

**2025 Kit Carson  
AYSO Area 2F All Star Tournament  
Rules**

**November 8 & 9, 2025  
Pete Livermore Sports Complex  
Carson City, Nevada**

Sponsored by AYSO Area 2F

| CATEGORY               | RULE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
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| <b>1. JURISDICTION</b> | <p>A. Unless otherwise noted, the current AYSO National Rules and Regulations and IFAB (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 Area Director, Tournament Director or person(s) designated by the Area or Tournament Director will have jurisdiction over all games played. Disputes will be resolved by the end of the soccer day. Referee calls are NOT subject to dispute, protest or criticism by anyone (coaches, players or spectators)</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| <b>2. FEES</b>         | <p>A. Entire entry fee must accompany tournament application and will be returned if application is Not accepted. Fee must be paid in system. and made out to <b>AYSO Area 2F</b>.</p> <p>B. Fees are: 10U – \$300; 12U – \$360; 14U – \$450 16U COED- \$540</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>3. ELIGIBILITY</b>  | <p>A. The regions in Area 2F including Bishop, Carson City, Carson Valley, Dayton, Incline Village, Mammoth, North Lake Tahoe, South Lake Tahoe and Truckee are invited to send no more than two teams to represent their region in each of the age/gender divisions. A region need not send a team in every age/gender division category. Regions are encouraged to send their “best” teams to the tournament. These teams are composed of players selected at the discretion of the participating region. It is required that regions include their best players/team in the Sierra flights and their next best players/team in the Cascade flights.</p> <p>B. Bracketing will be done randomly and participation is on a first come, first served basis based on the acceptance terms below. If a team enters after an even number of teams has been already accepted, they will be placed on a waiting list until another team is found and the bracket can once again be an even number, where possible.</p> <p>C. Tournament officials reserve the right to invite additional teams from Regions in good standing as deemed necessary to ensure adequate game bracketing.</p> <p>D. Regions <b>MUST</b> be in good standing with the Area, Section and National to participate.</p> |
| <b>4. ACCEPTANCE</b>   | <p>A. <b>Applications are due by Oct 30, 2025</b></p> <p>B. A Divvy payment in the registration system (preferred) or an e-check must accompany all applications.</p> <p>C. Applications will be accepted on a first-come basis, based on completed application and entry fee payment. Teams will be notified of their acceptance status by email within 48 hours 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. 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>E. The primary form of communication between the Tournament and applying teams will be email. Teams must designate a Team Contact on their application who has email access.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                           |

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| <b>5. REFUNDS</b>                   | <p>A. Teams not accepted will be given a 100% refund within 30 days.</p> <p>B. Teams withdrawing after acceptance but less than 7 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 partial refund, minus expenses will be issued.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <b>6. RAINOUT/<br/>CANCELLATION</b> | <p>A. If the tournament is cancelled due to weather after partially completing and it cannot be rescheduled to be completed, there will be no refunds.</p> <p>B. 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. Any pre-ordered items will be sent to the team.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>7. PLAYERS/<br/>TEAMS</b>        | <p>A. Players on participating teams must be properly registered to play in AYSO, and have played in the fall 2025 season in a minimum of one-half of all games plus one of the games for which they were eligible.</p> <p>B. Players must be in good standing in their Region.</p> <p>C. Players <b>MUST</b> play in the same division they played in the standard primary season (fall/Core season).</p> <p>D. Coaches and their Regional Commissioners are responsible for ensuring that all players meet eligibility requirements.</p> <p>E. All Rosters must be submitted through the AYSO Tournament Platform. There will be no roster changes allowed on tournament day.</p> <p>F. For identification purposes, each player must have a laminated identification card with name, picture, AYSO ID# and the signature of their Regional Commissioner. These ID cards must be presented for inspection at check-in time or upon request by any tournament official or match referee.</p> <p>G. Coed teams will be accepted; however they must play in the COED or Boys divisions only.</p> <p>H. Division 10U will play 7-v-7, and there will be a roster limit of 10 players per team. Division 12U will play 9-v-9, and there will be a roster limit of 12 players per team. Division 14U will play 11-v-11, and there will be a roster limit of 15 players per team. Division 16U coed will play 11V11 and there will be a roster limit of 18 players per team.</p> <p>I. All players are expected to receive the equal playing time. This tournament follows the “three before four” rule – no player plays four quarters until all the players on the team have played three quarters. <b>Failure to abide by the rule will result in tournament forfeiture!</b></p> <p>J. Goal keepers are considered as all other players with the regards to playing time. In addition, they must follow the following guidelines:</p> <ul style="list-style-type: none"> <li>• 10U – no more than half a game in the goal</li> <li>• 12U – no more than three quarters in the goal</li> <li>• 14U - can be in goal entire game (providing the three before four rule is followed)</li> <li>• 16U - can be in goal entire game (providing the three before four rule is followed)</li> </ul> |

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| <b>8. COACHES</b>  | <p>A. Each team is limited to two coaches – one Head Coach and one Assistant Coach. These coaches must be listed on the Official Team Roster. No other individuals will be allowed on the touch line with the players.</p> <p>B. Each Coach (both head and assistant coaches) must be a currently registered volunteer, Safe-Haven certified (since July 2011), Safe Sports certified, CDC Concussion Awareness certified and AYSO trained at the age-appropriate level. If in California, volunteers must be finger printed also.</p> <p>C. For identification purposes, each coach must have a laminated identification card with name, picture, AYSO ID# and the signature of their Regional Commissioner. These ID cards must be presented for inspection at check-in time or upon request by any tournament official or match referee. <b>Coach ID's must be on a lanyard and visible to officials.</b></p> <p>D. Coaches must have a Roster with them at all times and ready for presentation to Tournament Officials.</p> <p>E. 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>                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>9. REFEREES</b> | <p>A. Each team in the tournament <b>MUST provide two to three referees</b>. Referees need to sign up through ref scheduling system. Link will be sent soon.</p> <p>B. All referees must be an AYSO <b>registered and trained volunteer</b> 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 10U &amp; 12U games must be Regional or above.<br/>Referees for 14U &amp; 16U games must be Intermediate 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, including the Referee Badge. Referees not in uniform will not be permitted to referee games.</p> <p>G. 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 being assigned to the field. Once a replacement referee has been assigned, they will have priority and the original referee must report to the Referee station for an alternative assignment.</p> <p>H. Coaches in the tournament will not be allowed to referee their own game. Parents will not be allowed to referee games that their children participate in and are encouraged to referee games in divisions other than the division and gender that their child participates in.</p> <p>I. Referees will be expected to uphold the tournament rules, AYSO Rules and Regulations and IFAB (FIFA) laws. Any failure of the referee to uphold these rules may be cause for dismissal from the tournament.</p> |
| <b>10. FIELDS</b>  | <p>A. Trash cans are available at the fields. Teams will be expected to clean up all trash in their area before leaving.</p> <p>B. Please observe the following Facility Use Rules while attending the tournament: Parking along the west side of Edmonds Field (the fence near the brush) is illegal – the land is not city property. Your vehicle may be ticketed and towed if you park along the western fence.</p> <p>C. There is no smoking, tobacco use or alcohol use allowed on any Carson City youth sports facilities fields or at any AYSO event. If you must use tobacco, do so in the parking lot away from entrances to the field, please.</p> <p>2. <b>Dogs are NOT allowed at Pete Livermore Sports Complex.</b></p> <p>3. Overnight camping is not allowed at Pete Livermore Sports Complex, including in the parking lot. RVs must be parked at the South end of the parking lot.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

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| <p><b>11. FORMAT</b></p>         | <p>A. This is a pool-play tournament.</p> <p>B. Each team will play a minimum of 2-3 games. 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. Not all divisions will have a final. Some 1<sup>st</sup> and 2<sup>nd</sup> place teams will be decided by points after 4 games. All 1<sup>st</sup> and 2<sup>nd</sup> place teams will receive medals.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <p><b>12. CHECK-IN</b></p>       | <p>A. Coach check-in. A Regional Commissioner, or Coach must check in at the Referee Shack at Pete Livermore Sports Complex between 5:00pm and 8:00pm on Friday, November 7. At the coach check-in, the team's representative shall provide to Tournament officials:</p> <ol style="list-style-type: none"> <li>1. Official signed and laminated Player/Coach photo ID cards for all players and both coaches.</li> </ol> <p>Player photo ID cards shall match the roster provided by the Commissioner and shall be in jersey number order. <b>ID cards must be cut and on a key ring.</b></p> <p>B. Coaches are required to provide a roster at check-in that matches roster used for registering teams. Coaches will be required to bring 4 fully filled-in game cards. Full Teams must check in 45 minutes prior to their first game, at the field marshal tent, closest to their field.</p> <ol style="list-style-type: none"> <li>1. Teams with their games on fields 1-6 should check in at the north tent.<br/>Teams with their games on fields 7-10 should check in at the south tent.</li> <li>2. During the team check-in, Field Monitors will check the player against the player cards and confirm the players are wearing proper shoes and shin guards and are not wearing jewelry, watches and other items that may be dangerous to players. Players and coaches will receive a hand stamp. Players will not be allowed to play without a stamp. Coaches will not be allowed on the coach side of the field without a stamp and ID card on lanyard.</li> <li>3. Tournament officials will collect the player cards for the duration of the tournament. Do not forget to get your player cards after the tournament!</li> </ol> <p>C. Late arriving players must be escorted to the check-in station by a team official and be cleared by the Tournament Staff before participating in any games.</p> |
| <p><b>13. FIELD MONITORS</b></p> | <p>A. There will be tournament Field Monitors assigned to the South and North fields, and they will report to the Tournament Director. Field Monitors will check in teams prior to first game each day, 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 ASAP so scores can be uploaded.</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 phone. 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>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |

## 14. GAMES

- A. Pool play games will consist of 16 to 25 minute halves depending on the age division (see chart below) with a five minute half time. Referees will allow no more than ONE MINUTE for substitutions for 1st and 3rd quarter intervals (except for 14U & 16U that follows free substitution rules). There will be a running clock during the match including substitutions. Only players being substituted shall leave the field. Coaches are not to use this as a coaching opportunity. 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 and consolation games may end in a tie.
- B. Game duration shall be as follows:
- | Bracket Game Times          | Finals            |
|-----------------------------|-------------------|
| 10U 16 minute halves,       | 20 minutes halves |
| 12U 20 minute halves,       | 25 minutes halves |
| 14U & 16U 22 minute halves, | 30 minutes halves |
- C. The "home" team will be the first team listed on the game schedule and will be responsible for providing the game balls.
- D. The home team will change jerseys or don pinnies in the event of a color conflict with the visitor team (jerseys must be worn under pinnies). The referee will determine whether this is necessary.
- E. The home team selects side and the visitor team kicks off.
- F. Games will start on time. **It is the responsibility of the coach to verify their game times on the day of the tournament to ensure there were no last minute changes.** 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.
- G. FORFEITS: Teams must check in at the designated Field Monitor Station 45 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 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. 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.
- H. 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.).
- I. 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 games played divided by total points possible for the number of games played) to each team in the pool. Only the Tournament Director or designee can declare a game to be abandoned or not played.

## 15. SUBSTITUTIONS

- For 10U and 12U, substitutions will be done halfway through each half and will be recorded on the game card by the referee. Substitution time shall be not more than 1 minute. For 14U & 16U substitutions will follow the free-substitution format. Substitute players must be ready at the halfway line when calling for substitution. Substituted players must jog to the halfway line to exit the field. No players can enter or leave the field without the approval of the referee. On team possession only. If the team in possession substitutes players, the other team may substitute also as long as they are ready at the halfway line.
- A. 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).

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|                      | <p>B. Substitutions in overtime periods of medal round matches will be at the beginning of each period only.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <b>16. STANDINGS</b> | <p>A. Standings for pool play games will be determined on the “ten-point system” as follows:</p> <p>WIN = 6 points<br/> TIE = 3 points<br/> LOSS = 0 points<br/> GOAL = 1 point per goal up to a maximum of 3 per game (win or lose) SHUTOUT = 1 point for an earned shutout, including a 0-0 tie (excludes forfeits) SPORTSMANSHIP = 1 point DEDUCTED for EACH goal over a 5 goal differential. <b>This rule applies to Finals as well. Should a coach go over 5 in a final they will be ineligible for Cookies and Kit Carson next fall.</b><br/> = 1 point DEDUCTED for each yellow card (2 yellow cards for a single person resulting in a red card and ejection will result in 2 points deducted)</p> <p>FORFEIT = 7 points (scored as a 1-0 win with no shutout point as it is not an earned win)<br/> RED CARD/EJECTION = 2 point DEDUCTED for each red card or ejection (includes players and coaches; includes second caution resulting in send-off)<br/> <b>Any inappropriate behavior by spectators, coaches or players will result in 1 point penalty for poor sportsmanship and for each occurrence. At the discretion of the Director, it may result in the team being disqualified from the tournament, and all games played or scheduled will be counted as forfeited.</b></p> <p>B. Winners of ties in standings will be determined as follows:</p> <p><b>Head to head results</b> -- In the event there is more than two teams tied on points for the same advancement, head to head results may eliminate one or more teams prior to applying any further tie breaks below.</p> <p><b>Fewest Send-offs/ejections</b> (a team with no send-offs would beat a team with one send-off if their points and head to head results are the same, this includes second caution resulting in send-off)</p> <p><b>Most Goals ahead</b> – up to a three (3) goal differential per game</p> <p><b>Fewest Goals against</b> – up to three (3) goals scored by an opponent per game</p> <p><b>Sportsmanship</b> – 1 point deducted for each goal over 5 goal differential</p> <p>If two or more teams are still tied after the above procedures then standing shall be decided by kicks from the penalty mark (KFTPM). In a three-way tie, straws will be drawn to determine which two teams will first take KFTPM. The third team has a “bye” and will compete in KFTPM against the winning team of the first round of KFTPM.</p> <p>Tournament Committee may use a coin toss to settle a tie if none of the above tie-breaks resolve the tie. If teams are unavailable for KFTPM, or in any other instance (including position for third games that are not semi-finals), a coin toss will be used to settle the tie.</p> <p>D. Winners of ties for Finals</p> <p>Ties at the end of finals (championships) shall be resolved by two five (5) minute overtime periods. Both periods shall be played fully. Substitutions may occur at the start of each overtime period. Substitutions need not follow the “three before four” rule, since each player shall already have played at least three fourths of the regular time match. If the score remains tied at the end of the overtime periods, then KFTPM shall be used to determine the winner.</p> |

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| <b>17. T-SHIRTS AND AWARDS</b> | <p>A. One T-shirt and one pin per player and one per coach (two coach max. per team) will be distributed at check-in. T-shirt sizes will be ordered per division, no special orders/sizes. Extra T-shirts may be available for purchase in the Ref shack starting Sunday morning.</p> <p>B. Medals will be presented to coaches and players from the first and second place teams in each division.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <b>18. CONDUCT</b>             | <p><b><u>A. Any inappropriate behavior by spectators, coaches or players will result in 1 point penalty for poor sportsmanship and for each occurrence. At the discretion of the Director, it may result in the team being disqualified from the tournament, and all games played or scheduled will be counted as forfeited.</u></b></p> <p>B. 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. Coaches must remain in the marked coaching area (within ten yards either way from halfway line).</p> <p>C. Coaches and players will be on one side of the field and the spectators on the opposite side of the field.</p> <p>D. 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. Referees will be required to complete a game misconduct report for all misconducts during the game, as well as any incidents of interference by spectators.</p> <p>E. 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 field of play, but will remain on the sideline, may not Return to the field of play during the current game, shall not participate in the post-game handshake, may not be substituted for (team will play down a player for the remainder of the game), and is suspended from participation in the next game. There will be penalty point deductions for all send-offs (see Standings rules).</p> <p>F. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament.</p> <p>G. 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. A coach knowingly playing a player illegally is considered a very serious violation of our Good Sportsmanship philosophy and the rules of this Tournament, and sanctions will be imposed against the responsible coach(s) and possibly the coach's Region. This may include disqualification from future Area tournaments.</p> <p>H. It is mandatory to play a scheduled game. A coach willfully failing to have his team participate in a scheduled game is considered a very serious violation of our Good Sportsmanship philosophy and the rules of this Tournament, and sanctions will be imposed against the responsible coach(s) and possibly the coach's Region. This may include disqualification from future Area tournaments.</p> <p>I. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>J. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p> |

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| <b>19. MEDICAL/<br/>FIRST AID</b>    | <p>A. Ice and basic first aid kits will be available at each field monitor tent</p> <p>B. Field Monitors will communicate via phone to call for extra help to the field where first aid is requested.</p> <p>C. If an injury is serious, Tournament staff will call 911 for emergency response. Any person who feels an injury is serious may call 911 for emergency response.</p> <p>D. The nearest hospital and emergency room is Carson Tahoe Hospital located on the north side of Carson City at:<br/> 1600 Medical Parkway<br/> Carson City, NV 89703</p> <p>To get to Carson Tahoe Hospital from Peter Livermore Sports Complex:</p> <ol style="list-style-type: none"> <li>1. Leaving the sports complex parking lot, turn left (north) on S Edmonds Drive.</li> <li>2. Go 1.9 miles and turn left (north) S Lompa Lane.</li> <li>3. Take your next left (west) on Fairview Drive.</li> <li>4. Immediately turn right (north) onto I-580 North.</li> <li>5. Go 4.2 miles and take exit 42 at Arrowhead Drive.</li> </ol>                                                                                                                                                                                                                                                                                                         |
|                                      | <ol style="list-style-type: none"> <li>6. Turn left (west) at the traffic circle onto Arrowhead Drive</li> <li>7. Go straight through the next traffic circle to stay on Arrowhead drive headed west.</li> <li>8. Cross N Carson Street still headed west bound and Arrowhead becomes Medical Parkway.</li> <li>9. Carson Tahoe Hospital will be 0.7 miles up on the right side.</li> </ol> <p>E. There are two urgent care centers available in Carson City:</p> <ol style="list-style-type: none"> <li>1. Carson Tahoe Urgent Care is open 8 am – 8 pm and is located at the Carson Mall at: 1201 S. Carson Street<br/> Carson City, NV 89701</li> <li>2. Renown Urgent Care is open 9 am – 5 pm and is located at: 2814 N. Carson Street<br/> Carson City, NV 89704</li> </ol>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <b>20.<br/>UNIFORMS<br/>/ SAFETY</b> | <ol style="list-style-type: none"> <li>A. All players must wear the approved AYSO uniform 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 required.)</li> <li>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.</li> <li>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.</li> <li>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 are in order to participate shall disqualify that team member from participation.</li> <li>E. 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.</li> </ol> |

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| <p><b>21. PROTESTS</b></p>                 | <p>A. Protests will be considered only for the following reasons:</p> <ol 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 three quarters before any other player plays four quarters during the game (except for illness or injury as recorded by the game referee).</li> </ol> <p>B. All protests must be presented in writing to the Tournament Director within 30 minutes of the completion of the game.</p> <p>C. All protests will be heard by a Protest Committee of two people 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, or subject to, protest or dispute!</p> |
| <p><b>22. RULES<br/>INTERPRETATION</b></p> | <p>A. The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |