



Sponsored by AYSO Region 359 Bakersfield, CA

2009 Kern River Crude Oil Classic AYSO Invitational Tournament Rules

- RULES:** Unless otherwise noted, the current AYSO National Rules and Regulations and FIFA Laws of the game will be used for this tournament. The following rules are intended specifically for this tournament ONLY!
- JURISDICTION:** 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!**
- FEES:** Entire fee and referee deposit must accompany tournament application and will be returned if application is not accepted. Checks must be issued from the respective Region's account (no personal checks). **Referee Deposits** will be returned to those teams having a qualified referee team report for all required assignments, including standby assignments after completion of their final assignment.
- ACCEPTANCE:** Teams not selected will be notified by phone or posted letter within 48 hours of the entry deadline (April 3rd) and placed on a stand by list if they so choose. Teams withdrawing by April 3, 2009 will be issued a full refund; after that, teams withdrawing will only be issued a refund if a replacement team can be found. Any team that wishes to withdraw after being accepted must contact the Registrar or Director no less than thirty (30) days prior to the tournament to receive a full refund. Within thirty (30) days of the tournament, a full refund will only be issued if a replacement team is available. A full refund will be issued if the tournament is cancelled and cannot be rescheduled. Should the tournament be postponed, it will be rescheduled to the weekend of May 23 & 24, 2009. Teams will be given until May 9 to notify if they plan to return or not. Teams withdrawing by May 9 will be issued a full refund; after that, withdrawing teams will only be issued a refund if a replacement team can be found.
- PLAYERS/TEAMS:** Players on participating teams must be registered to play and have played in the 2008-09 season, in AYSO. Only eAYSO roster will be accepted, which must be verified and approved by each player's Regional Commissioner. Division U14 will play 11-v-11, and there will be a limit of 15 players per team. Division U12 will play 9-v-9, and there will be a limit of 12 players per team. Division U10 will play 7-v-7, and there will be a limit of 10 players per team. **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. **TEAMS MUST CHECK IN** 60 minutes prior to their first game. Each coach or team representative must provide AYSO Player Registration forms with original ink signatures for verification by tournament officials. At game time, each coach must have these Player Registration forms ready for presentation to Tournament Officials or their players will not play. **GUEST PLAYERS** - Teams are allowed to have up to two (2) guest players from another region, provided every guest player has a signed letter giving approval to participate from their Regional Commissioner and their Regional Commissioner's signature on the official tournament team roster.
- COACHES:** Each team is limited to one Head Coach and one Assistant Coach only (must have one of each). These coaches must be the ones listed on the Official Team Roster. Each Coach must be currently registered and Safe-Haven certified and must provide their AYSO Identification Number.
- REFEREES:** Each team in the tournament will provide a crew of 3 referees. All referees must be appropriately trained, currently registered and safe haven certified. These referees will be assigned up to 3 games, based on their qualifications. If all assignments are successfully completed, the Referee Deposit will be refunded (see REFEREE PLAN for more details). Youth referees must carry a letter of certification from their Regional Referee Administrator and be prepared to present it to any Tournament Official upon request. For teams who are eligible, **Referee Deposits** will be returned to those teams having a qualified referee team report for all required assignments, including standby assignments after completion of their final assignment.
- TOURNAMENT FORMAT:** 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 competition flights. 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.
- FORFEITS:** Game time is forfeit time! Teams must check in at the designated Field Coordinator Station 30 minutes prior to the start of the game. There will be no grace period to wait for a team during tournament play - games must start on time, if you are late you forfeit! The score for forfeit match will be 1-0 for the remaining team (See STANDINGS for the points to be awarded).
- HOME TEAM:** 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 West side of the field, and the visitor will be situated on the South or East 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 referee will determine whether this is necessary. For pool play games, there will be no coin toss - the home team will select the goal they will attack and the visiting team will kick off.
- GAME FORMAT:** Each qualifying pool game will consist of 20 to 30 minute halves (depending on the age division) 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. Championship games will be full length for that division (see Duration of Play).

12. **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.).

13. **DURATION OF PLAY:** Game duration shall be as follows:

Division	Pool Play	Semi, Final Rounds
U-10	20 minute half	25 minute half
U-12	22 minute half	30 minute half
U-14	25 minute half*	35 minute half
Kick-Off	Home Team Selects Goal	Coin Toss

14. **SUBSTITUTIONS** shall be allowed approximately mid way through each half for all divisions. 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).

Substitutions in all overtime periods of medal round matches will take place at the beginning of the period only.

MEDAL ROUND GAMES: 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 penalty kicks.

15. **STANDINGS:** Standings for pool play games will be determined on the "ten-point system" as follows:

WIN	= 6 points
TIE	= 3 points
LOSS	= 0 points
GOAL	= 1 point (one point per goal scored up to a maximum of 3 per game, win or lose)
SHUTOUT	= 1 point (for an <u>earned</u> shutout, including a 0-0 tie)
FORFEIT	= 7 points (scored as a 1-0 win, no shutout points as it is not an "earned" shutout)
RED CARD	= 2 point deduction for team (includes 2 points for each player, substitute, or coach)

Winners of ties in standings will be determined as follows:

Head to head competition

Most number of wins

Least number of sportsmanship point deductions (1 point per misconduct, 1 point per spectator incident)

Goals allowed – total (up to a maximum of five per game; fewest number advances)

Goal differential (goals scored to three per game less total goals allowed; highest differential advances)

FIFA kicks from the mark

Wildcard teams will be the team(s) with the highest standings points from all teams in the division who are not advancing.

17. **AWARDS:** Medals will be presented to coaches, team manager and players from the first-place through the fourth-place teams in each division.

18. **CONDUCT:** 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. Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from midfield).

At the conclusion of each match, the referees will indicate on the reverse of the game cards any point deductions for poor sportsmanship. Points deductions will be used as tie-breakers should that become necessary.

Any coach or spectator ejected must immediately leave the field 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 a parent or Safe Haven-certified adult and may not play in the next game. Any violent conduct red card or ejection may result in the player/coach/spectator being expelled from the tournament at the discretion of the Director. All conduct problems will be reported to the respective Regional Commissioner. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.

19. Medical staff will be present to address any medical issues.

20. **PROTESTS:** Protests will be considered only for the following reasons:

A) An ineligible player has played.

B) 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).

All protests must be presented in writing to the Director within 1/2 hour of the completion of the game.

All protests will be heard by a Protest Committee of at least three persons selected by the 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!

Referee judgment calls are FINAL and are not grounds for subject to protest or dispute!

21. **RULES INTERPRETATION:** The Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.