SELECTION METHOD

- I. A team roster must have 1 Head coach, but may not have more than 1 assistant coach, each of whom has met the Coaching Requirements described below.
- II. Only players and coaches listed on the *Tournament Team Roster Form* may participate in the Section 8 Tournament.

1.10.2 ADDED GUEST PLAYERS

- I. A tournament team roster must be composed of at least 50% of a core house roster team. The maximum number of guest players that may be added to the house team, depending on age division, is as follows:

19U	5 guests
16U	5 guests
14U	5 guests
12U	4 guests
10U	4 guests

1.10.3 TEAM ROSTER SIZE AND PLAYER NUMBERS ON THE FIELD

- The maximum number of players allowed in 19U is 18. Game format is 11v11
- ~~The maximum number of players allowed in 16U is 18. Game format is 11v11~~
- The maximum number of players allowed in 14U is 15. Game format is 11v11
- The maximum number of players allowed in 12U is 12. Game format is 9v9
- The maximum number of players allowed in 10U is 10. Game format is 7v7

Exception: If a team exceeds the aforementioned maximum team roster size, all players must be listed on a single house team roster and be pre-approved by the Tournament Director. In no case will the Tournament Team Roster Form exceed 22 players.

1.10.4 AGE DIVISIONS

- I. The following age divisions participate in the AYSO Section 8 Tournament (DOBs for MY2018 Section 8 Tournament):

For both Girls and Boys Teams

19U	Birthdates January 1, 1999 – December 31, 2002
16U	Birthdates January 1, 2003 – December 31, 2004
14U	Birthdates January 1, 2005 – December 31, 2006
12U	Birthdates January 1, 2007 – December 31, 2008
10U	Birthdates January 1, 2009 – December 31, 2010

- II. Teams with a mixture of boys and girls are considered to be boys' teams for purposes of pool placement.

-
- III. Coaches must provide the Coach ID Card(s), and AYSO Player Registration forms with Player ID Card for each player listed on the *Tournament Team Roster Form*. The above will be reviewed for validity by the Tournament Registrar or designated representative at check-in and may be requested for review at any game by tournament officials or referees.
 - IV. Coach and Player ID cards must include a recent picture (i.e. school picture). The Coach and Player ID card template is available on your Blue Sombrero team website.

1.10.5 TEAM FORMATION LIMITATIONS

- I. Each team must be comprised of eligible players from the Region that are age-appropriate for the age division selected. (“Age appropriate” shall be judged solely by a player’s birth date and not by the player’s primary season division.) All eligible regional core house team players **MUST** have the first opportunity to participate.
 - a. EXCEPTION 1: If a Region is unable to form a complete team from age appropriate eligible players in the Region’s primary program, the Region may, with permission from the Area Director, approach Regional Commissioners from other Regions in their own AYSO Area to seek additional eligible players, which requires each Regional Commissioner involved to sign off on their respective AYSO Tournament Team Roster reports.
 - b. EXCEPTION 2: Team members will be allowed to be added to a team roster not in their age appropriate division only under the circumstances as described in “Playing up.”
- II. A player **MAY NOT** be registered or play on more than one tournament (1) team.

1.10.6 PLAYING UP / PLAYING DOWN

- I. A player is permitted to “play up” one division from their birth date assigned division in all of the age brackets, provided that that team member “played up” during the primary program year. Playing up more than one age group division from their birth date assigned division is not permitted in any circumstance.
- II. Any player may “play up” one age division from their birth date assigned division if they meet the following criteria regardless of what age division they played in during the primary program year. Playing up more than one age group division from their birth date assigned division is not permitted in any circumstance.
 - Age appropriate team members should be given first priority in the team selection process.
 - It is the responsibility of the Regional Commissioner to verify the eligibility of the “younger” team member “playing up”. The Regional Commissioner must not play younger children up for the express or singular purpose of participating in the Section 8 Tournament.
- III. Should a Tournament division not have enough teams registered in it, and the Tournament Commission has to combine divisions in order to have a competition, players which would have played up into the younger of the combined divisions will not be allowed to play up. *Example; A U14 player, by their birth date assigned division, plays up during their primary program into a U16 division and wants to play with the U16 team at the Section 8 Tournament. But there aren't enough teams in U16 to hold a competition, so the Tournament Commission combines the U16 into the U19 division. The U14 player would not be eligible to play up.* Playing up more than one age group division from their birth date assigned division is not permitted in any circumstance.
- IV. “Playing down” in a younger age division than their birth date assigned division in all of the age brackets, is not permitted in any circumstance.

1.10.7 TEAM ROSTERS

- I. All *Blue Sombrero Tournament Team Roster Reports* (or equivalent), of all players listed on the *Tournament Team Roster Form* must be signed and dated by the Regional Commissioner and submitted with the *Tournament Application Form*. Only one revised roster will be accepted prior to **June 7, 2019**. Any roster submitted requires an original signature and date, in ink, from the Region's Regional Commissioner. Exceptions will require the Tournament and Area Director's approval.
- II. Falsifying information about eligibility may result in expulsion of a team from the Section 8 Tournament prior to its start, or if discovered after the Section 8 Tournament commences, forfeiture of games for games in which ineligible team members participated. Teams discovered to have ineligible player(s) shall be disqualified from further competition. There will be no refund of Section 8 Tournament application fees.

- III. Previous matches won by a disqualified team will be recorded as a 1-0 win for the opposing team.
- IV. A team which is found to have an ineligible player prior to the refund deadline, can either chose to replace the player or receive a refund. A team found to have an ineligible player after the refund deadline but prior to the Tournament starting, can either chose to remove the player from their roster and play or chose not to play. In either case there will be no refunds.

1.10.8 COACH AND PLAYER ID CARDS

- I. Each coach and player listed on the *Tournament Team Roster Form* must also have an ID card printed, using the Blue Sombrero website for player cards.
- ~~II. Coaches, who coach more than one team, will need to have a Coach ID for each team created.~~
- III. The coach must provide Player ID cards at the tournament check-in. They will be bound together by the tournament staff by a special tag. Only tournament officials will be allowed to add / remove the Coach / Player ID cards onto this tag. Any attempt to remove / add cards by personnel other than the tournament officials may result in the coach, player, or entire team from being expelled from tournament games.
- IV. Player ID cards must be provided to the referee or field marshal (if present) before each match. If the five minute delay rule is broken because of no Coach / Player ID cards, the offending team will forfeit the game.
- V. Coaches or players who do not have their ID cards grouped with the team (such as having received a Send Off, or not yet checked in by the tournament staff), cannot participate nor be present near the field of play during the game.
- VI. Coaches must retrieve their Coach / Player ID cards after each game from the referee or field marshal. Failure to do so will prohibit the team from playing the next game.
- VII. If a player has been sent off (Red Card), the referee / field marshal will remove the Player ID card from the team group, and submit it to the Tournament Director or designee. The Player ID card will be available for pick-up by the head or assistant coach at the Referee station before the next eligible game for that player. Depending on the severity of the action that resulted in the Send Off, the Tournament Committee may review the circumstances and issue greater sanctions against the offending player.
- VIII. If a coach has been sent off / expelled from the game, the referee / field marshal will remove the Coach ID card from the team group, and submit it to the Tournament Director or designee. The Coach ID card will be available for pick-up by the head or assistant coach at the Referee station before the next eligible game for that coach. Depending on the severity of the action that resulted in the

expulsion, the Tournament Committee may review the circumstances and issue greater sanctions against the offending coach.

1.10.9 GAME CARDS

- I. The tournament will provide 3 game cards at tournament check in. Tournament provided cards must be used for each game.
- II. A game card must be provided to the referee by each coach before the match. If the five minute delay rule is broken because of no game card, the offending team will forfeit the game.
- III. Game cards must be fully filled out legibly by the coaches prior to them giving them to the referees. Tournament team numbers assigned must be clearly written on the top of the card.
- IV. Players must be listed in order of jersey number.
- V. Winning coaches are responsible for turning in both teams' completed game cards, which have been signed by the referees, to the Tournament Official at the main tent at each site.
- VI. In the event of a tie, both coaches are to turn in the game cards independently. Failure to turn in cards will result in forfeiture of points.
- VII. If there are any incidents which would require that the referee fill out a Game Incident Report, the referees will keep the cards and turn them in upon completion of the Report.

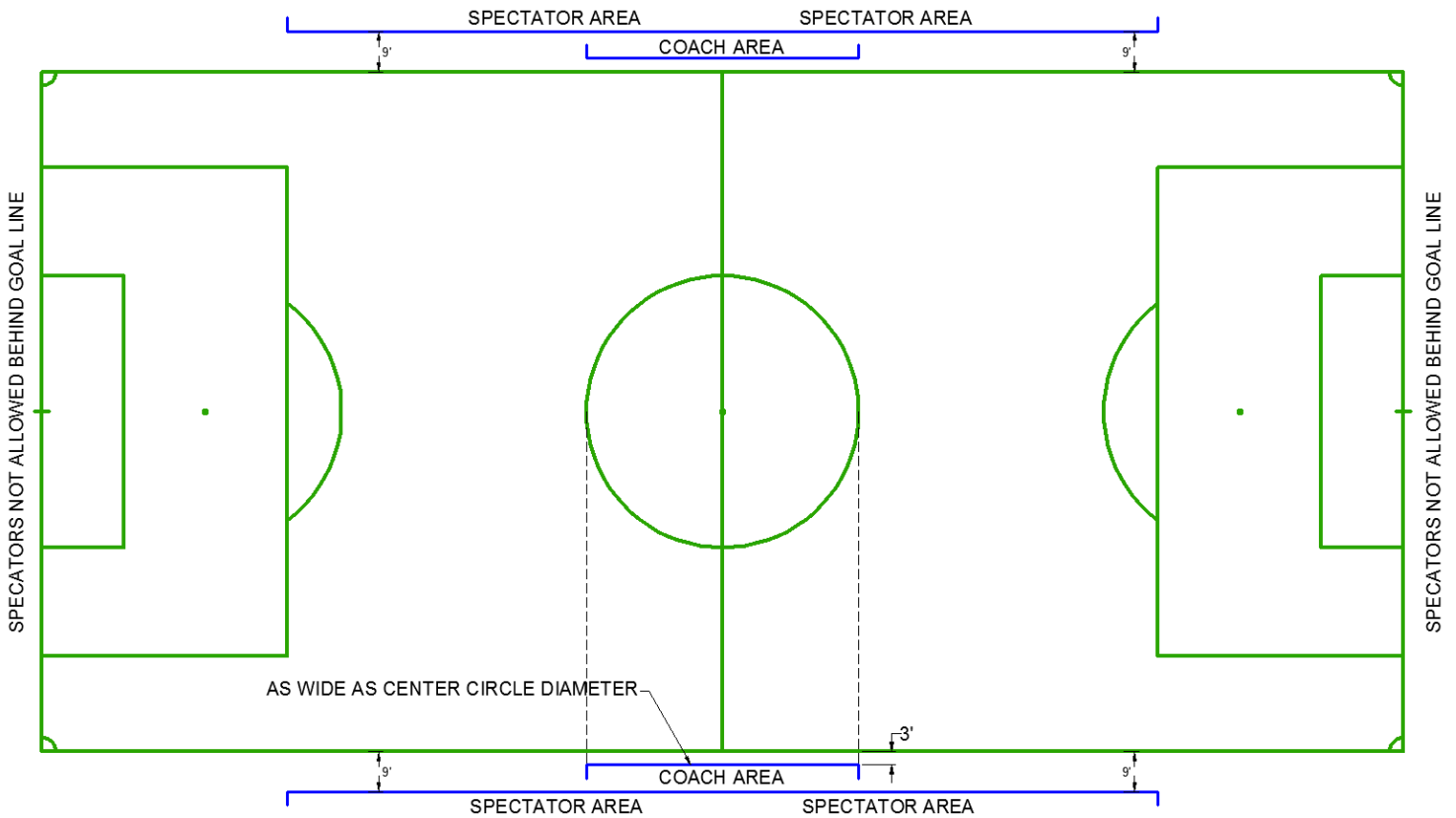
1.10.10 SCHEDULING

- I. All teams will be guaranteed a minimum of three (3) scheduled matches.
- II. All groupings will be conducted by random draw.
- III. Schedules will be available on or before **June 14, 2019**.
- IV. In the event that unusual conditions necessitate rescheduling, curtailment or cancellation of games, the Tournament Director or designee consulting with the host Area Director will have authority to make these changes in the best interest of the tournament.
- V. The first team listed on the match schedule is the home team.
- VI. Once the final edition is posted by the Tournament committee, all schedules are final.

1.10.11 FIELD OF PLAY

- I. Dimensions, the field of play, marking goal area, penalty area, corner area and goal area will be at the discretion of the Tournament Committee. All efforts will be made to conform to AYSO guidelines and IFAB requirements.

- II. The field shall be marked, where possible, with spectator control lines. These lines shall be parallel to the touch lines at a distance of least three (3) yards from the touch lines. All coaches, referees, assistant referees and other tournament and league officials are to ask and ensure that spectators remain behind this line.
- III. With the exception of photographers who have received authorization from the Referee or Assistant Referee or receive a press pass from tournament officials, spectators shall not be allowed behind the goal lines. Note: Photographers must remain quiet and sufficiently back from the goal line and away from the goal.



1.11 PARTICIPATING MEMBER REQUIREMENTS

1.11.1 COACHING REQUIREMENTS

- I. All AYSO coaches and assistant coaches (hereafter referred to collectively as coaches) who wish to coach in the AYSO Section 8 Tournament must, at a minimum:
 - Be a registered volunteer in Blue Sombrero for the current AYSO membership year.
 - Have the new AYSO Safe Haven™ certification.
 - Have completed CDC concussion awareness training.
 - Be trained per the National Coaching Program Guidelines at the age/skill level of the team they wish to enter/coach. Training must be completed and verified in Blue Sombrero per the following certifications:

<u>Division</u>	<u>Minimum Required Certification</u>
10U	10U Coach and 10U Field Portion
12U	12U Coach
14U	Intermediate Coach
16U	Advanced Coach
19U	Advanced Coach

- II. Each coach on the team roster must be at least 18 years or older.
- III. Coaches are permitted to be the coach or assistant coach for more than one team. It's not the responsibility of the Tournament Committee to resolve scheduling conflicts if coaching more than one team. Teams must have at least one coach as listed on the *Tournament Team Roster Form* present at every game at all times.
- IV. 10U Coaches who have taken ONLY the online 10U course will NOT BE ELIGIBLE to coach. The 10U Field Portion of that course must also be completed.
- V. Coaches are responsible for checking Blue Sombrero to ensure that all completed courses have been properly credited prior to **May 24, 2019**.
- VI. The two identified and approved coaches are the only people permitted to coach and to be in the coaching areas on the fields. If a trainer is traveling with a team, he/she is will not be permitted as a substitute coach for any reason and is not allowed in the coaching areas.
- VII. The coaching area is a marked box located one yard off the touchline and centered on the halfway line. It is the length of the center circle and as wide as 3 yards depending upon the space available.
- VIII. No person except coaches and referees are permitted in the Coaching Areas.
- IX. Substitutes, coaches and spectators are to remain on their designated side of the field within the specified areas behind the Coaching Area or other side of the field during the game.

- X. Spectators are to remain in their Spectator Areas, between the outside edges of each goal line for the duration of the game and are not permitted to enter the field of play.
- XI. Spectators are not allowed along the goal lines.
- XII. Coaches (or other officials) shall not enter the field of play unless requested by the referee. Only coaches and players will be allowed in the bench/team area. Teams are to have no more than two (2) coaches in the Coach Area during the match.
- XIII. Coaches are responsible for their conduct and the conduct of their players, spectators and guests. Only positive, instructional and encouraging coaching is permitted. Negative comments towards their own players, opposing players or the referees will not be tolerated. Such behavior, if serious enough, could result in the expulsion of a team from Tournament.

1.11.2 ADDITIONAL INFORMATION FOR COACHES AND SPECTATORS

- I. Alcohol, tobacco, other controlled substances and noise makers are not allowed at the facility.
- II. All trash must be picked up after each game and put in receptacles provided.
- III. Ensure that every player present plays at least the minimum amount of playing time required AYSO play times rules stated in the National Rules and Regulations.
- IV. Conduct himself / herself in a manner promoting good sportsmanship
- V. Encourage clean competition and fair play at all times
- VI. Encourage region to provide a three person referee team for the tournament
- VII. Coach his/her respective teams to the best of their abilities
- VIII. Uphold the Tournament Rules and Regulations
- IX. Participate in positive coaching that instructs and encourages players
- X. Present a healthy and athletic environment for players
- XI. Pets are not allowed on any fields or common areas in any facilities. The only exception is for certified "working animals". Complete responsibility for these "working animals" is with the animal's owner. AYSO and the hosting site assume no responsibility for these animals.

1.11.3 STANDARDS FOR UNIFORMS AND PLAYER EQUIPMENT

- I. Pursuant to AYSO National Rules and Regulations, the Section 8 Tournament 2019 will be using the following guidelines on proper uniform requirements. In all respects, each player's team uniform shall conform to the markings on Exhibit "A" of these rules.

-
- II. Every team member shall wear a matching team uniform consisting of jersey, shorts and socks.
 - III. The AYSO uniform, including goalkeepers' jerseys, may bear a manufacturer's name and/or logo. The manufacturer's name and/or logo must not be displayed more prominently than the AYSO logo or be larger than the logo and it must not be placed on the upper left front of the jersey. In no event shall a manufacturer's name and/or logo appear in the area designated for the AYSO logo. No exceptions shall be allowed.
 - IV. No AYSO uniform may bear a team member's name, team name, league name, or program name.
 - V. Regulation soccer shoes, gym shoes, or sneakers (with or without cleats) are permissible in all AYSO competitions subject to the referee's approval regarding their safety.
 - VI. Team members must wear shin guards that provide a reasonable degree of protection, and that are completely covered by their socks, to participate in any practice or game.
 - VII. Team members shall not be allowed to practice or participate in any game 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 practice or game participation.
 - VIII. Each team is required to bring an alternate color "uniform" which must consist minimally of an alternate jersey; or acceptable overlays, such as pinnies or scrimmage vests, in material that allows for the player jersey numbers to be seen or are individually numbered.
 - IX. Each team is required to bring keepers jersey with an alternate color; or acceptable overlays, such as pinnies or scrimmage vests, in material that allows for the player jersey numbers to be seen or are individually numbered.
 - X. Players shall not wear anything that is dangerous to either themselves or other players as determined by the referee or Tournament officials.
 - I. Jewelry or adornment of any kind is not allowed. Jewelry or adornment includes: earrings, any hard replacement stud or other piercings worn in any visible body part; friendship, rubber sport, braided and other similar bracelets; hard metal or plastic items on clothing or hair, including beading, clips or bobby pins; or ribbons, loops or loose strings in the hair. Taping of these items is not permitted, and does not make them legal to wear.
 - II. Soft, "scrunchy-type" or elastic hair control items are permitted.
 - III. Medical alert bracelets are allowed. They should be secured to the player with tape, a cloth wristband or the equivalent taking care to leave the information visible and easily recognizable in case of emergency.

- IV. AYSO will not prohibit the use of knee braces by players provided that, in the judgment of the referee, the brace is adequately covered and padded so as to eliminate the possibility of its causing injury to the other players on the field of play.
- V. Goalkeepers may wear a soft brimmed hat or cap. In addition the brim must also be made of a soft material and must be approved by the referee. Baseball-style caps with hard brims are not acceptable even if worn backwards. These items should be a neutral color free of inappropriate design, logo or meaning. They must not constitute a danger to the player or to other players and must be approved by the referee.
- VI. Other uniform and equipment issues will be resolved in accordance with the *AYSO Guidance for Coaches, Referees Other Volunteers and Parents* and the *Laws of the Game* for the current year. Questions should be asked prior to attendance at the Games so that any modifications or changes can be worked out in advance.



EXHIBIT "A"

1.11.4 TOURNAMENT TEAM CHECK-IN

- I. All teams must check-in at the Tournament headquarters at least (60) minutes prior to their first scheduled game. Players must suit up in their primary uniform (jersey, shorts, shin guards, socks) and their cleats with them for check-in. The team is required to bring an alternate color jersey. Note: No protest of players' equipment shall be allowed.
- II. All uniforms, including alternate jerseys, will be checked for compliance with the AYSO uniform guidelines (see Proper Dress). Teams with improper uniforms must make the necessary corrections before they will be allowed to participate.
- III. Each coach must have in his/her physical possession:
 - All Blue Sombrero Player Registration forms for each player listed on the *Tournament Team Roster Form*.
 - All Coach and Player ID Cards for each coach and player listed on the *Tournament Team Roster Form*.
 - All coaches will be issued and are required to wear the tournament provided Coach ID Badge at all times during the tournament games.
- IV. Late teams will forfeit their match if they cause game delays.

1.11.5 PRE-GAME FINAL EQUIPEMENT CHECK-IN

- I. Teams will be checked in at the field of play (30) minutes prior to match time. Coach and Player ID Cards, which have been previously verified by the Tournament Registrar or a designated representative, will be given to Referee or designated Tournament Field Official prior to start of the match.
- II. Any missing Coach or Player ID card will not be allowed near the match field area. Cards may be missing due to Expulsion (Coach) or Send Off (Player).
- III. A completely pre-filled Game Card will be provided to the Referee prior to the start of the match.
- IV. The Referee will also make a brief safety check of Players before each match. The Referee will have the final say on the safety of equipment.
- V. The home team will be required to wear their alternate jerseys in case of a color conflict with the other team.

2. TOURNAMENT GAME INFORMATION

2.1 GAME FORMAT

2.1.1 POOL PLAY MATCHES

- I. Girls' and boys' teams within each age division will be organized into separate pools. Co-ed teams will play in the boys' brackets.
- II. The structure of the age divisions will be determined by the number of teams entered. The make-up of each pool will be determined by a random draw.
- III. **GAME DURATION – POOL MATCHES**
Game durations for normal pool play will be as follows, unless the Tournament Director reduces the length of the halves due to playing conditions:
 - 19U Two – 20 minute halves
 - ~~16U Two – 20 minute halves~~
 - 14U Two – 20 minute halves
 - 12U Two – 20 minute halves
 - 10U Two – 20 minute halves
- IV. Half-time periods shall be a minimum of five minutes as designated by the referee
- V. **POOL PLAY POINTS**
There shall be no overtime periods or kicks from the mark in preliminary match rounds. Teams shall play and advance in their brackets according to the following point system:
- VI. **Teams shall play and advance in their brackets according to the following point system:**

OUTCOME	POINT VALUE
WIN	3 Points
TIE	1 Points
LOSS	0 Points
FORFEIT	Recorded as a 1-0 Win for opposing team
BYE	Recorded as a 1-0 Win for playing team

Preliminary match rounds will be held. There shall be no overtime periods in preliminary match rounds.

At the end of pool play, the top four teams will advance to the final rounds.

VII. CHAMPIONSHIP BRACKETS

Each age division will be divided into one or more groups. The Tournament Committee shall have absolute authority to structure a division in the best interest of all participating teams. Each team in each group will play qualifying games within their group. Based on the number of brackets, advancement to later rounds will be determined as follows:

4 Brackets	4 – First Place Teams
3 Brackets	3 – First Place Teams and One Wild Card
2 Brackets	2 – First Place Teams, 2 – Second Place Teams
1 Bracket	4 – Top Teams. In the event of a shortened tournament, playoffs may not be played. In this case, the awards will be based on final standings after preliminary play.

VIII. WILD CARD SELECTION

For brackets with wild cards, wild cards will be selected from the second place teams who have accumulated the most points. Ties on points will be broken in accordance with the rules listed below.

IX. TIE BREAKERS FOR POOL PLAY

In the event that a tie exists when determining the top teams in each group/division, the following tie breakers will be used:

FIRST TIE BREAKER	Head to head competition (not applicable if the tie involves more than two teams)
SECOND TIE BREAKER	If still tied after first tie breaker, the team having the fewest goals scored against will have a better record.
THIRD TIE BREAKER	If still tied after the first and second tie breaker, the team with the most goals scored in the preliminary round will have the better record.
FOURTH TIE BREAKER	If still tied kicks from the penalty mark will be taken in accordance with FIFA Law.

2.1.2 SEMI-FINAL AND FINAL MATCHES

- I. Seeding will be determined based upon points after preliminary pool play. Play in Semi Final / Final rounds will be determined as follows:

Semi-Final Rounds	The First Seed Team will play the Fourth Seed Team. The Second Seed Team will play the Third Seed Team.
Final Rounds	Winners of the Semi Final Rounds will advance to the First/Second Place Match. Losers of the Semi-Final Rounds will advance to the Third/Fourth Place Match.

II. TIE BREAKERS IN SEMI-FINAL & CHAMPIONSHIP MATCHES

Ties in semi-final and championship matches will be broken as follows:

III. OVERTIME DURATION – SEMI & FINAL MATCHES

19U	20 Minute Period	Two – 10 minute halves
16U	20 Minute Period	Two – 10 minute halves
14U	20 Minute Period	Two – 10 minute halves
12U	14 Minute Period	Two – 7 minute halves
10U	10 Minute Period	Two – 5 minute halves

- IV. An overtime period will be played, with two halves, for the time duration listed above for each age division. The teams will switch ends after the first half. The overtime “halftime” will be no longer than 2 minutes, with substitution(s) allowed. The “**home**” team will call the coin toss, with the winner of the toss choosing the direction of attack.

If the score is still tied after the overtime period, the winner shall then be determined by kicks from the penalty mark in accordance with IFAB Law. A coin toss administered by the Referee shall determine which goal will be used, heads for the goal on one end of the field and tails for the goal on the other end of the field. A second coin flip will determine which team shoots first. The “**visiting**” team will call this coin toss, with the winner getting the choice of kicking first or going second.

V. PROCEDURES FOR KICKS FROM THE PENTALTY MARK

Only those players on the field at the end of the overtime period are eligible for participation. If, for any reason, one of the teams has fewer eligible players than the opposing team at the end of the second overtime period, the opposing team shall reduce its numbers so that there will be an equal number from each team participating in the kicks from the mark. Any player thus excluded must be reported to the referee and is ineligible to participate in the kicks from the mark. A coin toss administered by the Referee shall determine which goal will be used, heads for the goal on one end of the field and tails for the goal on the other end of the field. A second coin flip will determine which team shoots first. The “**visiting**” team will call this coin toss, with the winner getting the choice of kicking first or going second. Kicks will be taken alternately by each team.

Each team is responsible for selecting the players from those on the field of play at the end of the match and the order in which they will take the kicks. When a team has more goals than their opponent at the completion of five kicks OR has more goals than the other could score even if it were to complete its five kicks, they shall be declared the winner.

If the match remains tied after both teams have had five kicks, each team will, in turn, take an additional kick and will alternate turns until a winner is determined. All eligible players (including the goalkeeper) must kick once before any eligible player may take a second kick. When all eligible players on a team, including the keepers, have taken a kick, and a second round is necessary, the order used in the first round need NOT be followed.

If a player or players involved in the kicks from the mark should be sent off during the taking of the kicks from the mark, the opposing team will select an equal number of player(s) from their team in order to equalize team numbers.

VI. GAME DURATION – SEMI-FINALS & FINALS MATCHES

Game durations will be as follows, unless the Tournament Director reduces the length of the halves due to playing conditions:

19U Two – 45 minute halves
~~16U Two – 40 minute halves~~
 14U Two – 35 minute halves
 12U Two – 30 minute halves
 10U Two – 25 minute halves

VII. Half-time periods shall be a minimum of five and a maximum of ten minutes as designated by the referee.

VIII. FORFEITS

There will be a five-minute grace period at the start of each game. The grace period may be extended if circumstances warrant. The game will be declared a forfeit only after the referee and Field Monitors have confirmed the absence of a team. A 0-1 forfeit loss will be assigned to the forfeiting team. If a referee must suspend or terminate a game, the Tournament Committee will determine the outcome of the game.

IX. No game shall start or continue if either team has fewer than five players in 10U, six players in 12U and seven players in 14U through 19U present and ready and eligible to play.

X. PLAYING TIME

Except as described in this section, the AYSO substitution rules found in section I.C of the National Rules and Regulations and reproduced as an appendix to these rules shall be used in all age divisions. Every player must play at least half of each game, excluding overtime (per AYSO National Rules and Regulations). All coaches are strongly encouraged to give every player the opportunity to play three

quarters before any player plays four quarters. Injury and illness will be taken into account, but must be verified on the game card by the referee.

- XI. Failure to comply with this AYSO regulation may cause the team to be dismissed from the tournament. If dismissed, all games will be forfeited. This decision shall be made by the tournament director following consultation with tournament staff.

2.2 SUBSTITUTION

All matches will be played according to the AYSO substitution breaks or break system. Monitored substitution will be allowed in U46 & U19 divisions during quarter-final, semi-final, and final games only.

2.2.1 SUBSTITUTION PROCEDURE – 10U THRU 14U DIVISIONS

- I. The referee will stop play approximately half way through the first and second halves for a one (1) minute break. The referee will note on the line-up card those players who are substituting. Substituting players will be at the half way line and ready to play. The clock will continue to run.

2.2.2 SUBSTITUTION FOR INJURY

- I. If a player is injured, the coach may provide a substitute for the player, in which case the injured player may not return until the beginning of the next quarter. Only the player who is injured is credited with a quarter of play regardless of the actual time played.
- II. The coach may choose to play short thereby allowing the injured player to return during the quarter in which he/she was injured at the next stoppage of play. Note: “The next stoppage of play” may be any stoppage of play – including a free-kick. The player must be recognized by the referee to legally return to the game.

2.2.3 MONITORED SUBSTITUTION – ~~16U~~ & 19U DIVISIONS ONLY

- I. Monitored Substitution is allowed in ~~16U~~ & 19U age divisions only and will be allowed in Quarter, Semi Final and Final games only (not during pool games).
- II. There is no limit to the number or frequency of substitutions that a coach can make. However, substitutions must be handled in a manner which will ensure that every present participant plays at least one half of every game. Neither the referee nor the assistant referee will keep individual player’s playing time statistics. It is the sole responsibility of the coach to ensure that each player gets a minimum of one half of the game playing time as required by AYSO. The assistant referee has the responsibility to manage the player entry and exit process in games in which monitored substitution is allowed. NOTE: The referee may refuse substitutions during the final two minutes of either half of the game.

III. MONITORED SUBSTITUTION PROCEDURE

The coach will inform the referee that a substitution is to enter the game. Substituting players will be at the half way line and ready to play. The substitute player entering the match will remain at the touchline until the substituted player leaving the field crosses the touchline. Player substitutions shall be allowed only at kick-offs, goal kicks, injury, or the teams' own throw-in (no piggy backing).

The assistant referee will issue the signal for substitution (a flag held horizontally above the head).

The referee will stop the game at an appropriate time after the signal has been seen.

When the play stops, the referee will announce that a substitution will occur.

The player being substituted will leave the field at the half line.

The substitute will enter the field at the half line with the permission of the referee.

The referee will restart the game.

The time is not stopped for substitution. The wasting of time may be considered unsporting behavior and a caution may be given.

NOTE: In Semi-Final and Final games only, time expended for substitution or injury may be added to each half by the referee as "stoppage time;" the amount of which being at the discretion of the referee.

2.2.4 SUBSTITUTION OF LATE ARRIVING PLAYER

- I. Players not present (or expected to be present) when the match begins must be identified on the line-up card.
- II. Late arriving players shall be substituted as follows:
- III. If the player arrives during the first quarter, the player must play a minimum of two (2) of the remaining three (3) quarters.
- IV. If the player arrives during the second or third quarters, the player must play a minimum of one (1) quarter.

3. DISCIPLINARY ACTIONS

3.1 PLAYERS

Caution = Yellow Card

Send Off = Red Card

- I. The Tournament Committee will inform the referees prior to the match of any previous Caution(s) or Send Offs to players. If the player is suspended from play, his/her ID card will be removed and held by the Tournament Committee until the suspension is fully served.
- II. Any player receiving a Caution during a match will carry that throughout the remainder of the Section Tournament games.
- III. Should a player receive a second Caution during the SAME match, IFAB rules will apply, the player will be Sent Off, and will be suspended for the next Tournament game. The team MAY NOT substitute for the sent off player.
- IV. Should a player receive a second Caution during play in ANOTHER match, the player will be allowed to play the remainder of that match, and will be suspended for the next Tournament game.
- V. Any player who is Sent Off must leave the field of play and the immediate area (place to be determined) for the remainder of the current game and for the next schedule game. Play is restarted once the player has left the immediate area and must be accompanied by a parent or Safe Haven trained adult.
- VI. If there is no qualified adult to accompany the player, he/she will remain silent on the sideline under the auspices of the team's coaches and may not participate in the hand shake at the end of the game.
- VII. The Sent Off Player ID card will be collected at the end of the game and turned in to the Tournament Director or designee. The Player ID card will be available for pick-up by the head or assistant coach at the Referee station before the next eligible game for that player. Depending on the severity of the action that resulted in the Send Off, the Tournament Committee may review the circumstances and issue greater sanctions against the offending player.
- VIII. Any player receiving two Send Offs during the Tournament shall have the infractions reviewed by the Tournament Committee and may be denied further participation in the Tournament.

3.2 COACHES

- I. Yellow and Red cards are NOT shown to Coaches. Referees will issue warnings and dismissals to Coaches.
- II. The Tournament Director or Designee will inform the referees prior to the match of any previous conduct Warning/Dismissal(s) to coaches.
- III. Any coach receiving a Dismissal during a match will carry that throughout the remainder of the Section Tournament games.
- IV. All disciplinary action towards a coach is reported on the Game Card and Game Misconduct Report Form.
- V. Should a coach receive a second conduct warning during the SAME match, the coach will be expelled for the balance of the match, and will be suspended for the next Tournament game.
- VI. Should the same coach receive their second conduct Warning in ANOTHER game, the coach will be expelled for the balance of the match, and will be suspended for the next Tournament game.
- VII. The 2nd team coach (Head or Assistant) will be expected to take over the team. If there isn't an assigned 2nd team coach, the match will be terminated and a Forfeit declared.
- VIII. A coach who is expelled by the referee must leave the field of play and the immediate area for the remainder of the current game and for the next scheduled game. Depending on the severity of the action that resulted in the expulsion, the Tournament Director or Designee may review the circumstances and issue greater sanctions against the offending coach.
- IX. The Player Registration Forms must stay in the possession of the remaining 2nd team coach. If the coach refuses to leave, or there is no 2nd team coach, the referee will terminate the match. In an instance where the game is terminated, the Tournament Director or Designee will decide the outcome of the game. Any coach expelled from more than one game will be suspended for the balance of the Tournament.
- X. Any coach who was expelled will have their ID card removed from the rest of the team's cards, and will be held by the Tournament administrators until the coach is eligible to resume play. It is the team's coach's responsibility to reclaim the ID card.
- XI. Should a coach have more than one team in the Section Tournament, a warning/dismissal or Suspension will not affect his/her status with the other team(s) he/she is coaching. Each team will be treated separately, unless the actions are so egregious that the Tournament Director / Committee has dismissed them from the Tournament.

- XII. Should a coach also be a Player in the Section Tournament, a Warning/Dismissal or Suspension will not affect his/her status with the other team(s) he/she is coaching/playing for. Each team will be treated separately, unless the actions are so egregious that the Tournament Director / Committee has dismissed them from the Tournament.

SPECTATORS

- I. Spectators are expected to behave in an appropriate manner and shall be a positive influence on the players during the tournament. Spectators will not be allowed to be disruptive during the game or to make negative comments, noises or gestures towards officials, referees, coaches, players or opposing teams at any time during the tournament.
- II. Inappropriate behavior will be subject to penalty up to and including dismissal from the tournament.
- III. A spectator or other guest who is asked to leave the field by the referee, assigned field monitor or other Tournament official must do so immediately. If a spectator or guest refuses to leave, the referee(s), in consultation with any present Tournament Committee member, may terminate the match, in which case, the Tournament Director or Designee will be responsible for determining the outcome of the match. A forfeit win may be awarded to the opposing team.

3.3 REPORTING DISCIPLINARY ACTIONS

- I. All cautions / warnings, send offs / expulsions issued during a match will be recorded on the back of the game card of the offending team. The referee shall also complete a Game Misconduct Report at the conclusion of the match. In the event that violence or the threat of violence has occurred, the assistant referees must also sign the Game Misconduct Report.
- II. All send offs, expulsions and cautions will be reviewed by the Tournament Director or Designee, which may decide to issue greater sanctions.
- III. Violent, abusive, threatening or destructive conduct before, during, or after any Section Tournament related event may result in the individual(s) being denied further participation in the Section Tournament.
- IV. All send offs for team members and all expulsions of coaches or spectators will be reported (via copy of the Game Misconduct Report) to the applicable Regional Commissioner, Area Director and Section Director of the offending player, coach or spectator within 14 days of the conclusion of the Section Tournament.

4. REFEREE INFORMATION

4.1 REQUIREMENTS

- I. All referees must be currently registered AYSO volunteers and must have AYSO Safe Haven and CDC Concussion Certification. Referees must also have evidence of AYSO referee training or a certification resulting from submission of an AYSO/USSF cross certification application. The diagonal system of control, utilizing a referee and two assistant referees will be employed on all matches.

4.2 CHECK-IN AND ASSIGNMENTS

- I. All referees must check in with the venue referee coordinator at the referee administration tent or other designated location at least thirty (30) minutes to the start time of the first match to which they are assigned.
- II. The Tournament Referee Administrator (or his/her designee) will be available and will make assignment adjustments as necessary. All referee game assignments will be posted. Referee teams shall try to report to their assigned fields at least 15 minutes prior to game time.
- III. Referees shall officiate each game in accordance with IFAB Laws of the Game except as modified by AYSO in the AYSO National Rules and Regulations or these Section Tournament rules.
- IV. The official game score and winner of the match will be recorded by the referee on the game cards, and the game cards will be returned appropriately as described on Pg. 10 - Section 2.3.9 - V-VII. The game cards will be available for completing any paperwork or reports at the Section Tournament headquarters.
- V. Referees shall submit a written report in the event of:
 - Any cautions or send offs issued to a player and expulsions of a coach, spectator or guest
 - Any conduct by coaches, spectators, or other guests that interfered with the match
 - Abuse of substitution and/or minimum play rules noted or brought to the referee's attention
 - Any other action that the referee determines merits a notation or report

No protests of games, official rulings or judgment calls shall be allowed.

The Tournament Committee shall have the final say in any complaint or issue that arises.

ALL DECISIONS ARE FINAL

4.3 STOPPAGE FOR LIGHTNING, HEAT, & OTHER ENVIRONMENTAL HAZARDS

- I. The Tournament Committee shall develop a safety plan for dealing with lightning, heat or other environmental hazards. The safety plan may provide for delaying the start of play, halting or suspending play, shortening the length of games or eliminating overtime periods as may be appropriate to the circumstances.
- II. The referee will have the authority to take appropriate action for any game-specific conditions or events which, in the opinion of the referee, endanger the safety of the players; the Tournament Committee or its designee will have the authority to order appropriate action for any site-related conditions or events that endanger the safety of the players.
- III. If thunder is heard or lightning observed, lightning is close enough to be within striking distance and the referee or other official will immediately suspend the game and all persons should seek shelter immediately. Section Tournament officials may also suspend play and instruct participants to seek shelter immediately in accordance with local lightning detection and tornado warning system rules. Activities may resume only when a Section Tournament official gives the approval. In most cases, activities may be resumed only after lightning or thunder has NOT been observed for thirty minutes.
- IV. Tournament Officials will notify the referees in the event of other conditions that may arise that may cause match cancellations, i.e., tornado warnings, heavy rain, hail, lightning, etc.
- V. A match is considered official as soon as the second half begins. Matches must be started promptly. Move quickly if the weather turns bad. In the case of serious weather, officials have the right to shorten games prior to the match with approval from the Tournament Committee.

4.4 DISPOSITION OF ABANDONED OR TERMINATED GAMES

- I. 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 the Tournament Committee.
- II. The Tournament Committee will decide on accounting for the games which could not start or be rescheduled due to adverse weather conditions or other circumstances.
- III. All questions regarding rescheduling, including decisions on forfeits will be at the discretion of the Tournament Director or Designee whose decision shall be final.

4.5 PROTESTS

NO PROTESTS WILL BE ENTERTAINED or ALLOWED.