

CENTRAL COAST CLASSIC AYSO INVITATION TOURNAMENT RULES AND REGULATIONS

All games shall be conducted in accordance with the current laws of FIFA as modified by AYSO National rules and regulations except where specified changes are necessary to accommodate the length of games and shall include the following:

1. APPLICATION AND ACCEPTANCE

- a. All teams must turn in team application, referee forms, team roster, and all fees that are due (\$750 U12 & U14 and \$725 U10).
- b. All applications must be received by January 1, 2010. Notification of acceptance will be within 48 hrs of deadline. Teams not accepted maybe placed on a waiting list or get their full packet returned, including fees, within 48 hrs.
- c. Full refunds will be issued to teams that withdraw prior to 30 days before the tournament. Teams that withdraw less than 30 days before the tournament will receive a full refund if a replacement team can be found. Regardless of the reason, in the event a tournament is completely canceled, a full refund of all the team monies will be given to each team that entered.
- d. If tournament is canceled due to rain a full refund will be given.

2. SPORTSMANSHIP

- a. Good conduct is expected of all persons involved in the tournament, including spectators.
- b. Tournament officials are volunteers and will be treated with respect.
- c. The Referees' decisions are FINAL. No protest will be allowed.
- d. Sideline coaching will be limited to a maximum of two (2) coaches per team within the areas ten (10) yards on either side of the half line on that team's side of the field. The home team will be on the west or north side of the field. **NOTE: Coaching is allowed in this area only.** If both teams are sharing the same side of the field, the coaching area will be further reduced to the area within ten (10) yards from the half line on that team's half of the field. All spectators must be on their side of the field. No coaching or spectators allowed behind the goal area.

3. DISCIPLINE

- a. Red Card Rule: An ejected player or coach is out for the remainder of the match the ejection occurred in and may not play/coach in their team's next match. An ejected player/coach must leave the immediate vicinity of the playing field to such a distance as not to be a disruptive element in the match as determined by the referee or tournament official. Players must be accompanied by a parent or safe heaven certified adult. Failure to do so will result in his/her team forfeiting the match currently being played.
- b. Yellow Card Rule:
 1. A player **will not** sit out if they receive a yellow card. Two yellow cards issued for any reason to the same player in the same game will be treated as a red card.
 2. A player who receives three (3) yellow cards or a coach who receives three (3) cautions **will not** be allowed to play/coach for the remainder of the tournament.
- c. A player receiving two (2) red cards or coach asked to leave the field twice (2) will be suspended for the remainder of the tournament.

- d. Any team, which accumulates a total of three (3) red cards (ejections) or six (6) yellow cards (cautions), will be disqualified from the tournament and all matches played or unplayed will be forfeited. For the purposes of this tournament rule, the term “team” shall include team members, coaches, trainers, spectators, etc.

4. **CHECK-IN AND ELIGIBILITY PROCEDURES**

- a. All coaches must check in at the registration desk. You do not need your team to be present – just the Coach and the paperwork. U-10 teams may only consist of 10 players, U12 of 12 players and U14 teams of only 15 players maximum. **Check-in is at Soccer Mart on Friday evening from 3pm till 9pm. Saturday check-in for pre-approved teams only will be available at Soto Sports Complex.** All teams must have three filled out games cards at check in.
- b. Each coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven Certified, AYSO trained at the age appropriate level. Proof of coach certification and training will be verified by the coach and assistant coach attaching their training record from the eAYSO to the roster.
- c. AYSO teams, when checking in, must present original AYSO registration forms.
- d. Division eligibility is determined by what division the player was playing in as of September 30, 2009, as documented by either the player ID card or the approved team roster. If no proof is provided documenting the player’s division participation, then the player’s age as of July 31, 2009, will be used as the criteria. For example, an under-10 player may not have turned 10 on or prior to July 31, 2009 and would therefore have a birth date of 8/01/1999 or later. **NOTE: A player can only play for one (1) team during this tournament.**
- e. In the U10 division a maximum of 2 guest players will be allowed. In the U12 and U14 divisions a maximum of 3 guest players will be allowed. All guest players must be approved by the RC and the post season director.
- f. Matches will begin at the scheduled times. Any team not on the assigned field, ready to play, within five (5) minutes of the scheduled match time will forfeit that match by a score of 1-0.
- g. Coaches please read 5. OFFICIALS, d.

5. **MATCHES AND SUBSTITUTIONS**

- a. U10 matches will consist of two twenty-four (24) minute halves. U12 matches will consist of two twenty-five (25) minute halves. U14 divisions will consist of two thirty (30) minute halves.
- b. The half-time rest period will be five (5) minutes long.
- c. Substitutions will be made only for that period of time for which the referee has stopped play for the purpose of substitution, i.e. “quarter.” Free substitution is not permitted.
- d. The substitution process will not unduly delay the game. **SUBSTITUTES MUST BE READY IN MIDFIELD** and await the official to call them onto the playing field. **DEPARTING PLAYERS** must leave the field of play and **STAND AT MIDFIELD** with their backs to the field of play until the official acknowledges that he/she has verified the numbers of the departing players.
- e. An injured player may be substituted immediately at the discretion of the referee. However, the injured player may not reenter the field of play for the remainder of the quarter unless his/her team is playing with less than the full amount of players allowed on the field, and then only with the permission of the referee. The injured player is the only player credited with that quarter of play.
- f. Players will not be allowed to play with any type of cast or splint. This is in accordance with AYSO National rules.
- g. During an individual match, no player shall participate in a fourth consecutive quarter of play unless or until all other players from that team have already participated or are participating in their third quarter of play. If there is a player on a team found not playing three quarters and a

player playing four quarters during that same game that team will forfeit the game with a 0-1 loss.

- h. All teams are required to have an alternate set of jerseys or pinnies. In the event that both teams in a match have similarly colored uniforms, the referee may request that the designated home team put on a set of pinnies. The designated home team will be the first team listed on the game schedule. If a team is unable to put on pinnies upon the request of the referee, that team may forfeit that match by a score of 1-0. This will be done at the discretion of the Tournament Director, or designate, only when there is no other resolution to the conflict.
- i. Shin guards of appropriate length **MUST** be worn by all players and **WILL BE COMPLETELY COVERED BY SOCCER SOCKS**.
- j. Not allowed: jewelry, hard metal or plastic clips on hair or clothing. No player will be allowed to participate with any type of cast or splint. Removal of any type of cast or splint at the field or surroundings in order to participate shall disqualify that team member from participation.
- k. Glasses will be permitted only if medically necessary.
- l. All fingernails must be properly trimmed. Knit gloves may be worn to cover long nails. They will be checked by the referees at the start of the games.
- m. U-14 teams will use size 5 balls: U-12 and U10 will use size 4 balls. Designated home teams must provide a suitable game ball for each match.
- n. No overtime for pool play.
- o. Protest of games will not be allowed.

6. OFFICIALS

- a. The diagonal system of officiating (one referee and two neutral linesmen) will be used. All teams are required to bring a team of three (3) qualified referees. For the purposes of this rule, the term “qualified referees” shall mean referees with a minimum of one (1) year refereeing experience at the club or equivalent level. Each referee will be assigned three games.
- b. At the conclusion of each match, the referee must verify the final score with both teams’ coaches and sign the line-up cards. The completed line-up cards should be turned in to the Field Marshall on site.
- c. A mis-conduct report must be completed for all Red/Yellow cards, and Coaches’ Cautions or Ejections.
- d. All conduct problems will be reported to the respective Regional Commissioner. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section, and AYSO National Office Parties.

7. SCORING PRELIMINARY MATCHES

- a. Points will be awarded as follows:

MAXIMUM POINTS FOR ANY ONE (1) GAME WILL BE TEN (10).

WIN.....Six (6) points plus one (1) point for each goal up to a maximum of three (3)

TIE.....Three (3) points plus one (1) point for each goal up to a maximum of three (3)

SHUT OUT. One (1) point plus six (6) points for the win and one (1) point for each goal up to maximum of three (3)

LOSS.....One (1) point for each goal up to a maximum of three (3)

FORFEIT.... Game score will be 1-0. Points will be awarded as follows: six (6) points for the win and one (1) point for the goal. Total points will equal seven (7)

YELLOW CARD...minus one (1) point for each card

RED CARD.....minus three (3) points for each card

- b. In the event of identical point totals at the end of preliminary match play, ties will be broken in the following order until a winner is determined. In the rare event of a 3 way tie in a single pool, after one team is eliminated then it would go back to winner of the head to head match between the 2 remaining teams. If that game was a tie, then proceed to penalty kicks.
 - 1. Sportsmanship Rating, i.e. yellow/red cards, parents out of control, etc. (If no winner, proceed to 2.)
 - 2. Winner of head to head match. (If no winner or teams did not play head to head, proceed to 3.)
 - 3. Fewest goals allowed during preliminary play. (If no winner, proceed to 4.)
 - 4. Penalty kick shoot-out as per FIFA.

- c. Championship and Consolation Games: In the event of a tie at the end of regulation play, two (2) five (5) minute overtimes will be played. Each overtime will be for the full five minutes – no sudden death. If still tied at the end of the second overtime period, FIFA kicks from the Penalty Mark.

8. AWARDS

- a. Trophies or medals will be awarded immediately following the Consolation and Championship games. Individual trophies or medals for first, second, third, and fourth place teams will be awarded in all divisions with at least six (6) participating teams. A maximum of seventeen medals per U14 team, fourteen for U12 teams and twelve for U10 teams will be awarded. Due to the large number of the U10 teams, they will be split into 2 separate groups with each group being a separate entity with their own awards.
- b. Pins will be awarded to all participants including the officials.

9. FIELDS AND FIELD MONITORS

- a. All fields will be set up one half hour prior to first game.
- b. **NO DOGS ARE ALLOWED ON ANY FIELD.**
- c. Home team is on the north or west side of the field. Home team is the team listed first on the schedule.
- c. There will be Field Monitors on all fields. Teams need to check in with the Field Monitors one half hour before all games. Field Monitors will check teams in.
- d. Field Monitors will be on all fields and are able to answer questions. If there are questions they can not answer they will contact tournament headquarters to get the answers.
- e. Field Monitors will manage game cards, referee schedules and report any on the field incidents.

10. MEDICAL STAFF

- a. We will have first aid kits available at all venues of play. We will also have present a person trained in first aid to provide a first response to any injuries. We have notified our local fire and police department and they will also be readily available.

11. THE BUCK STOPS HERE

The Tournament Director will resolve any situation not covered by these rules. Please try to remember that we are all volunteers and if we goof – we apologize... we all try to do our best.