

Come Up For Air 2007 Tournament Rules

AYSO Open Invitational

Player Eligibility

All **AYSO** players must have registered for and played during the fall 2006 season. All players must be listed on the official **tournament roster** using the **eAYSO format**. All rosters must be approved by the AYSO Regional Commissioner or USYSA District Tournament Coordinator. The coach or team manager must present and carry **medical release forms** for each player at all times. **Player ID cards** for each player are required and will be verified against the official roster.

USYSA teams must have an official signed **Goldenrod** or **GBYSL official roster** listing each registered player on the team. Player ID cards will be verified against the official roster.

Guest players are allowed up to a maximum of 3. Regional Commissioners from the participating region AND the borrowing region MUST sign the official roster granting participation approval for all guest players borrowed from other regions.

Ages of players

- U10 born on or after 8/01/96
- U12 born on or after 8/01/94
- U14 born on or after 8/01/92
- U16 born on or after 8/01/90
- U19 born on or after 8/01/87

Teams

- A Each player on a team must play a minimum of one-half of each game in accordance with AYSO rules
- B Each team will have a maximum of 10 players in U10, 15 players in U12, U14, U16 and 18 players in U19
- C **U10 teams will play 7 v 7**
- D Only 2 coaches from each team are allowed on the touchlines. They are restricted to the area ten yards from either side of the midline, defined as the "coaches area". Coaching from parents is not allowed.
- E Teams and coaches will be on the same sideline while all spectators and parents will be on the opposite side of the field.
- F If there is a conflict in the color of the uniforms the "home" team must either change uniform color or wear pinafores supplied by either team. If no pinafores are available, the tournament staff will supply pinafores.
- G All uniforms must comply with AYSO or USYSA regulations. Shirts must be tucked in. Shin guards must be covered at all times.

Coaches

Coaches shall participate in positive coaching that instructs and encourages players during the games. Negative comments are not permitted and may result in a caution or ejection of the coach. Coaches should remember that they are responsible for the actions of their players, parents, and spectators. Coaches will be held accountable for the actions of everyone affiliated with the team. We recommend the KID ZONE policy be reviewed and discussed with your parents prior to your first game.

Referees

- A Referees will be assigned from teams not involved in the game being played.
- B Referees will be assigned as a 3 man ref team from the teams they represent when possible. However, this can not be guaranteed in all circumstances.
- C Referee will use the diagonal system.
- D Referees must record any incidents resulting in disciplinary action on the official game card.
- E Referees must check the player id cards prior to every game (unless it was already done by the field marshal) **Players will not be allowed to participate without player ID cards at each and every game.**
- F All referees are required to wear full AYSO referee uniforms to receive game credit towards referee

deposit.

G. All referees MUST sign in at the field marshal table prior to each game so that their team is credited for the game worked. Referees not signing in, may not receive credit for their team.

H. Referees must turn all completed and signed game cards into the field marshal table after each game.

I. Referees will be expected to cover 9 game slots in order to receive the full refund amount of \$180. Each slot will be credited at \$20 toward the refund amount.

J. Referees are encouraged to make comments and notations regarding good sportsmanship in order to determine the best candidates to receive the sportsmanship award.

Duration of Games

A. U10 and U12 age groups will play 20 minute halves with a 5-minute haltime break. U14 will play 25 minute halves and U16 and U19 will play 30 minute halves.

B. All final games (semi-finals and championships) will be regulation length, pending field scheduling.

C. All games MUST start on time in order to accommodate a timely schedule.

Tournament Format

A. Each team is guaranteed 3 games

B. One team trophy and individual player medals will be awarded to first and second place teams in each Division. One team in each division will receive a sportsmanship medal for each player and coach on the team not to exceed the amount listed on the roster.

C. Each team will play games within their respective flights/brackets. Based on the number of teams in a flight, a team may or may not play all the teams in their flight. Winners of each flight will advance to the finals.

D. U10 will play 7 v 7 in accordance to AYSO regulations.

E. Scoring. Points will be awarded as follows for each flight game.

6 points for win

3 points for each tie/forfeit

0 points for a loss

1 point for each goal scored up to 3 (both winning and losing team)

1 point for a shut out (including 0-0 tie)

-1 point deducted for each red card issued regardless of coach or player. (2 yellow cards in one game is equivalent to one red card)

-1 point deducted for each goal scored over a **5 point differential**

-1 point deducted for every two yellow cards accumulated by a team

Maximum number of points awarded for any one game is 10. There will be no over time or shoot outs in regular games.

F. If there is a tie in points at the conclusion of flight games, the following tiebreakers shall be used in sequence to determine a winner.

1. Head to head match (how teams played against each other)

2. Lowest number of accumulated penalty points (deductions)

3. Fewest goals scored against

4. Difference between goals for verses goals against to a maximum of 3 points per game.

5. The tournament director will arrange a shoot-out to break a tie in seeding, if both teams can be notified and a suitable location can be arranged. At the tournament directors discretion, a coin toss can be substituted.

G. Any player receiving a red card or two yellow cards in the same game will be asked to leave the field for the remainder of the current game and may not be replaced. The team will play the rest of the game a player short. The ejected player will not be allowed to play in the next tournament game including the championship game if applicable.

H. Any coach ejected from a game will be handled the same as a player receiving a red card.

I. Ties at the conclusion of all semi-final and final games will be broken as follows:

1. Two five minute overtime periods will be played. If no winner after the two periods of overtime, then a shoot out will occur per FIFA regulations(5 penalty kicks from 12 yard mark; best out of 5 wins). If teams tie with goals the team with the most goals scored during the tournament will go on. If a tie results, the team with the fewest goals against them will go on. If still a tie a coin flip.

J. U10, U12, U14, U16 and U19 age groups will be allowed substitution of players at midway through

the first and second halves and at halftime. (quarter breaks) or to replace an injured player. These quarter breaks are for substitutions only and are NOT water breaks. During these breaks, players must stay on the field. Only substituted players may come off the field. No substitutions are allowed during overtime periods unless replacing for an injured player.

Game Forfeiture

- A. Any team leaving the field during regulation play will forfeit the game by a score of 3 to 0 and the coach will be excluded from coaching the next game.
- B. Failure of a team to be ready at kickoff time may constitute forfeiture as determined by the center referee and that team shall lose by a score of 3 to 0
- C. If a coach fails to play a player for at least one half of the game (unless the player is injured and this is reported to the center referee), a forfeit will be declared and that team shall lose by a score of 3 to 0

Protests and Grievances

- A. Protests about the eligibility of a player may be filed with the Tournament Committee at any time. The Tournament Committee will rule as to such eligibility. Persons with knowledge of ineligible players shall report such infractions immediately upon gaining such knowledge. It is unethical to withhold such knowledge for the purpose of gaining an advantage. If a player is deemed ineligible, that team shall forfeit all games in which the player has participated, with a score of 3 to 0
- B. No other protests of any kind will be allowed.

Injuries

- A. All injuries to a participant or damage caused by a participant must be reported to the Tournament Director immediately.
- B. Coaches must have with them at all times, (including check in), the necessary player forms to make medical care available to any of their players in case of emergency. **NO FORMS, NO PLAY, NO EXCEPTIONS.**
- C. Emergency medical personnel will not be on-site. However, fire paramedics are located within 1 mile of all fields. Police and Sheriff can be contacted by calling 911 in addition to paramedics. Cell phones will be available at all field marshal stations at every field.
- D. There will be a first aid kit available at the field marshal station at all fields.

Emergency Services and Law Enforcement

- A. **Kahle Community Park** has the Douglas County Sheriffs office located in the lower parking lot. Stateline Medical Center is located adjacent to the lower parking lot
- B. **Whittell High School** has the Douglas County Fire District located ½ mile on George Whittell Drive. Sheriff can be reached by calling 911 and is also typically stationed at the Fire House on George Whittell Drive.
- C. **Bijou Elementary School** has South Lake Tahoe Fire Department located within ½ mile of the field on the corner of Ski Run Blvd and Pioneer Trail. Police can be reached by dialing 911
- D. **Community Playfield** has the El Dorado County Sheriff located on block west on Al Tahoe Blvd and the South Lake Tahoe Fire Department is located 2 blocks west on Hwy 50 at Al Tahoe Blvd.
- E. **Meyers Elementary School** has Lake Valley Fire Department located within 1 mile on Hwy 89 in Christmas Valley. The El Dorado County Sheriff can be reached by calling 911
- F. **Kingsbury Middle School** has the Douglas County Sheriffs office located 1 mile away, as well as Stateline Medical Center .
- G. Tahoe Valley Elementary School Fire Dept located 1 mile away. Two blocks west of #rd st and hwy 50.
- H. **IN THE EVENT OF ANY EMERGENCY, PLEASE CALL 911. FIELD MARSHALS WILL BE INSTRUCTED TO ADDITIONALLY NOTIFY THE TOURNAMENT DIRECTOR IMMEDIATELY.**

Other Rules

- A. Players with a hard cast or splint, even if it is padded can not participate in games.
- B. Jewelry of any kind must be removed before a player can participate in a game. Taping or using a band aid to cover the item is not appropriate.
- C. Players with blood on any part of their uniform will not be allowed to participate in a game. It is

advisable to have extra uniforms at a game so that a player can change into a clean uniform, if necessary to continue to play.

D. Shin guards must be completely covered at all times by the socks during the game.

E. AYSO National Rules will cover any situation not covered by the rules in this document. The tournament committee will have the final say on the interpretation and application of the rules.

Cancellation Policy

A. If the tournament is cancelled for any reason, teams will receive a full refund. In this situation referee deposits will also be refunded.

B. If a team withdraws from the tournament on or before May 22nd, 2007 they will receive a full refund including referee deposit. If a team withdraws after the above date, the team will receive a refund ONLY if a replacement team can be found.

C. All teams must submit one check from the region to include the tournament entry fee and the referee deposit. Deposits will be refunded to the region within 14 days of the tournament ending. The refund will be returned based on \$20 per slot filled not to exceed a total of \$180. Each team is requested to cover 9 slots.