



**Sponsored by AYSO Region 779 Chino Hills, California  
18th Annual Kickin' It Up In the Hills  
Tournament Rules**



CATEGORY	RULE
<b>1) JURISDICTION</b>	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 1 and FIFA Laws of the Game 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 games played. Disputes will be resolved by the end of the soccer day. Referee judgment calls are NOT subject to dispute or protest!</p>
<b>2) FEES</b>	<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.).</p> <p>Fees are: U-10 \$600 (\$400 entry fee plus \$200 referee deposit), U-12 \$625 (\$425 entry fee plus \$200 referee deposit), U-14 \$650 (\$450 entry fee plus \$200 referee deposit), U-16/U-19 \$675(\$475 entry fee plus \$200 referee deposit).</p>
<b>3) ACCEPTANCE</b>	<p>A. Applications are due on February 29th, 2012</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>
<b>4) REFUNDS</b>	<p>A. Teams withdrawing 30 days or more 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>
<b>5) RAINOUT/ CANCELLATION</b>	<p>A. Should the tournament be rained out on the original date, it will be rescheduled to the weekend of June 1st,2nd,3rd,2012. 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 games 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>
<b>6) PLAYERS/TEAMS</b>	<p>A. Players on participating teams must be properly registered to play in AYSO, and have played in the Fall 2011 season in a minimum of one-half of the games 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 Regional Commissioner. Roster changes will be allowed up until 1 week before the tournament; after that, no roster changes. All roster changes must be approved by your Regional Commissioner</p> <p>C. 3 Guest Players (players from a different Region from the applying team's Region) will be allowed for each team. However, the Guest Player will be required to have the approval of both the Guest Player's Regional Commissioner and the Host Team 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. 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.</p> <p>F. Falsifying eligibility of player(s) will result in the team's expulsion from the tournament and all games will be forfeited by a score of 1-0 (8 points). The incident will be reported to the offending team's Region, Area, Section and National Director of Tournaments.</p> <p>G. The age determination of the players will be based on their fall 2011 registration.</p> <ul style="list-style-type: none"> <li>a. Division U-10 – Under 10 years of age as of July 31, 2011</li> <li>b. Division U-12 – Under 12 years of age as of July 31, 2011</li> <li>c. Division U-14 – Under 14 years of age as of July 31, 2011</li> <li>d. Division U-16 – Under 16 years of age as of July 31, 2011</li> <li>e. Division U-19 – Under 19 years of age as of July 31, 2011</li> </ul> <p>H. All coaches must carry the completed and <b>original</b> signed (blue or black ink) AYSO registration/medical emergency release form for each player at all times. Players without proper medical emergency release forms are not eligible to play. <b>Laminated Player and Coach ID Cards with picture and signature of the Regional Commissioner are also required at all times.</b></p> <p>I. A minimum of seven (7) players constitutes a team in divisions U14 through U19, a minimum of six (6) players in division U12, and a minimum of five (5) players constitutes a team in division U10.</p> <p>J. The maximum number of players on a team in division U10 shall be ten (10). The maximum number of players on a team in division U12 shall be twelve (12), and the maximum number of players on a team in division U14 shall be fifteen (15). The maximum number of players on a team in division U16 and U19 shall be eighteen (18).</p> <p>K. Teams during all games shall remain on opposite sides of the field of play. The <b>HOME</b> team will occupy the East or North side of the field. The first team listed on the schedule is designated as the <b>HOME</b> team.</p> <p>L. Only players and coaches are allowed on the field. All others shall remain at least three (3) feet from the touchlines and between the "18 yard line" markers. No spectators are allowed behind the goal lines.</p> <p>M. Each player on the team shall wear a uniform that conforms to AYSO National guidelines including the AYSO logo on the jersey with different numbers and it may not be exchanged with another player for the duration of the game. The goalkeeper's jersey is the exception.</p> <p>N. Each player must wear shin guards at all times during the duration of the game. They must be completely covered inside the sock during the duration of the game.</p> <p>O. The Home Team shall change jerseys when there is a color conflict in uniforms. Teams should have a second uniform (pinnies may be provided, if needed).</p> <p>P. No jewelry of any kind, seen or unseen will be allowed. If the fingernails are considered unsafe by the referee, then gloves can be worn. No casts or splints of any kind are allowed.</p> <p>Q. Knee braces – AYSO will not prohibit the use of knee braces by players in AYSO events and programs, provided 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 of play.</p>
<p><b>7) COACHES</b></p>	<p>A. Each team is limited to two coaches but must have one Head Coach.. All coaches must be the ones listed on the Official Team Roster.</p> <p>B. Each Coach listed on the team roster 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 from eAYSO to the roster. Instructions on how to print your coach certification are included in this packet.</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 games and only enter the field of play as requested by the referee</p> <p>D. Negative comments and complaints about the referees <b>will not</b> be tolerated.</p>
<p><b>8) REFEREES</b></p>	<p>A. Each team in the tournament will provide a crew of 3 referees. These referees will be assigned up to 3 games, based on their qualifications.</p> <p>B. All referees must be an AYSO registered and trained volunteer and be Safe-Haven Certified.</p> <p>C. Only the diagonal system of control will be used to referee the games.</p> <p>D. Referees for U16/U-19 games must be National level. Referees for U-14 games must be Advanced level or above. Referees for U-12 games must be Intermediate level or above. Referees for U-10 games must be Regional or above.</p> <p>E. Youth referees (center referees) must be at least 2 years older than the age group they are refereeing.</p> <p>F. All referees must be in full uniform as defined by AYSO and USSF, 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.</p> <p>G. If all assignments are successfully completed, the Referee Deposit will be refunded (see REFEREE PLAN for more</p>

	<p>details).</p> <p>H. Referees are expected to check in at the Referee Station at least 30 minutes prior to their assigned game. 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>I. Coaches in this tournament are strongly discouraged from officiating so that scheduling of referees with the best experience and without conflicts can be accomplished. If an exception is warranted due to lack of other referee volunteers, this must be approved in advance by the Kickin' It Up In The Hills Referee Administrator.</p> <p>J. 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>K. All referees and assistant referees shall be assigned from the regions not involved in the game being played (if possible).</p> <p>L. Properly completed and signed line-up cards (time sheets in U-16 and U-19) must be submitted to the Tournament/Referee Tent Tournament Tent.</p> <p>M. Referees must file a Discipline Report for abusive language or unsporting behavior used by coaches, players, or spectators, and for any behavior which interfered with the game. The laminated Player ID card should also be turned in to the Tournament Tent for all red cards.</p> <p>N. See Section <u>Participant Misconduct (Yellow and Red Cards)</u> for reporting requirements on all red card ejections, spectator and/or coach misconduct.</p> <p><b><u>Participant Misconduct (Yellow and Red Cards)</u></b></p> <p>A. There shall be no mandatory sit-out period or substitution for a player cautioned and shown a yellow card. FIFA rules will apply, the misconduct should be recorded and play should proceed with no further consequence.</p> <p>B. No coach or assistant coach should be shown a card. Cards shall be reserved for players only. In the event that a coach fails to adhere to verbal warnings, then he/she may be removed and sent from the site by the referee.</p> <p>C. All players and coaches sent from the site must be reported to the Tournament Referee Administrator immediately after the termination of the game by the referee. Laminated Player ID card should be turned in to the Referee Tent with the line-up game card or time sheet. A misconduct report must be completed and filed immediately with the Tournament Referee Administrator. Misconduct reports will be available at the referee tent at each game site.</p> <p>D. Any player, who is a minor and is sent from the field (red card) and is asked to leave the site, must be accompanied by their parent or other Safe Haven certified adult. A player must not be sent off by him/herself.</p> <p>E. The penalty for a player receiving a red card and "sent from the field" shall be the loss of two (2) points and a one (1) game suspension (the following game), unless otherwise specified by the Tournament Director(s). The penalty for a coach/assistant coach "sent from the field" shall be the loss of two (2) points and a one (1) game suspension (the following game). Stronger penalties may be imposed depending on the circumstances.</p> <p>F. In the event an ejection occurs for violent conduct, all pertinent Regional Commissioners, Area Directors and Section Directors will be notified.</p> <p>O. In the event A Serious Incident Report is warranted, within 24 hours of serious incident, it is mandatory for the information to be sent by the Tournament director to all parties involved, including the Regional Commissioner, Area Director, Section Director and the National Director of Tournaments.</p>
<p><b>9) FIELDS</b></p>	<p>A. All fields will be set up and taken down by the tournament staff.</p> <p>B. Trash cans 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 &lt;No Food or drinks are to be consumed on the turf fields at Community Park. No stakes are to be used at community Park.&gt;.</p>
<p><b>10) FORMAT</b></p>	<p>The tournament is a "pool play" type tournament. Semi-finals and finals format will be posted prior to the start of the tournament at registration check-in.</p> <p>A. Tournament staff shall monitor pool games. Length of game is as follows:</p> <ul style="list-style-type: none"> <li>• Division U10(7v7) – 40 minutes, two (2) twenty (20) minute halves</li> <li>• Division U12 (9v9) – 50 minutes, Two 2) twenty-five (25) minutes halves.</li> <li>• Division U14 (11v11) – 60 minutes, Two 2) thirty (30) minutes halves</li> <li>• Division U16 and U19 – U16(70) &amp; U19(70) minutes.</li> <li>• Semi-Finals and Championship games will be regulation time.</li> </ul> <p>B. Points will be used to determine if and how a team will advance. A maximum of 10 points per game will be awarded as follows:</p> <ul style="list-style-type: none"> <li>6 points for a win</li> <li>3 points for a tie</li> <li>0 points for a loss</li> <li>1 point for a Shut-Out Win (0-0 games = 4 points point)</li> <li>1 point for each goal scored (not to exceed 3 points per game)</li> <li>-2 player/Coach ejection (Loss of two points)</li> </ul>

	<p>C. <b>All games</b> will count fully toward determining if and how a team will advance. It is the responsibility of each team to check standings to determine if they may advance to semi-finals.</p> <p>D. If there is a tie in points at the end of pool play; the final pool standing will be decided by the following tiebreakers:  First: Head-to-Head play (outcome of game involving tied teams)  Second: Fewest Red Cards  Third: Most number of Wins  Fourth: Fewest Goals against  Fifth: Goal differential (maximum of three (3) per game)  Sixth: Fewest Yellow Cards  Seventh: Kicks from the penalty mark.</p> <p>E. There will be no overtime in pool play. Ties will record as such.</p> <p>F. In case that the sixth tiebreaker does not produce a winner and there are more than two teams involved, the Tournament Director or designate, will contact the affected teams and schedule a shootout between the teams and the winner will be determined by kicks from the penalty mark. Kicks will be taken in order of each team's team number. At the end of five Kicks, the team with the highest goals scored will be declared 1<sup>st</sup>, 2<sup>nd</sup> and or 3<sup>rd</sup>. and will advance accordingly into the medal games. If at the end of 5 kicks, teams are still tied, additional kicks will be taken until ties are broken. Note: Only 11 players will participate in U14-U19, 9 players in U12 and 7 players in U10. The players have to be on the team Roster to be able to participate in the shootout. Refer to tie breakers in overtime games for further clarification.</p> <p>If only two teams are involved the Tournament Director may, with the agreement of both teams involved, conduct a coin flip without the presence of one or both coaches.</p> <p>G. Games shall be played as scheduled. No change to the scheduled times may be made without concurrence of the Tournament Director.</p> <p>H. Failure of a team to be ready at kick-off time shall constitute forfeiture and that team shall lose by the score of 0-1 (Maximum of 8 points awarded to the winning team).</p> <p style="text-align: center;"><b><u>GAME TIME IS FORFEIT TIME!</u></b></p>																		
<b>11) CHECK-IN</b>	<p>A. Teams must check in 60 minutes prior to their first game, and must present Game Cards for as many games as the team will play in the tournament (including medal-round games). The Game Cards must be properly completed with the players listed by first name-last name in jersey number order. The players listed on the game cards must match the approved roster submitted with the team's application. All players listed on the roster must appear on each game card, even if there is an expectation that one (or more) might miss a scheduled game.</p> <p>B. Each coach or team representative must provide laminated player id cards and AYSO Player Registration 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 games.</p>																		
<b>12) FIELD MONITORS</b>	<p>A. There will be a tournament Field Monitor assigned to each field, and will report to the Tournament Field Director. Field Monitors will check in teams prior to each game, and present the verified game cards to the match referees.</p> <p>B. At the conclusion of the game, the match referees must return the completed game 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>																		
<b>13) GAMES</b>	<p>A. Pool play games will consist of 20 to 45 minute halves depending on the age division (see chart below) with a five minute half time. 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. Games will expect to end on time, and may be shortened if they started late. Pool play games may end in a tie.</p> <p>B. Championship games will be full length for that division (see chart below). Championship games will be played until there is a winner (see Medal Round rules below).</p> <p>C. Game duration shall be as follows:</p> <table border="0" data-bbox="440 1619 964 1766"> <tr> <td>Division</td> <td>Pool Play</td> <td>Semi, Final Rounds</td> </tr> <tr> <td>U-10:</td> <td>20 minute half</td> <td>25 minute half</td> </tr> <tr> <td>U-12</td> <td>25 minute half</td> <td>30 minute half</td> </tr> <tr> <td>U-14:</td> <td>30 minute half</td> <td>35 minute half</td> </tr> <tr> <td>U-16:</td> <td>35minute half</td> <td>40 minute half</td> </tr> <tr> <td>U-19:</td> <td>35 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 game schedule and will be responsible for providing the game 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 don pinnies in the event of a color conflict with the visitor team. If any questions, the</p>	Division	Pool Play	Semi, Final Rounds	U-10:	20 minute half	25 minute half	U-12	25 minute half	30 minute half	U-14:	30 minute half	35 minute half	U-16:	35minute half	40 minute half	U-19:	35 minute half	45 minute half
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	<p>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 game has ended, teams must clear the field and the teams for the next game must take their places.</p> <p>F. <b>FORFEITS:</b> Teams must check in at the designated Field Coordinator Station 30 minutes prior to the start of the game. There will be a five-minute grace period at the start of the game 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 <b>STANDINGS</b> for the points to be awarded). For U-10 division teams, there is a minimum of 5 players on the field to continue a game. For U-12 the minimum number is 6 players. For all other divisions, there must be a minimum of 7 players to continue a game. If a team cannot field the minimum number of players, the game will be abandoned and a forfeit will be declared.</p> <p>G. <b>SUSPENDED GAMES:</b> 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; and may distribute awards according to games played and points. 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.).</p> <p>H. <b>ABANDONED GAMES:</b> 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 applying the Winning Percentage formula (Total Points Earned in all Game Played divided by Total Points Possible for the Number of Games Played) to each team in the pool. Note. This does not apply to games which were shortened due to late a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p>																														
<b>14) SUBSTITUTIONS</b>	<p>A. Substitutions shall be allowed approximately mid way through each half for ALL divisions U-10 through U-14, and will be recorded on the game cards by the referee.</p> <p>B. Substitutions in U-16/U-19 will be monitored substitution according to the AYSO Experimental Program for U-16/U-19 Play. Playing time for each player will be recorded on a special time monitoring form provided by a tournament official. Substitutions will be allowed at a stoppage of play as allowed by the referee</p> <p>C. 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>																														
<b>15) STANDINGS</b>	<p>A. Standings for pool play games will be determined on the "ten-point system" as follows:</p> <table border="0" style="margin-left: 40px;"> <tr><td>WIN</td><td>= 6 points</td></tr> <tr><td>TIE</td><td>= 3 points</td></tr> <tr><td>LOSS</td><td>= 0 points</td></tr> <tr><td>GOAL</td><td>= 1 point per goal differential up to a maximum of 3 per game</td></tr> <tr><td>SHUTOUT</td><td>= 1 point for a shutout, including a 0-0 tie</td></tr> <tr><td>FORFEIT</td><td>= 8 points (scored as a 1-0 win)</td></tr> <tr><td>RED CARD/</td><td>= 2 point deduction for team (includes 2 points for each player, substitute, or coach)</td></tr> <tr><td>EJECTION</td><td></td></tr> </table> <p>B. Winners of ties in standings will be determined as follows:</p> <table border="0" style="margin-left: 40px;"> <tr><td>First:</td><td>Head-to-Head play (outcome of game involving tied teams)</td></tr> <tr><td>Second:</td><td>Fewest Red Cards</td></tr> <tr><td>Third:</td><td>Most number of Wins</td></tr> <tr><td>Fourth:</td><td>Fewest Goals against</td></tr> <tr><td>Fifth:</td><td>Goal differential (maximum of three (3) per game)</td></tr> <tr><td>Sixth:</td><td>Fewest Yellow Cards</td></tr> <tr><td>Seventh:</td><td>Kicks from the mark.</td></tr> </table> <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>	WIN	= 6 points	TIE	= 3 points	LOSS	= 0 points	GOAL	= 1 point per goal differential up to a maximum of 3 per game	SHUTOUT	= 1 point for a shutout, including a 0-0 tie	FORFEIT	= 8 points (scored as a 1-0 win)	RED CARD/	= 2 point deduction for team (includes 2 points for each player, substitute, or coach)	EJECTION		First:	Head-to-Head play (outcome of game involving tied teams)	Second:	Fewest Red Cards	Third:	Most number of Wins	Fourth:	Fewest Goals against	Fifth:	Goal differential (maximum of three (3) per game)	Sixth:	Fewest Yellow Cards	Seventh:	Kicks from the mark.
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<b>16) ADVANCEMENTS</b>	<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>																														
<b>17) MEDAL-ROUNDS</b>	<p>A. In the case of a tie at the end of regulation time, two (2) eight (8) minutes OVERTIME PERIODS shall be played for all divisions. Both halves are to be played in their entirety (not sudden-victory).</p> <p>B. If a team is playing short because of ejection, that team will continue to play short during the overtime periods.</p> <p>C. The teams shall change ends of the field after the end of the first overtime period.</p> <p>D. During overtime, substitutions can occur only at the <b>beginning</b> of each overtime period. The referee must recognize players before entering onto the playing field.</p> <p>E. In the case of a tie following OVERTIME PERIODS, the winner shall be determined by the <b>TAKING OF KICKS FROM THE PENALTY MARK</b> as follows: Each team alternatively takes five (5) penalty kicks at the same goal, each shall be taken by a different player. The team scoring the most goals shall be declared the winner. If the game is</p>																														

	<p>still tied, the taking of kicks shall continue, in the same order (each kick being taken by a different player until all players of each team have been used), until such time as both teams have taken an equal number of kicks (not necessarily 5), and one team has scored a goal more than the other. This team shall be declared the winner. Only players on the field at the termination of the second overtime period may take penalty kicks; none of these players may be exempted from taking a kick if the number of kicks required to be taken equals or exceeds the number of players on the field.</p> <p>If one team has less players on the field compared to the other team's players on the field at the end of overtime periods, the team with more players needs to be reduced to match the number of players of the team with lesser players before the kicks from the penalty mark proceed.</p>
<b>18) AWARDS</b>	<p>A. Medals will be presented to coaches and players from the first through the fourth-place teams in each division.</p> <p>B. A tournament pin and T-Shirt will be presented to each player and coach.</p>
<b>19) CONDUCT</b>	<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 game 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 game misconduct report for <u>all</u> misconducts during the game, 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 game. Any player sent off (red carded) must immediately leave the vicinity of the game (under supervision of his/her 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. In the alternative, the player may stay on 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 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.</p> <p>F. It is mandatory to play a scheduled game. If it is determined that a coach willfully fails to have his team participate in a scheduled game, the coach will be dismissed from the tournament and the incident will be reported to the respective Regional Commissioner.</p> <p>G. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>H. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
<b>20) MEDICAL/FIRST AID</b>	<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>
<b>21) UNIFORMS/SAFETY</b>	<p>A. All players must wear the approved AYSO uniform only according to the National Rules &amp; Regulations, and all players on the same team must wear matching uniforms (goalkeeper excepted – may have a different jersey, AYSO 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 Game Card, and may not exchange numbered jerseys with any other player during the game 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>

<b>22) PROTESTS</b>	<p>A. Protests will be considered only for the following reasons:</p> <ul style="list-style-type: none"> <li>•1 An ineligible player has played.</li> <li>•2 One or more registered player(s), present and in uniform, have not played the required one half of the game (except for illness or injury as recorded by the game referee).</li> </ul> <p>B. All protests must be presented in writing to the Tournament Director within 1/2 hour of the completion of the game.</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.  <b>ALL PROTEST DECISIONS ARE FINAL!</b></p> <p>D. Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute!</p>
<b>23) RULES INTERPRETATION</b>	<p>The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.</p>