



Sponsored by AYSO Region 13 Pasadena / Altadena / La Canada



## 2019 AYSO Region 13 Myles Standish Tournament Rules

CATEGORY	RULES
<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 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: 10U \$750 (\$450 entry fee plus \$300 referee deposit), 12U \$775 (\$475 entry fee plus \$300 referee deposit), 14U \$800 (\$500 entry fee plus \$300 referee deposit)</p>
<b>3) ACCEPTANCE</b>	<p>A. Applications are due by November 1, but late applications will be accepted if there are still openings after that date.</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. If a team withdraws 30 or more days prior to tournament, a full refund is given within 48 hours of the request.</p> <p>B. Teams withdrawing less than 30 days before the start of the tournament will be issued a refund only 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 within 48 hours.</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 to the number that were assigned. Referee teams can be assigned up to four games at a 3-day tournament and up to three games at a 2-day tournament.</p>
<b>5) RAINOUT/ CANCELLATION</b>	<p>A. Should the tournament be rained out on the original date, it will not be rescheduled.</p> <p>B. If individual games are cancelled and cannot be rescheduled, 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.</p>
<b>6) PLAYERS/TEAMS</b>	<p>A. Players on participating teams must be properly registered to play in AYSO and be playing in the Fall 2019 program. 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 may be submitted (with the written approval of the Regional Commissioner); however, these changes must be received by the Tournament Registrar prior to the tournament.</p> <p>C. Three (3) Guest Players (players from a different Region from the applying team's Region) will be allowed for each team. However, each 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. Division 14U will play 11-v-11, and there will be a roster limit of 15 players per team. Division 12U will play 9-v-9, and there will be a roster limit of 12 players per team. Division 10U will play 7-v-7, and there will be a roster limit of 10 players per team.</p> <p>F. 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>G. There are no quarter limits on goalkeepers.</p>

<b>7) COACHES</b>	<p>A. Each team must have exactly two coaches – one Head Coach and one Assistant Coach. These coaches must be the ones listed on the Official Team Roster.</p> <p>B. All head coaches and assistant coaches must have the following minimum AYSO certifications: 10U division-10U Coach, 12U division- 12U Coach, 14U division: Intermediate coach. Please submit a roster showing the necessary certification.</p> <p>C. All head coaches and assistant coaches must also be Safe-Haven and CDC Concussion Certified and must provide their AYSO identification numbers.</p> <p>D. 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 game and enter the field of play only as requested by the referee.</p>
<b>8) REFEREES</b>	<p>A. Each team in the tournament shall provide a team of 3 referees. These referees will be assigned games based on their qualifications.</p> <p>B. Each referee must be a registered, trained volunteer with CDC concussion and Safe-Haven certification.</p> <p>C. Only the diagonal system of control will be used to referee the games with a 3-person referee team. If only two referees are available, they must use a club linesman, rather than running a 2-person referee team.</p> <p>D. Referees for 14U games are preferred at Advanced level or above. Referees for 12U games are preferred at Intermediate level or above. Referees for 10U games are required at Regional or above.</p> <p>E. Youth referees (center referees) must be at least 2 years older than the age group they are refereeing and must have with them a signed Youth Referee Letter.</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 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. The referee staff may assign some referees to standby duty, which means they must check in 30 minutes before game time, sign in, and wait until sent to a field or excused.</p> <p>I. Referees will be expected to uphold the tournament rules, AYSO Rules and Regulations and FIFA laws of the Game. 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>
<b>9) FIELDS</b>	<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>
<b>10) FORMAT</b>	<p>A. This is a pool-play tournament.</p> <p>B. Each age division will be bracketed into playing pools. Each team will play a minimum of 3 preliminary play games within their respective pools. Where there are sufficient teams, divisions will also be separated into multiple flights.</p> <p>C. Teams may 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>
<b>11) CHECK-IN</b>	<p>A. Teams must check in 60 minutes prior to their <u>first</u> game, and must present four tournament Game Cards, provided by tournament, 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 AYSO Player Registration Forms with original ink signatures for verification by tournament officials (e-signature forms are acceptable).</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) GAMES</b>	<p>A. Games will consist of two halves, 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 are expected to end on time and may be shortened if they started late. Pool play games may end in a tie. Bracket, championship and consolation games must result in a winner.</p>

	<p>B. Game duration shall be as follows:</p> <table border="0"> <tr> <td>Division</td> <td>Pool/Bracket Play</td> <td>Championship/Third Place</td> </tr> <tr> <td>10U:</td> <td>22 minute half</td> <td>25 minute half</td> </tr> <tr> <td>12U:</td> <td>22 minute half</td> <td>30 minute half</td> </tr> <tr> <td>14U:</td> <td>22 minute half</td> <td>35 minute half</td> </tr> </table> <p>C. A horn may be sounded at the scheduled end of each game. The horn will not stop the game but will indicate to the referee that it is time to stop game as soon as practical (2-5 seconds).</p> <p>D. The "home" team will be the first team or top team listed on the game schedule. The home team will be situated on the North or West side of the field and will provide two game balls. The visitor will be situated on the South or East side and provide one game ball. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or don pinnies if the referee determines a color conflict exists.</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. FORFEITS: Teams must check in 60 minutes prior to the start of their first 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 STANDINGS for the points to be awarded). For 10U teams, a minimum of 5 players must be present on the field to begin or continue a game. For 12U the minimum number is 6 players. For all other divisions, a minimum of 7 players. If a team cannot field the minimum number of players, the game will be abandoned and a forfeit will be declared.</p> <p>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; 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. ABANDONED GAMES: 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>	Division	Pool/Bracket Play	Championship/Third Place	10U:	22 minute half	25 minute half	12U:	22 minute half	30 minute half	14U:	22 minute half	35 minute half
Division	Pool/Bracket Play	Championship/Third Place											
10U:	22 minute half	25 minute half											
12U:	22 minute half	30 minute half											
14U:	22 minute half	35 minute half											
<p><b>13) SUBSTITUTIONS</b></p>	<p>A. Substitutions shall be allowed approximately mid-way through each half for ALL divisions 10U through 14U and will be recorded on the game cards by the referee.</p> <p>B. All substitutions must be recognized by the referee. Substitutions may be made for injured players; however, a substituted injured player may not return until the beginning of the next quarter and will be considered as having played the current quarter (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. No substitutions are allowed after the second overtime period.</p>												
<p><b>14) STANDINGS</b></p>	<p>A. Standings for pool play games will be determined on a "ten-point system" as follows:</p> <table border="0"> <tr> <td>WIN</td> <td>= 6 points plus 1 point for each goal up to a maximum of 3 goals, plus 1 point for a shutout</td> </tr> <tr> <td>TIE</td> <td>= 3 points plus 1 point for each goal up to a maximum of 3 goals, plus 1 point for a shutout</td> </tr> <tr> <td>LOSS</td> <td>= 0 points plus 1 point for each goal up to a maximum of 3 goals</td> </tr> <tr> <td>FORFEIT</td> <td>= 8 points (scored as a 1-0 win)</td> </tr> </table> <p>B. Winners of ties in standings will be determined as follows:</p> <ul style="list-style-type: none"> <li>Head to head competition</li> <li>Fewest goals allowed</li> <li>Goal differential (up to 3 goals per game)</li> <li>Coin toss at the end of pool play</li> </ul>	WIN	= 6 points plus 1 point for each goal up to a maximum of 3 goals, plus 1 point for a shutout	TIE	= 3 points plus 1 point for each goal up to a maximum of 3 goals, plus 1 point for a shutout	LOSS	= 0 points plus 1 point for each goal up to a maximum of 3 goals	FORFEIT	= 8 points (scored as a 1-0 win)				
WIN	= 6 points plus 1 point for each goal up to a maximum of 3 goals, plus 1 point for a shutout												
TIE	= 3 points plus 1 point for each goal up to a maximum of 3 goals, plus 1 point for a shutout												
LOSS	= 0 points plus 1 point for each goal up to a maximum of 3 goals												
FORFEIT	= 8 points (scored as a 1-0 win)												

**15) ADVANCEMENTS –  
Two Day  
Tournaments**

At the end of pool play, the teams in each division (or in each flight, if a division has multiple flights) are seeded into brackets for further play. The seeding process depends on the number of team in the flight or division. In seeding, teams are given letters depending on their order of finish.

- A. Divisions with 4 teams play a three game round robin, after which the teams are assigned letters A through D in order of finish. The top two teams (A and B) play for the championship, and the other two teams (C and D) do not have a fourth game.
- B. Divisions or flights with 5 teams play a four-game round robin, after which the order of finish is determined by the point total and tiebreakers if necessary. There is no championship game.
- C. Divisions or flights with 6 teams are broken into two three-team pools. Each team in a given pool will play each of the teams in the other pool. When the pool play games are completed, all teams will be placed back into a To Be Seeded pool together. The two teams in the To Be Seeded pool with the most points are compared and the winner is placed in the Seeded Teams pool and the loser is returned to the To Be Seeded pool. The winner of the comparison is based on 1) head to head play, 2) most points, 3) fewest goals allowed, 4) goal differential (up to 3 goals per game), 5) coin toss. Note that head to head play has priority over most points when each pair is compared. The process iterates and stops once all teams have been placed in the Seeded Teams pool.
- D. Divisions or flights with 8 teams are broken into two four-team pools for a three game round robin, after which the two pool winners (teams A and B) play for the championship and the two second-place teams (C and D) play for third place. The remaining four teams (E through H) do not have a fourth game.

<b>16) ADVANCEMENTS – Three Day Tournaments</b>	<p>At the end of pool play, the teams in each division (or in each flight, if a division has multiple flights) are seeded into brackets for further play. The seeding process depends on the number of team in the flight or division. In seeding, teams are given letters depending on their order of finish.</p> <p>A. Divisions with 4 teams play a three-game round robin, with two games Friday and one Saturday morning. For the semifinals on Saturday afternoon, the first-place team plays the fourth-place team, and the second-place team plays the third-place team. The championship and consolation games are on Sunday.</p> <p>B. Divisions with 5 teams play a four-game round robin, with two games Friday and two Saturday. On Sunday, the first- and second-place finishers play for the championship, the third- and fourth-place finishers play in the consolation match, and the fifth-place finisher does not have a fifth game.</p> <p>C. Divisions with 6 teams play a five-game round robin, with two games on Friday, two on Saturday, and one on Sunday. There is no championship game: the team with the most points finishes first, and so forth down the line.</p> <p>D. Divisions or flights with 7 teams play a six-game round robin, two games each day. There is no championship game: the team with the most points finishes first, and so forth down the line.</p> <p>E. Divisions or flights with 8 teams are broken into two four-team pools for a three-game round robin. The championship bracket contains the first and second places finishers in each pool. The first-place finisher with more points is assigned letter A, and the other first-place finisher is B. The two second-place teams become C and D, with A and C always in the same pool so that the semifinal games A vs. D and B vs. C do not involve teams from the same pool. The third- and fourth-place teams are assigned letter E through H similarly and play for 5<sup>th</sup> through 8<sup>th</sup> place.</p> <p>F. Divisions or flights with 10 teams are broken into two 5–team pools for a four game round robin. Teams play two pool games Friday and two pool games Saturday. On Sunday, the two winners of each pool in a flight play for the championship of their flight, the two second-place teams play for third place, and so forth.</p> <p>G. Divisions or flights with 12 teams are broken into three four-team pools for a three game round robin. The championship bracket contains the three pool winners and the second-place team with the most points. Usually the pool winners are assigned letter A, B and C according to their points and the "wild card" team is D. In the semifinals, A plays D and B plays C. If the wild card team is in the same pool as A, we switch teams C and D to avoid a rematch in the semifinals. The semifinal winners play for the championship, and the semifinal losers play for 3<sup>rd</sup> and 4<sup>th</sup> places. The next two brackets behave similarly. Bracket 2 contains the other two second-place teams (letters E and F) and the top two third-place teams (letters G and H). Bracket 3 contains the worst third place team (letter I) and the three fourth-place teams (J, K and L). Again, if the normal seeding would produce a semifinal game between teams from the same pool, we switch the lower two teams (G and H, or K and L).</p> <p>H. Divisions or flights with 15 teams are broken into three 5-team pools. Teams play two pool games Friday and two pool games Saturday. The three first-place finishers and the top second-place team go into a four-team top bracket with semifinals and finals, for a total of six games. The other two second-place teams, all third- and fourth-place teams, and the top two fifth-place teams will have one playoff game, to decide places 5-14, for a total of five games. The last fifth-place team will not play on Sunday, for a total of four games.</p> <p>I. Divisions with 16 teams are broken into four four-team pools, for a three-game round robin. The championship bracket contains the four pool winners, which are assigned letters A, B, C and D by point total. As above, A plays D and B plays C in the semifinals, the winner play for the championship and the losers play for 3<sup>rd</sup> and 4<sup>th</sup> place. Brackets 2, 3 and 4 likewise contain the second-place, third-place and fourth-place teams respectively, and they are given letters E through H, I through L, and M through P.</p>
<b>17) MEDAL-ROUNDS</b>	<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 game shall be decided by FIFA Kicks from the Penalty Mark.</p>
<b>18) AWARDS</b>	<p>A. Medals will be presented to coaches and players for the 1<sup>st</sup> thru 4<sup>th</sup> place teams in each division or flight.</p> <p>B. Tournament pins will be provided to each player and coach at check in.</p>
<b>19) CONDUCT</b>	<p>A. Coaches will be expected to set a positive example for the team, and they 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). The two coaches must remain in the marked coaching area (within ten yards of the halfway line).</p> <p>B. Referees will be required to complete a game misconduct report for all misconducts, send offs or expulsions 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), may not return to the field of play during the current game, including for the post-game handshake, may not be substituted for, and is</p>

	<p>suspended from participation in the next game. If no parent or Safe-Haven certified adult is available for escort, the player may stay on the sideline under the supervision of the coach.</p> <p>D. Any team receiving a cumulative total of three red cards may forfeit the right to any further participation in the tournament at the discretion of the Tournament Director. There will be no refund for such teams.</p> <p>E. Any red card or ejection for violent conduct may result in that player/coach/spectator being barred from the remainder of the tournament.</p> <p>F. 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>G. 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 coach's Regional Commissioner.</p> <p>H. All conduct problems will be reported to the appropriate Regional Commissioner.</p> <p>I. All Serious Incidents will be reported to the appropriate Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
<b>20) MEDICAL/FIRST AID</b>	<p>A. There will be basic First Aid at the referee tent where participants may receive ice, etc. for minor injuries.</p> <p>B. If an injury is serious, the first aid staff or Safety Director will call 911 for emergency response.</p> <p>C. 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, and all players on the same team must wear matching uniforms. The goalkeepers must have a jersey that distinguishes them not only from their teammates but also from the opponents.</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>• An ineligible player has played.</li> <li>• One or more registered player(s), present and in uniform, has 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. ALL PROTEST DECISIONS ARE FINAL!</p> <p>D. Referee judgment calls are FINAL and are not grounds for or 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>