



Sponsored by AYSO Section 12A Southern, Arizona

AYSO Old Pueblo Invitational Tournament



Tournament Rules

CATEGORY	RULE
1) JURISDICTION	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 12A and FIFA Laws of the Match will be used for this tournament. The following rules are intended specifically for this tournament ONLY!</p> <p>B. The Tournament Committee (incl. Tournament Director, Assistant Director(s), Field Director, Referee Director and other designated staff) will have jurisdiction over all matches played. Disputes will be resolved by the end of the soccer day. Referee judgment calls are NOT subject to dispute or protest!</p>
2) FEES	<p>A. Entire entry fee and referee deposit must accompany tournament application and will be returned if application is not accepted. Fee and deposit must be a single check issued from the Region's account (no personal checks, money orders, credit cards, etc.). Late fee not to exceed \$75.</p> <p>Fees are: 08U \$250 (\$75 entry fee plus \$175 referee deposit), 10U \$450 (\$275 entry fee plus \$175 referee deposit), 12U \$500 (\$325 entry fee plus \$175 referee deposit), 14U \$500 (\$325 entry fee plus \$175 referee deposit), 16U \$550 (\$375 entry fee plus \$175 referee deposit), and 19U \$550 (\$375 entry fee plus \$175 referee deposit).</p>
3) ACCEPTANCE	<p>A. Applications are due on January 31st, 2019</p> <p>B. Applications will be accepted on a first-come basis, based on completed application (see Team Application Form for criteria). Teams will be notified by email within 48 hours of the receipt of their applications.</p> <p>C. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list. If a team chooses not to be on a waiting list, the application and entry fee will be returned within 48 hours of notification.</p> <p>D. The primary form of communication between the Tournament and applying teams will be email and the Tournament website. Teams must designate a Team Contact on their application who has email and Internet access.</p>
4) REFUNDS	<p>A. Teams withdrawing at most 30 days before the tournament will be issued a full refund.</p> <p>B. Teams withdrawing less than 30 days before the start of the tournament will only be issued a refund if a replacement team can be found.</p> <p>C. If the tournament is canceled and cannot be rescheduled a full refund will be issued.</p> <p>D. For teams that are eligible, referee deposit refunds will be mailed no later than 14 days after the end of the tournament. Referee deposit refunds will be on a prorated basis, comparing the number of assignments actually completed versus the number that were assigned.</p>
5) RAINOUT/ CANCELLATION	<p>A. Should the tournament be rained out on the original date, it will be rescheduled to the weekend of March 15-17, 2019. All teams will be expected to return on that date to resume the tournament. Any team not able to return will only receive a refund if a replacement team can be found, less the cost of any pre-ordered items (items for sale by the tournament which are not included with the registration fee). Any pre-ordered items will be sent to the team.</p> <p>B. If the tournament is cancelled due to weather after partially completing and it cannot be rescheduled to be completed, refunds will be made to teams on a prorated basis, based on the number of actual matches played.</p> <p>C. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, then a full refund will be sent to all teams, less the cost of any pre-ordered items (items for sale by the tournament which are not included with the registration fee). Any pre-ordered items will be sent to the team.</p>
6) PLAYERS/TEAMS	<p>A. Players on participating teams must be properly registered to play in AYSO/Club, and have played in the Fall 2018 season in a minimum of one-half of the matches for which they were eligible. Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p>B. The team roster must be verified and approved by each player's Club Director or Regional Commissioner. Roster changes may be submitted (with the written approval of the Club Director or Regional Commissioner); however, these changes must be received by the Tournament Registrar prior to the tournament. There will be no roster changes allowed on tournament day.</p> <p>C. 3 Guest Players (players from a different Region/Club from the applying team's Region/Club) will be allowed for each team in Divisions 10U and up. However, the Guest Player will be required to have the approval of both the</p>

	<p>Guest Player's Club Director or Regional Commissioner and the Host Team Club Director or Regional Commissioner (see Guest Player Form).</p> <p>D. Coed teams will be accepted; however they must play in the boys' divisions only.</p> <p>E. Divisions 14U and up will play 11-v-11, and there will be a roster limit of 18 players per team. Division 12U will play 9-v-9, and there will be a roster limit of 15 players per team. Division 10U will play 7-v-7, and there will be a roster limit of 10 players per team. Division 08U will play 4-v-4, and there will be a roster limit of 07 players per team.</p> <p>F. All players must play at least half of each match. Violation of these player rules exposes a team to protest and renders them subject to forfeiture of match and possible disqualification at the discretion of the Tournament Director.</p> <p>G. For identification purposes, each player must have a laminated identification card with name, picture, Club ID# and the signature of their Club Director/Regional Commissioner. These ID cards must be presented for inspection at check-in time or upon request by any tournament official or match referee.</p> <p>H. Division 08U will play 4-v-4, and there will be a roster limit of 7 players per team. Goalkeepers are not permitted. Players must be AYSO MY18 players and guest players are not allowed. Team rosters must be verified and approved.</p>
<p>7) COACHES</p>	<p>A. Each team is limited to two coaches but must have two – one Head Coach and one Assistant Coach. These coaches must be the ones listed on the Official Team Roster. Only rostered coaches are allowed direct as the coach during matches.</p> <p>B. Each AYSO Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified, AYSO trained at the age-appropriate level and must. Proof of coach certification and training will be verified by the coach and assistant coach attaching their training record to the roster.</p> <p>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 matches and only enter the field of play as requested by the referee.</p>
<p>8) REFEREES</p>	<p>A. Each team in the tournament will provide a crew of 3 referees. These referees will be assigned up to 3 matches, based on their qualifications.</p> <p>B. Each team in the 08U fun fest will provide 2 referees. These referees will be assigned at least 2 matches, based on their qualifications.</p> <p>C. All referees must be an AYSO registered and trained volunteer and be Safe-Haven Certified.</p> <p>D. Only the diagonal system of control will be used for tournament play with the exception of the 08U fun fest, which will use a single Referee..</p> <p>E. Referees for 16U and up matches must be National level. Referees for 14U matches must be Advanced level. Referees for 12U matches must be Intermediate level. Referees for 10U matches must be Regional level. Referees for 08U matches must be Regional level.</p> <p>F. Youth referees (center referees) must be at least 2 years older than the age group they are refereeing.</p> <p>G. All referees must be in full uniform as defined by AYSO and FIFA, including the AYSO Referee Badge. Referees not in uniform will not be permitted to referee matches, and their team's referee deposit may be subject to forfeiture.</p> <p>H. If all assignments are successfully completed, the Referee Deposit will be refunded (see REFEREE PLAN for more details).</p> <p>I. Referees are expected to check in at the Referee Station at least 30 minutes prior to their assigned match. Failure to appear on time may result in a replacement referee crew being assigned to the field. Once a replacement crew has been assigned, they will have priority and the original crew must report to the Referee station for alternative assignment.</p> <p>J. Coaches and players in the tournament will not be allowed to referee in any division they participate.</p> <p>K. Referees will be expected to uphold the tournament rules, AYSO Rules and Regulations and FIFA laws. Any failure of the referee to uphold these rules may be cause for dismissal from the tournament, and will place a team's referee deposit refund in jeopardy.</p>
<p>9) FIELDS</p>	<p>A. All fields will be set up and taken down by the tournament staff. First teams and last teams are encouraged to assist.</p> <p>B. Trashcans will be provided at each field. Teams will be expected to clean up all trash in their area before leaving.</p> <p>C. Please observe the following Facility Use Rules while attending the tournament. This includes the pet restriction.</p>

<p>10) FORMAT</p>	<p>A. This is a pool-play tournament for 10U – 19U and a fun fest tournament for 08U.</p> <p>B. For 10U – 19U, each age division will be bracketed into playing pools. Each team will play a minimum of 3 preliminary play matches within their respective pools. Where there are sufficient teams, divisions will also be separated into multiple competition flights.</p> <p>C. For 10U – 19U, teams will advance from qualifying pools based on pool play standings points. Number of teams advancing per pool will be determined by the number of pools in the division.</p> <p>D. For 08U, teams will play at least 2 recreational matches.</p> <p>E. No intentional heading is allowed in the 08U through 12U Divisions.</p> <p>F. 10U Divisions will follow the US Soccer Player Development Initiatives (PDI) in regards to the Build-Out-Line (BOL) as outlined in Section 13J.</p>																					
<p>11) CHECK-IN</p>	<p>A. Teams must check in 60 minutes prior to their first match, and must present Match Cards for as many matches as the team will play in the tournament (including medal-round matches). The Match Cards must be properly completed with the players listed by first name-last name in jersey number order. The players listed on the match cards must match the approved roster submitted with the team's application. All players listed on the roster must appear on each match card, even if there is an expectation that one (or more) might miss a scheduled match.</p> <p>B. Each coach or team representative must provide Player Release Forms with original ink signatures for verification by tournament officials.</p> <p>C. Coaches must have these Player Registration Forms with them at all times and ready for presentation to Tournament Officials.</p> <p>D. Late arriving players must be escorted to the check-in station by a team official along with their Player Registration Form and be cleared by the Tournament Staff before participating in any matches.</p> <p>E. Each player will be required to have a Laminated Player ID Card, which will include the player's name, Club ID# and a picture. The Player ID Card must be signed by the Club Director/Regional Commissioner. These cards must be presented to the tournament official at Team Check-in, and be available for inspection prior to each match by the tournament Field Monitor.</p>																					
<p>12) FIELD MONITORS</p>	<p>A. There will be a tournament Field Monitor assigned to each facility, and will report to the Tournament Field Director. Field Monitors will check in teams prior to each match, and present the verified match cards to the match referees.</p> <p>B. At the conclusion of the match, the match referees must return the completed match cards to the Field Monitor.</p> <p>C. Field Monitors will be the first to respond to any incidents or injuries, and will be in contact with the rest of the tournament staff by radio. Tournament participants are encouraged to report any concerns immediately to the Field Monitor, and also to respectfully follow any instructions given by the Field Monitor.</p>																					
<p>13) MATCHES</p>	<p>A. Pool play matches will consist of 15 to 35 minute halves depending on the age division (see chart below) with a five minute half time. This will include the AYSO determined substitutions at the midway of each half. There will be a running clock during the match including substitutions. There will be no time added on for injuries or time wasted in qualifying rounds. Matches will expect to end on time, and may be shortened if they started late. Pool play matches may end in a tie.</p> <p>B. Championship matches will be full length for that division (see chart below). Championship matches will be played until there is a winner (see Medal Round rules below).</p> <p>C. Match duration shall be as follows:</p> <table border="0" data-bbox="444 1381 964 1556"> <tr> <td>Division</td> <td>Pool Play</td> <td>Semi, Final Rounds</td> </tr> <tr> <td>08U:</td> <td>15 minute half</td> <td>00 minute half</td> </tr> <tr> <td>10U:</td> <td>20 minute half</td> <td>25 minute half</td> </tr> <tr> <td>12U:</td> <td>25 minute half</td> <td>30 minute half</td> </tr> <tr> <td>14U:</td> <td>30 minute half</td> <td>35 minute half</td> </tr> <tr> <td>16U:</td> <td>35 minute half</td> <td>40 minute half</td> </tr> <tr> <td>19U:</td> <td>40 minute half</td> <td>45 minute half</td> </tr> </table> <p>D. The "home" team will be the first team or top team listed on the match schedule and will be responsible for providing the match ball. The home team will be situated on the North or East side of the field, and the visitor will be situated on the South or West side. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or scrimmage vests (pinnies) in the event of a color conflict with the visitor team. If any questions, the referee will determine whether this is necessary.</p> <p>E. There will be no warming up on the field. Teams must warm up prior to taking the field. As soon as the previous match has ended, teams must clear the field and the teams for the next match must take their places.</p> <p>F. FORFEITS: Teams must check in at the designated Field Coordinator Station 30 minutes prior to the start of the match. There will be a five-minute grace period at the start of the match for a team to take the field before a forfeit is declared. The score for a forfeit match will be 1-0 for the remaining team (See STANDINGS for the points to be awarded). For 08U division teams, there is a minimum of 3 players on the field to continue a match. For 10U the</p>	Division	Pool Play	Semi, Final Rounds	08U:	15 minute half	00 minute half	10U:	20 minute half	25 minute half	12U:	25 minute half	30 minute half	14U:	30 minute half	35 minute half	16U:	35 minute half	40 minute half	19U:	40 minute half	45 minute half
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	<p>minimum number is 5 players. For all other divisions, there must be a minimum of 7 players to continue a match. If a team cannot field the minimum number of players, the match will be abandoned and a forfeit will be declared.</p> <p>G. SUSPENDED MATCHES: The Tournament Committee may determine to end matches early if field schedule is behind due to match delays, interference, or if weather conditions provide unsafe conditions; and may distribute awards according to matches played and points. The Tournament Committee will determine the outcome of any single match which is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.).</p> <p>H. ABANDONED MATCHES: if any pool play matches cannot be played due to circumstances beyond the control of the tournament, the final standings of the pool will be determined by applying the Winning Percentage formula (Total Points Earned in all Match Played divided by Total Points Possible for the Number of Matches Played) to each team in the pool. Note. This does not apply to matches which were shortened due to late a late start. Only the Tournament Director or designee can declare a match to be abandoned or not played.</p> <p>I. There will be a running clock during all pool play matches. There will be no time added on for injuries or time wasted during substitutions. Each coach is urged to have their team ready at the start of each half and to conduct substitutions in as expedient a manner as possible.</p> <p>J. 10U Build-Out-Line</p> <ol style="list-style-type: none"> a. The build-out line shall be placed across the field equidistant between the top of the penalty area and the halfway line. b. The opposing team must retreat beyond the build-out line and do so in a reasonable time for a goal kick or when the goalkeeper has the ball in their hands. At any time, the goalkeeper may pass, throw or roll the ball to a teammate who is behind the build-out line. The goalkeeper or the player taking the goal kick does not <u>have</u> to wait for the opposing players to move behind the build-out line, but they must then accept the consequences if the other team intercepts the ball. c. The play from the goalkeeper or from the goal kick <u>must be played to a teammate behind the build-out line</u>. Once the ball is legally in play (i.e. must leave the penalty area on a goal kick), the opposing team can cross the build-out line and play may resume as normal. d. If a goalkeeper punts or drop kicks the ball, or if the goal-kicker or keeper fails to (at least attempt to) play the ball to a teammate behind the BOL, an indirect free kick (IFK) is awarded to the opponents from the spot of the infraction. If the infraction occurs within the goal area, the IFK shall be taken on the goal area line parallel to the goal line at the nearest point to where the infraction occurred. e. Infractions of the BOL by the non-possessing team will result in IFK for the team which had possession at the location of the infraction. f. The build-out line shall be used as the line to determine offside. <u>Players cannot be penalized for an offside offense between the halfway line and the build-out line.</u>
<p>14) SUBSTITUTIONS</p>	<p>A. Substitutions shall be allowed approximately midway through each half for ALL divisions, and will be recorded on the match cards by the referee for 8U – 12U. (Monitored substitution is desired for 14U & up divisions and the language provided is stated in D - F)</p> <p>B. All substitutions must be approved and recognized by the referee. Substitutions may be made for injured players; however, they may not return until the beginning of the next quarter and will be considered as having played the current quarter (exception: an injured player not replaced may return to play at any time with the referee's permission).</p> <p>C. Substitutions in overtime periods of medal round matches will be at the beginning of each period only.</p> <p>D. Free monitored substitutions are permissible for 14U – 19U. A time monitor report must be submitted for each match to assure AYSO philosophies of everyone plays. Referees and coaches must familiarize themselves with this form.</p> <p>E. The referee shall be informed before any proposed substitution is made and at their discretion, allow the substitution to occur. Referees may decline a substitution, if in their opinion, multiple simultaneous substitutions interfere with the flow of the match or is a form of time wasting.</p> <p>F. Unlimited substitution by either team, and at the referees' discretion, shall be allowed at the following times:</p> <ol style="list-style-type: none"> i. Prior to a throw-in, by the team in possession. ii. The team not in possession of the ball may substitute an unlimited number of players at a throw-in if the team in possession of the ball is also substituting. The substitute not in possession of the ball must be at the halfway line, ready to substitute when the team in possession of the ball is substituting. iii. Prior to a goal kick by either team. iv. After a goal is scored by either team.

	<ul style="list-style-type: none"> v. After play has been stopped for injury by either team. vi. At half-time. <p>G. In the event of an injury, a coach may elect to play short until he/she has assessed the nature of the injury and the players' ability to continue. In the event the player is able to continue, the referee, at their discretion, may beckon the injured player back onto the field at the next stoppage of play and allow the player to continue play. If the player is unable to play, the coach shall alert the referee that the injured player is being substituted. The referee, at their discretion, will allow the injury substitution at the next stoppage of play.</p> <p>H. Substitution shall be made at midfield within ten (10) yards of the halfway line. The substitute shall not enter the field until the player being replaced has left the field, and/or a signal has been received from the Referee.</p>
<p>15) STANDINGS</p>	<p>A. Standings for pool play matches will be determined on the "ten-point system" as follows:</p> <ul style="list-style-type: none"> WIN = 6 points TIE = 3 points LOSS = 0 points GOAL = 1 point per goal differential up to a maximum of 3 per match SHUTOUT = 1 point for a shutout, including a 0-0 tie FORFEIT = 8 points (scored as a 1-0 win) YELLOW CARD = 1 point deduction for each (includes 1 point for each player, substitute, or coach) RED CARD = 2 point deduction for team (includes 2 points for each player, substitute, or coach) Time Monitor = 1/2 point deduction for each player that does not play 1/2 a match. Time Monitor = 1/2 point deduction for no sheet submitted. <p>B. Winners of ties in standings will be determined as follows:</p> <ul style="list-style-type: none"> Head to head competition Most number of wins Common opponent, the team that won would win the tie Goal differential (goals scored to three per match less total goals allowed; highest differential advances) Goals allowed Least number of sportsmanship point deductions (1 point per misconduct, 1 point per spectator incident) Coin toss at the end of pool play. <p>C. Wildcard teams will be the team(s) with the highest standings points from all teams in the division who are not automatically advancing.</p> <p>D. Standings will be updated hourly at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.</p>
<p>16) ADVANCEMENTS</p>	<p>A. Pool winners (and in some cases wildcard teams) will advance to medal round play.</p> <p>B. Teams will play semi-final and/or championship final matches, depending on the number of teams in each pool and the format of play for that flight.</p>
<p>17) MEDAL-ROUNDS</p>	<p>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 match shall be decided by Kick from the Penalty Mark. Substitutions during overtime will be at the beginning of each period only.</p> <p>B. Kicks from the Penalty Mark shall follow the FIFA Laws of the Match procedures</p>
<p>18) AWARDS</p>	<p>A. Medals will be presented to the head coach and players from the first-place and the second-place teams in each division.</p> <p>B. A tournament pin will be presented to each player and the head coach.</p> <p>C. Souvenir t-shirts will be presented to all participants; players and one coach.</p>
<p>19) CONDUCT</p>	<p>A. Coaches will be expected to set a positive example for the team, and will be held responsible for the actions of their team including spectators. All spectators must remain behind the control line and between the 18-yard lines (penalty areas in small fields). Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from halfway line).</p> <p>B. At the conclusion of each match, the referees will indicate on the reverse of the match cards any point deductions for poor sportsmanship. Point deductions will be used as tie-breakers should that become necessary. Referees will be required to complete a match misconduct report for <u>all</u> misconducts during the match, as well as any incidents of interference by spectators.</p> <p>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 match. Any player sent off (red carded) must immediately leave the vicinity of the match (under supervision of his/her parent or Safe Haven-certified adult), and may not return to the field of play during the current match, including for the post-match handshake, and may not be substituted for, and is suspended from participation in the next match. In the alternative, the player may stay on</p>

	<p>the sideline under the supervision of the coach. There will be penalty point deductions for all send-offs (see Standings rules).</p> <p>D. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament.</p> <p>E. If it is determined that an ineligible player has participated in a match, the team will forfeit all matches in which that player participated illegally. Furthermore, if it is determined that the coach knowingly played a player illegally, that coach will be barred from further participation in the tournament.</p> <p>F. It is mandatory to play a scheduled match. If it is determined that a coach willfully fails to have his team participate in a scheduled match, the coach will be dismissed from the tournament and the incident will be reported to the respective Club Director/Regional Commissioner.</p> <p>G. All conduct problems will be reported to the respective Club Director/Regional Commissioner.</p> <p>H. All Serious Incidents will be reported to the respective Club Director/Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
20) MEDICAL/FIRST AID	<p>A. There will be a First Aid station at the main tent where participants may receive ice, etc. for minor injuries.</p> <p>B. There will be a roving first aid response staff member to respond to injuries on the field. Field Monitors will communicate via radio to call the first aid staffer to the field where first aid is requested.</p> <p>C. If an injury is serious, the first aid staff or Safety Director will call 911 for emergency response.</p> <p>D. Directions to the nearest hospital/urgent care center will be available at the First Aid station.</p>
21) UNIFORMS/SAFETY	<p>A. All players must wear the approved club uniform only according to the National Rules & Regulations, and all players on the same team must wear matching uniforms (goalkeeper excepted – may have a different jersey, club logo is recommended but not required.)</p> <p>B. Each player's uniform must be marked with a permanently-affixed unique number that matches the uniform number on the Match Card, and may not exchange numbered jerseys with any other player during the match including the goalkeeper.</p> <p>C. Garments may be worn under the uniform (i.e. long sleeves, etc.) during inclement weather, however the match referee will be the judge of what should be allowed or not.</p> <p>D. Not allowed: jewelry, hard metal or plastic clips on clothing or hair. 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 surrounding area in order to participate shall disqualify that team member from participation.</p> <p>E. AYSO will not prohibit the use of knee braces by players in AYSO events and programs; providing that the brace is adequately covered and padded in the judgment of the referee, so as to eliminate the possibility of its causing injury to the other players on the field.</p>
22) PROTESTS	<p>A. Protests will be considered only for the following reasons:</p> <ul style="list-style-type: none"> • An ineligible player has played. • One or more registered player(s), present and in uniform, have not played the required one half of the match (except for illness or injury as recorded by the match referee). <p>B. All protests must be presented in writing to the Tournament Director within 1/2 hour of the completion of the match.</p> <p>C. All protests will be heard by a Protest Committee of at least three persons selected by the Tournament Director. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. ALL PROTEST DECISIONS ARE FINAL!</p> <p>D. Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute!</p>
23) RULES INTERPRETATION	The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.
24) SPORTSMANSHIP COMPETITION	<p>A. In addition to competing to be the overall winner of the tournament, teams will be competing to be the Best Sportsmanship Team. There will be a Sportsmanship Winner in each age division, as well as an Overall Best Sportsmanship Team for the team with the highest overall sportsmanship points in the tournament.</p> <p>B. A more detailed explanation of the Sportsmanship competition will be provided to coaches, teams, referees and field monitors in a separate handout.</p> <p>C. At the conclusion of each match, field monitors with input from the referees, will score players, coaches and team spectators in different categories.</p> <p>D. The Winners will be announced at the end of Pool Play.</p> <p>E. Old Pueblo Invitational Tournament conducts a goal keeper competition (Payne Keeper Award) for the 12U and up divisions. Only one goal keeper per team will be tracked by tournament officials for the duration of the</p>

	tournament, so it is important for the Coach to alert the Referees at each game which keeper is participating in the competition.
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