



2019 Island's Best Tournament December 27 - 29, 2019 AYSO Invitational Tournament Rules

CATEGORY	RULE
1) JURISDICTION	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 7 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 (TD), 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.</p> <p>C. Referee judgment calls are NOT subject to dispute or protest!</p>
2) FEES	<p>A. Entry fee and referee deposit must accompany tournament application and will be returned if application is not accepted. Fee must be a single check issued from the respective Region /Organization Account (no personal checks).</p> <p>B. Entry Fee: 10U Teams \$175 12U Teams \$210 14U Teams \$175 Referee Deposit: \$200</p>
3) ACCEPTANCE	<p>A. Applications are due on December 1, 2019.</p> <p>B. Applications will be accepted on a first-come basis, based on completed application (see Team Application Form for criteria). The 10U and 12U age groups, boys and girls, will have Gold and Silver divisions for each..</p> <p>C. Teams will be notified by email within 4 days of the receipt of their applications.</p> <p>D. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list or have their application returned within 2 days.</p> <p>E. The primary form of communication between the Tournament and applying teams will be email and by phone. Teams must designate a Team Contact on their application and provide the volunteer's contact information.</p>
4) REFUNDS	<p>A. Teams withdrawing 21 days or more before the tournament will be issued a full refund.</p> <p>B. Teams withdrawing less than 21 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 required.</p>
5) RAINOUT/ CANCELLATION	<p>A. Should the tournament be rained out on the original date, we will reschedule for the Jan 3-5 weekend.</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 which were not included in the registration fee. These pre-ordered items will be sent to the team.</p>
6) PLAYERS/TEAMS	<p>A. Players on participating teams must be properly registered in Blue Sombrero and have played in the just completed primary program. Regional Commissioners are responsible to ensure that all players meet eligibility requirements.</p> <p>B. Only Blue Sombrero electronically produced rosters which are approved and signed by each team's Regional Commissioner will be accepted. Team applications due December 1, 2019. Deadline for roster changes (with the written approval of the Regional Commissioner) is December 7, 2019.</p> <p>C. No guest players are allowed.</p> <p>D. Division 14U will play 7-v-7, with a roster limit of 10 players per team. Division 12U will play 9-v-9, with a roster limit of 12 players per team. Division 10U will play 7-v-7, with a roster limit of 10 players per team.</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 TD.</p>
<p>7) COACHES</p>	<p>A. Each team is limited to one Head Coach and one Assistant Coach only. These coaches must be the ones listed on the Official Blue Sombrero Team Roster.</p> <p>B. Each AYSO Coach must have a current season volunteer form on file with the NSTC, provide their AYSO Identification Number and be Safe-Haven certified.</p> <p>C. Both Head Coach and Assistant Coach must have Certifications as follows: 10U: 10U Certification or higher 12U: 12U Certification or higher 14U: Intermediate Certification or higher</p> <p>D. Coaches are expected to set the example for their team in exhibiting proper AYSO 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>8) REFEREES</p>	<p>A. Each team in the tournament will provide a crew of 3 referees. These referees will be assigned a minimum of one game, based on their qualifications.</p> <p>B. Each AYSO referee must have a current season volunteer form on file with the NSTC, provide their AYSO Identification Number and be Safe-Haven Certified. USSF Referees with AYSO cross certification are acceptable.</p> <p>C. Only the diagonal system of control will be used to referee the games. It is highly recommended that Center Referees possess the following level of certification or experience & ability commensurate with the following guidelines: 14U games: AYSO Advanced or equivalent USSF level or above. 12U games: AYSO Intermediate or equivalent USSF level or above. 10U games: AYSO Regional or equivalent USSF level or above.</p> <p>D. Assistant Referees should be competent in the level for which they are volunteering.</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 (shirts tucked in for entire match) as defined by AYSO (collared shirts, black shorts, black socks) 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 in full uniform at least 30 minutes prior to their assigned game. Failure to appear on time in full uniform 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. Post game requirements: The referee team shall complete both game cards. Names and phone # of referees must be legibly printed. A formal written misconduct report must be completed for players, coaches or spectators by the referee team before leaving the referee tent area.</p> <p>J. Referee Deposits will be refunded within 14 days of the tournament, if referee assignments have been completed. Partial refunds will be given based upon the number of game slots completed.</p>
<p>9) FIELDS & FACILITIES USE</p>	<p>A. All fields will be set up and taken down by the tournament staff.</p> <p>B. 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. Parked in marked stalls only. Do not park in stalls reserved for tournament staff, vendors or emergency access.</p> <p>D. Portable pop up tents may be erected for shade during matches but cannot be left overnight.</p> <p>E. The Stadium field is off limits for games or warm up except for teams in championship matches on Sunday, if available.</p> <p>F. No animals are allowed at Waipio Soccer Park.</p>

<p>10) FORMAT</p>	<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 competition flights.</p> <p>C. Teams will advance from qualifying pools based on pool play standings points. Number of teams advancing per pool will be determined by the number teams and pools in the division.</p> <p>D. Other formats may be used depending on the number of teams involved and field availability.</p>												
<p>11) CHECK-IN</p>	<p>A. IBT will provide game cards printed from electronic rosters.</p> <p>B. Game cards will be given to referee team prior to each match. Referees will check in teams on the field prior to each match. Late arriving players must check in with the referee before entering the field of play.</p> <p>C. Regions must enter their team rosters into Affinity in order for the tournament staff to print the tournament game cards. Refer to the Roster Instructions document.</p>												
<p>12) GAMES</p>	<p>A. Pool play games will consist of 20 to 30 minute halves depending on the age division (see chart below) with a five minute half time. There will be a running clock during break for 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 but may be modified by the tournament director based on # of entries.</p> <table border="0" style="margin-left: 40px;"> <thead> <tr> <th></th> <th style="text-align: center;"><u>Pool Play & Semi-Final</u></th> <th style="text-align: center;"><u>Final</u></th> </tr> </thead> <tbody> <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> </tbody> </table> <p>D. The "home" team will be the first team or top team listed on the game schedule and occupy the West or North side of the field as designated by the field map.</p> <p>E. FORFEITS: 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 3-0 for the remaining team (See STANDINGS for the points to be awarded). For 10U division teams, there is a minimum of 5 players on the field to continue a game. For 12U the minimum number is 6 players. If a team cannot field the minimum number of players, the game will be abandoned and a forfeit will be declared.</p> <p>F. 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>G. 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 notplayed.</p>		<u>Pool Play & Semi-Final</u>	<u>Final</u>	10U	20 minute half	25 minute half	12U	25 minute half	30 minute half	14U	30 minute half	35 minute half
	<u>Pool Play & Semi-Final</u>	<u>Final</u>											
10U	20 minute half	25 minute half											
12U	25 minute half	30 minute half											
14U	30 minute half	35 minute half											
<p>13) SUBSTITUTIONS</p>	<p>A. Substitutions shall be allowed at halftime and approximately midway through each half for ALL divisions and will be recorded on the game cards by the referee.</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 all overtime periods of medal round matches will be at the beginning of the periods only & for injury.</p> <p>D. AYSO rules apply to all substitutions by divisions. Everyone must play ½ of each game. 10U goalkeepers are allowed only one quarter in the goal. U12 goalkeepers are allowed 2 quarters in goal but must play 1 quarter on the field.</p> <p>E. Failure to abide by the substitution rules will result in the forfeit of the match.</p>												

<p>14) STANDINGS</p>	<p>A. Team standings are determined by the following point system:</p> <p>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 earned shutout, including a 0-0 tie) PLAYER SENT OFF = -1 point COACH OR TEAM SUPPORTER EXPELLED FROM GAME = -1 point FORFEIT = 10 points (scored as a 3-0 win).</p> <p>B. Ties will be recorded as such in pool play</p> <p>C. Tie breaker at the end of pool play will be determined as follows:</p> <p><u>U10:</u></p> <p>Head to head competition Goals allowed (maximum 3 per game) Goal differential (total goals scored less total goals allowed, maximum 3 goal differential per game) Goals scored (maximum 3 per game) Coin toss</p> <p><u>U12-U14:</u></p> <p>Head to head competition Goals allowed (maximum 3 per game) Goal differential (total goals scored less total goals allowed, maximum 3 goal differential per game) Goals scored (maximum 3 per game) Coin toss</p>
<p>15) ADVANCEMENTS</p>	<p>A. Pool winners (and in some cases second in pool) 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>16) MEDAL-ROUNDS</p>	<p>A. All semi-final matches ending in a tie shall go directly to the FIFA kicks from the penalty mark procedure.</p> <p>B. All championship matches ending in a tie will have two full overtime periods (no sudden victory) with teams changing field direction after each overtime period. In these matches, if still tied after overtime play, the game shall be decided by FIFA kicks from the penalty mark.</p> <p>C. Length of overtime periods: 10U/12U/14U – two eight minute periods.</p>
<p>17) AWARDS</p>	<p>A. Medals will be awarded to the top two teams in each division.</p>
<p>18) CONDUCT</p>	<p>A. All coaches & spectators will be expected to set a positive example for their teams. Coaches will be held responsible for all spectators. 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).</p> <p>B. Any coach or spectator sent off 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 their 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.</p> <p>C. Any violent conduct red card or send off will result in that player/coach/spectator being barred from the remainder of the tournament.</p> <p>D. 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>E. 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>F. All conduct problems will be reported to the Tournament Director and the respective Regional Commissioner .</p> <p>G. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and National Office parties or appropriate Organization Official.</p>
<p>19) MEDICAL/FIRST AID</p>	<p>A. 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>B. If an injury is serious, the first aid staffer, Safety Director or field monitor will have a mobile phone to call 911 for emergency response.</p> <p>C. Directions to the nearest hospital/urgent care center will be available with the SafetyDirector.</p>
<p>20) UNIFORMS/SAFETY</p>	<p>A. All AYSO players must wear the approved AYSO uniform only. All players on the same team must wear matching uniforms (goalkeeper – may have a different jersey – for AYSO, the logo is recommended but not required). If uniforms are not available, then alternatives must be discussed with the tournamentdirector.</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. AYSO stick on patches are not permitted.</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. Undergarments(bike shorts, long sleeve shirts) must be same color for all teammates.</p> <p>D. The home team will change jerseys or wear a player vest that is deemed by the referee team to be distinct from the visiting team's uniform color.</p> <p>E. No player will be allowed to participate in any game 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 the team member from participation.</p> <p>F. 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> <p>G. All jewelry, bracelets, hard hair clips and visible body piercings must be removed. Using tape to cover jewelry is not permitted. Medical alert bracelets must be taped to the arm or body.</p>
<p>21) PROTESTS</p>	<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, has not played the required one half of the game (except for illness or injury as recorded by the game referee). <p>B. All protests must be presented in writing to the Tournament Director within 30 minutes of the completed 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 nor subject to protest or dispute!</p>
<p>22) RULES INTERPRETATION</p>	<p>The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants. The Tournament Director does not have the right to interpret the Laws of the Game and AYSO Modification to the Laws of the Games unless they are the appropriate "Director of Referee Instruction"</p>