

## 2020 Pacifica Fog Classic AYSO Tournament Rules

### 1) JURISDICTION

A. Unless otherwise noted, the current AYSO National Rules and Regulations and FIFA Laws of the game will be used for this tournament. The following rules are intended specifically for this tournament only.

B. The Tournament Committee (Tournament 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!

### 2) FEES

A. Entry fee, referee form and deposit must accompany signed Blue Sombrero roster. They will be returned if application is not accepted. Fee must be a single check issued from the respective region account (no personal checks). NOTE: All applications must be submitted in separately sealed envelopes for EACH team and should be mailed directly to the Tournament Registrar.

B. Fees are: 10U \$525 (\$375 entry fee plus \$150 referee deposit), 12U \$600 (\$450 entry fee plus \$150 referee deposit), 14U \$650 (\$500 entry fee plus \$150 referee deposit), 16U \$650 (\$500 entry fee plus \$150 referee deposit), 18U \$650 (\$500 entry fee plus \$150 referee deposit).

### 3) ACCEPTANCE

A. Applications are due by April 1, 2020.

B. Applications will be accepted on a first-received basis, based on completed applications and postmarks for INDIVIDUAL team applications. DO NOT submit applications for multiple teams together. We reserve the right to limit the number of teams accepted per Region. We also reserve the right to not accept any team for any reason whatsoever based on the sole discretion of the Tournament Committee.

C. Teams not accepted into the tournament will be refunded within 48 hours or offered the opportunity to be placed on a waiting list.

D. The primary form of communication between the Tournament and applying teams will be email and the Tournament website (found on [gotsoccer.com](http://gotsoccer.com)). Teams must designate a contact on their application who has email and internet access.

### 4) REFUNDS

A. Teams withdrawing prior to April 2, 2020 will be issued a full refund.

B. Teams withdrawing on or after April 2, 2020 will only be issued a refund if a replacement team can be found, less any cost to register that replacement team.

C. For teams that are eligible, referee deposit refunds will be mailed no later than 15 days after the end of the tournament.

## 5) CANCELLATION

A. If the tournament is cancelled due to weather after partial completion and it cannot be rescheduled, refunds will be made to teams on a prorated basis, based on the number of actual games played.

B. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, in which case a full refund will be sent to all teams.

## 6) PLAYERS/TEAMS

A. All players must be registered and have played in the AYSO 2019-20 primary season.

B. The team roster must be printed out of Blue Sombrero, verified and signed by each host team's Regional Commissioner. Roster changes may be submitted (with the written approval of the Regional Commissioner); however, these changes must be received to the Tournament Registrar by April 17, 2020. There will be NO roster changes allowed after that date.

C. Three Guest Players (players from a different region or team) will be allowed for each team. However, the Guest Player will be required to submit a Guest Player Form that has the signatures of both the Guest Player's regional commissioner and the Host Team regional commissioner.

D. Roster:

<b>Division</b>	<b>Players on Field</b>	<b>Roster Maximum</b>
Under 10	7	10
Under 12	9	12
Under 14	11	15
Under 16	11	18
Under 18	11	18

E. 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. There are no requirements to change goalkeeper assuming all players have played half the game.

## 7) COACHES

A. Each team is limited to two coaches – one Head Coach and one Assistant Coach. These coaches must be the ones listed on the Official Team Roster.

B. Both the Head Coach and the Assistant Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified, CDC training and AYSO trained at the age-appropriate level.

- C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kids 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.
- D. Negative comments or complaints about either the referee or the players are not allowed and may result in an ejection from the game.

## 8) REFEREES

A. Referees and Assistant Referees will be assigned by the Tournament Committee in the 16/18U Division. All other divisions will be self assigned.

B. Each AYSO referee must be AYSO trained and certified and have a current season volunteer form on file. Non-AYSO referees that are cross certified are also accepted.

C. A Center referee and two assistant referees will be assigned for each game.

D. Center Referees should be certified as follows: 10U & 12U-- Regional Badge or higher; 14U, 16U, & 18U--Intermediate Badge or higher, Advanced preferred

E. All referees must be in full Uniform as defined by AYSO, 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.

F. If **six** assignments are successfully completed the team will be mailed a \$150 refund check by May 18, 2020.

G. Referees are expected to check in at the field at least 20 minutes prior to their assigned game. Failure to appear on time may result in a replacement referee being assigned to the field. Once a replacement crew has been assigned, they will have priority and the original crew must report to the check in table for alternative assignment. **Missing a pre-assigned game will jeopardize the team's referee deposit.**

H. 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 refund in jeopardy.

I. Referees **SHALL NOT** referee a game if their child/relative/regional team is playing on one of the participating teams. Referees **are allowed to** referee games in their own division, but **preferably** should referee other divisions if possible.

## 9) FIELDS

A. All fields will be set up and taken down by the tournament staff.

B. Trash cans and recycling containers will be provided at each field. Teams will be expected to clean up all trash in their area before leaving.

## 10) FORMAT

A. All teams will be playing three qualifying games; two on Saturday and one Sunday morning.

B. Four teams will advance from qualifying games based on standings points. There will be one championship game (first and second place) and one consolation game (3<sup>rd</sup> and 4<sup>th</sup> place) per division on Sunday afternoon.

## 11) CHECK-IN

A. Teams **must check in Friday night, May 1st** at the Cabrillo Elementary School (601 Crespi Drive) between 6-9 pm. Each coach or team representative must provide AYSO player passes and AYSO Player Registration forms with **original ink signatures** for verification by tournament officials. The players listed on the game cards must match the approved Blue Sombrero roster submitted with the team's application. **WE WILL NOT ACCEPT ROSTER CHANGES AT CHECK-IN.**

B. Each coach or team representative must provide an **AYSO Registration form signed by each parent**, as well as a **laminated player ID with photo** at each game. There must be a player card for each player on your team and the Field Marshal will check these before each game. Each coach and assistant coach must also have a laminated ID card with photo.

C. A line-up card will be supplied for each game. Line-up cards should be submitted to the Field Marshal upon check in.

## 12) GAMES

A. All games will be played as scheduled by the tournament committee. If the second half of the game has been started and the game is canceled, the game will be considered complete.

B. Game duration shall be as follows:

	<b>Under 10</b>	<b>Under 12</b>	<b>Under 14</b>	<b>Under 16</b>	<b>Under 18</b>
<b>Number of Players</b>	7	9	11	11	11
<b>Duration of Game</b>	20 min halves	20 min halves	25 min halves	25 min halves	25 min halves
<b>Championship and Consolation Games</b>	25 min halves	25 min halves	30 min halves	30 min halves	30 min halves
<b>Ball Size</b>	4	4	5	5	5

C. The home team will change jerseys or don pinnies when there is a conflict of colors in uniforms. Both teams will sit on the same side of the field. Parents from both teams will sit on the opposite side. Only the players and two coaches are allowed on the players' side and all must remain within 10 yards of the centerline.

D. Players, coaches and referees must check in at the field 20 minutes prior to scheduled game time. During this time, the Field Marshall will check the coach and player cards and check the players' equipment. The games must start at the scheduled time. Any team which is not ready to play on time (after a 10-minute grace period) will forfeit their game. The score shall be marked as 1-0 with the winning team earning 7 points. There will be a 5-minute half time break. Any late running game must be completed 5 minutes before the starting time of the next scheduled game on that field. There will be

NO additional minutes added for substitutions. THE REFEREE IS THE ONLY OFFICIAL TIMEKEEPER.

G. 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. 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.).

### 13) SUBSTITUTIONS

A. Substitutions will be made at **quarters only for 10U, 12U, & 14U teams**. Each player must play half of the game.

#### **B. Open Substitution Procedure for 16U & 18U Division ONLY:**

Each player must play half of the game. Players may be substituted at the times listed below. Players intending to substitute must be up and standing at the halfway line prior to the stoppage on which they wish to substitute. Players shall enter and leave the field at the halfway line unless otherwise directed by the referee. Teams may substitute only with the referee's permission and only at the following stoppages in play:

- Prior to a throw-in, team with possession. Should the team with possession substitute the other team may also substitute.
- Prior to a goal kick or a kick off by either team.
- After an injury to either team, when play has been stopped by the referee.
- At half-time
- After regulation play ends, if play extends into overtime.
- Upon a caution, only the cautioned player may be substituted. (At the coach's discretion)
- Substituted players will enter and leave play at the half line unless otherwise directed.
- An injured player may be substituted at any time

A form will be supplied to every coach for every game to track player time. This form will be returned with the game card. Teams shall provide a time monitor for their opposing team, and those volunteers will report to the Referee. Coaches shall not interfere with the time monitors. Coaches will be allowed to review their respective completed time record, prior to signing for the Referee, immediately following each match.

C. If a team fails to play a player for half the game, a forfeit will be declared and the team will lose with a score of 1-0, or the existing score, whichever was greater. The only exception will be for an injured player that has been reported to the center referee before the start of play, or for a player injured during the game.

### 14) STANDINGS

**A. Standings for preliminary play will be determined on the "ten-point system" as follows:**

- 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 earned 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)

- 5 GOAL DIFFERENTIAL LIMIT = 1 point penalty deduction for team that runs up the score by more than 5 goals.
- RED CARD = 1 point penalty deduction for team.
- Two yellow cards received by one player in the tournament = 1 point penalty deduction for the team.
- Ejected Coach or Assistant Coach = 1 point penalty deduction for the team.
- The maximum points allocated for one game is 10.

**B. In 10U – 14U Divisions, there are 2 pools. The teams with the highest points from each pool will advance to the Championship game. The teams with the 2<sup>nd</sup> highest points from each pool will advance to the Consolation game. In the 16U & 19U Divisions, the teams with the top four point totals will move on to the Championship and Consolation games on Sunday afternoon.**

C. If there are ties in the standings at the end of the three qualifying games, a tiebreaker shall determine the outcome. The following are the tiebreakers that will be used, in order, until a winner is determined.

1. Head to head competition (how teams played against each other)
2. Lowest number of accumulated penalty points (deductions)
3. Fewest goals scored against
4. Difference between goals scored and goals allowed to a maximum of 4 goals per game.
5. The tournament director will arrange a shoot out to break the tie in seeding if both teams can be notified and a suitable location can be arranged. At the director's discretion, a coin toss may be substituted.

If a forfeit game exists for any reason, only 1, 2 & 5 will be used to determine tiebreaker.

D. Standings will be updated on the scoreboards at each field and online. Online standings may not reflect point deductions. For most accurate standings, check the official scoreboards.

## **15) ADVANCEMENTS**

A. Championship and Consolation games will be played on Sunday afternoon. Previous points will be cancelled at that point.

B. Teams will play consolation or championship final matches. Advancing teams will be determined by points which were discussed in section 14.

## **16) CHAMPIONSHIP and CONSOLATION GAMES**

A. All medal round matches ending in a tie will have two full overtime periods of five minutes in length with teams changing field direction after the first five-minute period. In these matches, if still tied after overtime play, the game shall be decided by FIFA kicks from the penalty mark. Only those players on the field at the end of the second OT period are eligible to kick. A coin toss will determine which team takes the first kick. If there is still no winner after the first 5 kickers from each team, the remaining team members ON the field may kick one for each team until a round where one team has scored and the other has not. If ALL players on the field have kicked and there is still no winner, players on the field kick again one per each team per round but do NOT need to follow the same order.

## **17) AWARDS**

A. All players on the 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> place teams will receive a trophy or medal, as long as there are more than 4 teams in the division. If there are more than 8 teams in a division, then a 4<sup>th</sup> place medal will also be awarded. Awards are limited to the allotted number of allowed players per team and 1 coach and 1 assistant coach award.

C. A tournament pin will be given to each player and 2 coaches per team.

## **18) CONDUCT**

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. Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from midfield).

B. At the conclusion of each match, the referees will be required to complete a game misconduct report for all misconducts during the game, as well as any incidents of interference by spectators.

C. Any coach or spectator ejected must immediately leave the vicinity of the playing field (out of sight and sound) and will be prohibited from attending the next scheduled game. Any player sent off (red 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, 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). An ejected coach receives the penalty point equivalent to a player receiving a red card. Penalties may not be appealed.

D. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament.

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.

F. All Serious Incidents will be reported to the respective Regional Commissioner.

## **19) PROTESTS**

A. Referee judgment calls are FINAL and are not subject to protest or dispute.

B. Protests regarding the eligibility of a player may be filed with the Tournament Committee at any time. If the Tournament Committee deems a player ineligible, that team shall forfeit all games in which that player participated.

## **20) MEDICAL/FIRST AID**

A. There will be a First Aid station at each field where participants may receive ice, etc. for minor injuries.

B. There will be a designated first aid response staff member to respond to injuries on the field. Field marshals will communicate via cell phone to call the first aid staffer to the field where first aid is requested.

C. If an injury is serious, the first aid staffer 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.

## **21) UNIFORMS/SAFETY**

A. All AYSO 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.)

B. Each player's uniform must be marked with a permanently-affixed unique number 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 any exposed garments must match for all team members that choose to wear them.

D. Shin guards must be worn by all players.

E. Jewelry (including non-medical wristbands) or hard metal or plastic clips on clothing or hair will not be allowed.

F. Players will not be allowed to play 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 game participation.

G. 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.

## **22) BLOOD-BORNE PATHOGEN POLICY**

The following procedure will be followed to minimize the risk of infection by blood-borne diseases:

A. Any player or official who is bleeding must leave the field of play to receive medical treatment, and may not return until the situation is corrected (the bleeding has stopped and the wound is covered).

B. If there is blood on the uniform, it must be washed from the uniform and the uniform disinfected.

## **23) SMOKING & ALCOHOLIC BEVERAGES PROHIBIED AT ALL TIMES.**

## **24) DOGS PROHIBITED FROM ALL FIELDS**

## **25) RULES INTERPRETATION**

The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants. The Tournament Director may disqualify a team at any time if it is determined that they are not abiding by the Rules & Regulations. The Tournament Director will



determine the outcome of any situation that is not described in the aforementioned rules and regulations.

NOTE: The Tournament Committee has the discretion to modify these rules up to and during the time of the Tournament. Please re-read the rules prior to the Tournament for any updates that may apply.