



Sponsored by AYSO Region 2 Monrovia, California

1st Annual Clarizio Classico Indoor Torneo AYSO Invitational - Tournament Rules



CATEGORY	RULE
1) JURISDICTION	<ul style="list-style-type: none">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!B. The Tournament Committee (incl. Tournament Director, Assistant Director(s), Field Director, Referee Director and other designated staff) will have jurisdiction over all games played. Disputes will be resolved by the end of the soccer day. Referee judgment calls are NOT subject to dispute or protest!
2) FEES	<ul style="list-style-type: none">A. Entire entry fee 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>Fees are: U-10 \$550, U-12 \$550 U-14 \$550</p> <p>NO REFEREE DEPOSIT! NO REFEREE REQUIREMENTS!</p>
3) ACCEPTANCE	<ul style="list-style-type: none">A. Applications are due on March 27th, 2026.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.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.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.
4) REFUNDS	<ul style="list-style-type: none">A. Teams withdrawing 30 days or more before the tournament will be issued a full refund.B. Teams withdrawing less than 30 days before the start of the tournament will only be issued a refund if a replacement team can be found.C. If the tournament is canceled and cannot be rescheduled a full refund will be issued.
5) RAINOUT/ CANCELLATION	<ul style="list-style-type: none">A. This is an Indoor tournament. It will not be cancelled for Rain.B. If the tournament cannot be held due to conditions beyond the control of the tournament hosts, then a full refund will be sent to all teams, less the cost of any pre-ordered items (items for sale by the tournament which are not included with the registration fee). Any pre-ordered items will be sent to the team.
6) PLAYERS/TEAMS	<ul style="list-style-type: none">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 the games for which they were eligible. Coaches are responsible to ensure that all players meet eligibility requirements.B. The team roster must be verified and approved by each team'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. There will be no roster changes allowed on tournament day. Rosters should be from an AYSO system (SC).C. Guest players are not allowed for this tournament. All players must be rostered from one Region.D. Coed teams will be accepted; however they must play in the boys' divisions only.E. Division U-14 will play 6-v-6, and there will be a roster limit of 12 players per team. Division U-12 will play 6-v-6, and there will be a roster limit of 12 players per team. Division U-10 will play 6-v-6, and there will be a roster limit of 10 players per team.F. All players must play in both halves of the game for an approximate minimum of 4 minutes (see BELOW for details). 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.

7) COACHES	<p>A. Each team is limited to two coaches but must have two – one Head Coach and one Assistant Coach. These coaches must be the ones listed on the Official Team Roster.</p> <p>B. Each Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified, AYSO trained at the age-appropriate level and must have completed SafeSport and LiveScan.</p> <p>C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kids Zone behavior. Coaches are expected to remain in the technical area during games and only enter the field of play as requested by the referee.</p>
8) REFEREES	<p>Referees trained in this unique game format will be supplied by the host Region. Any referees interested in becoming certified to officiate this game style should contact referee@ayso2.org</p>
9) FIELDS	<p>A. All fields will be set up and taken down by the tournament staff.</p> <p>B. Trash cans will be provided. 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:</p> <ol style="list-style-type: none"> 1. This tournament is being hosted at La Salle College Preparatory HS in Pasadena, CA. Tournament staff directions must always be adhered to. If La Salle staff are present, their directions must be adhered to as well. 2. Only rostered players and rostered volunteers will be allowed entry to the lower tournament play level. This area will be supervised and only teams preparing for the next session of play will be allowed access to the warmup area. 3. Once your games have concluded, you will be escorted back to the main level to rejoin your families. No players may remain on the lower level. Items left behind will be gathered and returned to the main tournament tent. 4. Parking will be available in the main lot on Sierra Madre Blvd. and along the street. Please follow all posted parking restriction signs or risk getting a ticket. 5. Please do not drop children off in the parking lot or street unsupervised. Children should be escorted to the main tournament check in area. 6. A concession stand will be selling drinks, snacks and food. Please follow any posted signs regarding food consumption, which is allowed throughout the indoor viewing stands / area, and please throw all trash in the provided garbage cans. 7. NO NOISE MAKERS OF ANY KIND ARE ALLOWED INSIDE. THIS INCLUDES AIR HORMS, WHISTLES, HORNS, DRUMS, ELECTRONIC NOISE MAKERS, OR ANYTHING USED TO MAKE LOUD NOISES. ONLY CLAPPING, WHISTLING AND CHEERING ARE ALLOWED. 8. The scoreboard will be used to post the scores and the large screens will be active following the play and showing standings. Every time a goal is confirmed, the buzzer will sound. The countdown clock and buzzer will immediately end play.
10) FORMAT	<p>A. This is a pool-play tournament. Each age division will be bracketed into playing pools. Each team will play a minimum of 5 preliminary play games within their respective pools. Where there are sufficient teams, divisions will also be separated into multiple competition flights.</p> <p>B. Teams will advance from qualifying pools based on pool play standings points. The top two teams in each pool after 5 games advance to the playoff games.</p>
11) CHECK-IN	<p>A. Teams must check in 60 minutes prior to EVERY GAME, or set of games. The players must be listed on the approved roster submitted with the team's application.</p> <p>B. Each coach or team representative must provide AYSO Player Registration Forms for verification by tournament officials.</p> <p>C. Coaches must have these Player Registration Forms with them at all times and ready for presentation to Tournament Officials.</p> <p>D. Late arriving players must be escorted to the check-in station by a team official along with their Player Registration Form and be cleared by the Tournament Staff before participating in any games.</p> <p>E. Teams will be escorted to the lower warmup area once they are checked in and it is within 60 minutes of their game. ALL TEAMS SHOULD BE CHECKED IN AND IN THE LOWER AREA BY 30 MINUTES PRIOR TO THEIR SCHEDULED GAME/S.</p> <p>F. Teams waiting for the next game/s will be allowed to enter the arena and use the viewing area that corresponds with their designation in the next game (Home or Away). Game monitors will assist with this.</p>
12) GAME MONITORS / SCORING TABLE	<p>A. There will be 2-3 tournament Game Monitors inside the arena during all game play, running the scoreboard and keeping the official record of the game, and managing the turnover of the field of play between games and during breaks. They report to the Tournament Field Director.</p> <p>B. Field Monitors will be the first to respond to any incidents or injuries, and will be in contact with the rest of the tournament staff by radio. Tournament participants are encouraged to report any concerns immediately to the Field Monitors, or the Tournament Check-In staff, and also to respectfully follow any instructions given by them.</p>
13) GAMES	<p>A. Pool play games will consist of 9 minute halves, each with its own 9-minute running clock, for all divisions with a one minute half time. There will be a scoreboard counting down to a buzzer that ends play immediately – no goals can be scored once the buzzer sounds. There will be no time added on for injuries or time wasted in qualifying</p>

	<p>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 expand to 12 minute halves. Championship games will be played until there is a winner (see Medal Round rules below).</p> <p>C. Game duration shall be as follows:</p> <table border="0" data-bbox="453 333 926 424"> <tr> <td>Division</td><td>Pool Play</td><td>Final Round</td></tr> <tr> <td>U-10:</td><td>9 minute half</td><td>12 minute half</td></tr> <tr> <td>U-12:</td><td>9 minute half</td><td>12 minute half</td></tr> <tr> <td>U-14:</td><td>9 minute half</td><td>12 minute half</td></tr> </table> <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 West side of the arena, they will enter the West door ONLY, occupy the West gate technical area, and monitor from the West side ONLY. The visitor will be situated on the East side of the arena, they will enter the East door ONLY, occupy the East gate technical area, and monitor from the East side ONLY. Spectators may sit anywhere in the viewing area. The home team will change jerseys or don pinnies in the event of a color conflict with the visitor team. If there are any questions, the referee will determine whether this is necessary.</p> <p>E. There will be no warming up on the field. Teams must warm up prior to taking the field in the provided team warmup area. As soon as the previous game has ended, teams must clear the field and the teams for the next game must take their places. No on field handshake ceremony will take place, instead this will be a monitored process handled after the game.</p> <p>F. FORFEITS: Teams must be checked in and in the warmup area at least 30 minutes prior to the start of the game. There will be no grace period. The score for a forfeit match will be 1-0 for the present team (See STANDINGS for the points to be awarded). For all divisions, there is a minimum of 5 players required on the field to start or continue a game. If a team cannot field the minimum number of players, the game will be abandoned and a forfeit will be declared.</p> <p>G. SUSPENDED GAMES: The Tournament Committee may determine to end matches early if field schedule is behind due to game delays, interference, or 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 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 a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p>	Division	Pool Play	Final Round	U-10:	9 minute half	12 minute half	U-12:	9 minute half	12 minute half	U-14:	9 minute half	12 minute half				
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14) SUBSTITUTIONS	<p>A. Each Technical Area contains a door that will be opened and closed by the coach with the assistance of the Game Monitors to allow players to enter and exit.</p> <p>B. Free Substitutions will be managed by the coach, with the coach calling off one player and sending one on as the other exits. This can be done with more than one player at a time, however the game is not stopped for substitutions. You can make substitutions during a dead ball, however the Referee does not need to wait to restart play until the substitution is completed.</p> <p>C. Substitutions for mandatory playing time are allowed approximately mid-way through each half, between 3:30 and 5:30 for ALL divisions, and will be recorded on the official game record by the Game Monitor. Additional substitutions for players who have met their minimum playing time requirement can be made at any time.</p> <p>D. Substitutions may be made for injured players; however, they may not return until the beginning of the next half and will be considered as having played the current half.</p> <p>E. Substitutions in overtime periods of medal round matches will be fully at the discretion of the coach.</p>																
15) STANDINGS	<p>A. Standings for pool play games will be determined on the "ten-point system" as follows:</p> <table border="0" data-bbox="502 1501 1449 1712"> <tr> <td>WIN</td> <td>= 6 points</td> </tr> <tr> <td>TIE</td> <td>= 3 points</td> </tr> <tr> <td>LOSS</td> <td>= 0 points</td> </tr> <tr> <td>GOAL</td> <td>= 1 point per goal up to a maximum of 3 per game</td> </tr> <tr> <td>SHUTOUT</td> <td>= 1 point for a shutout, including a 0-0 tie</td> </tr> <tr> <td>FORFEIT</td> <td>= 8 points (scored as a 1-0 win)</td> </tr> <tr> <td>RED CARD/</td> <td>= 2 point deduction for team (includes 2 points for each player, substitute, or coach)</td> </tr> <tr> <td>EJECTION</td> <td></td> </tr> </table> <p>B. Winners of ties in standings will be determined as follows:</p> <ul style="list-style-type: none"> Head to head competition Goals allowed (fewest) Goals scored (most) Coin toss at the end of pool play <p>C. Standings will be updated hourly at the Tournament Scoreboard.</p>	WIN	= 6 points	TIE	= 3 points	LOSS	= 0 points	GOAL	= 1 point per goal up to a maximum of 3 per game	SHUTOUT	= 1 point for a shutout, including a 0-0 tie	FORFEIT	= 8 points (scored as a 1-0 win)	RED CARD/	= 2 point deduction for team (includes 2 points for each player, substitute, or coach)	EJECTION	
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16) PLAYOFFS	<ul style="list-style-type: none"> A. The top 2 in each pool will advance to the medal Games. 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.
17) MEDAL-ROUNDS	<ul style="list-style-type: none"> A. All medal round matches ending in a tie, will continue as follows: <ul style="list-style-type: none"> 1. First Overtime: One (3) three-minute overtime, same 6 V 6 format, GOLDEN GOAL sudden victory. First goal wins! 2. Second Overtime: One (3) three-minute overtime, 5 V 5 with NO keeper, GOLDEN GOAL sudden victory. First goal wins! 3. Third Overtime: One (3) three-minute overtime, 3 V 3 with NO keeper, GOLDEN GOAL sudden victory. First goal wins! 4. FINAL Overtime: 1 V 1 with NO keeper until there is a winner, GOLDEN GOAL sudden victory. First goal wins!
18) AWARDS	<ul style="list-style-type: none"> A. Souvenir t-shirts will be presented to all participants; players and coaches. B. Medals will be presented to coaches and players from the first through the fourth-place teams in each division. C. A tournament pin will be presented to each player and coach. D. Championship teams will get a special shirt. E. Champions will have their Team Names added to the perpetual trophy.
19) CONDUCT	<ul style="list-style-type: none"> A. Coaches will be expected to set a positive example for the team, and will be held responsible for the actions of their team including spectators. All spectators must remain in the viewing area. Two coaches maximum per team, and they must remain in their team's technical area. B. Any coach or spectator ejected must immediately leave the building and will be prohibited from attending the next scheduled game. Any player sent off (red carded) must immediately leave the building (under supervision of his/her parent or Safe Haven-certified adult), and may not return to the field of play during the current game, including for the post-game handshake, and can not be substituted for, and is suspended from participation in the next game. Alternatively, the player may stay on the sideline under the supervision of the coach. There will be penalty point deductions for all send-offs (see Standings rules). C. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament. 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. 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. F. All misconduct and disciplinary issues will be reported to the respective Regional Commissioner. G. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.
20) MEDICAL / FIRST AID	<ul style="list-style-type: none"> A. There will be a First Aid station at the main tent where participants may receive treatment for minor injuries. B. There will be a roving first aid response staff member to respond to injuries in the arena. Field Monitors will communicate via radio to call the first aid staffer. C. If an injury is serious, the first aid staff or Safety Director will call 911 for emergency response. D. Directions to the nearest hospital/urgent care center will be available at the First Aid station.
21) UNIFORMS / SAFETY	<ul style="list-style-type: none"> A. All players must wear the approved AYSO uniform only according to the National Rules & Regulations, and all players on the same team must wear matching uniforms (except the goalkeeper – may have a different jersey, AYSO logo is recommended but not required.) B. Each player's uniform must be marked with a permanently-affixed unique number and may not exchange numbered jerseys with any other player during the game including the goalkeeper. 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. 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. 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>F. NO CLEATS ALLOWED. This tournament will be played on a wood basketball gym floor. Please wear shoes suitable for traction on a gym floor (basketball shoes or other sneakers). NO EXCEPTIONS.</p>
22) PROTESTS	<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, have not played the required time in 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 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 have no affiliation 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>
23) SPECIAL RULES	<p>Game Management:</p> <ol style="list-style-type: none"> 1. A Game Record will be created and managed by the Game Monitors at the scorers table. It will include: <ul style="list-style-type: none"> - All Game information (Div, Time, Teams, etc) and Player names and numbers - A time record of each player's time spent in the game. 2. Home Team kicks off in the first half. Away team kicks off for the second half. For Playoff games, the Home team kicks off first and then it rotates each period. However, teams do not change sides at all. 3. Substitutions may be made at any time without notifying the referee, subject to the Substitution / Minutes guidelines outlined herein. 4. Substitutions are managed by the coaches with the assistance of the Game Monitors and can be made at any time, however, each player must play in each half for a target total of 8 minutes per game. Due to substitution style and lack of dead balls, a team will be considered in compliance as long as: <ul style="list-style-type: none"> - The player played a minimum of 3 minutes in each half. - The player played at least 7 minutes and 30 seconds in the game. - A Players time ends when they are identified for substitution and begin coming to the door. The new players time begins at that same time. 5. The player being substituted for must leave play and begin to exit the field before his/her replacement takes the field. If the player being substituted for stays on the field and becomes part of the play after the substitute has already entered the field of play, this is a too many players penalty and the restart will be an IDK. Any second violation of this rule will result in a caution (yellow card). 6. Neither team may substitute during a penalty kick, including the goalkeeper. <p>General Rules of Play:</p> <ol style="list-style-type: none"> 1. The games will be played in an indoor arena. Tennis style soccer balls provided by the tournament will be the exclusive game ball for all games in this tournament. 2. ALL Kickoffs and all restart kicks are indirect, except penalty kicks. 3. On kickoff, the defending team must be outside the red line. 4. Goal kicks are taken from inside the "key" and the second larger blue hash mark. 5. On goal kicks players must be outside the penalty area. 6. The penalty area is the basketball three-point line. 7. Penalty kicks are taken from the free throw line. 7. Corner kicks are taken within 1 yard of the tape line on the wall (touchline vs goal line). They are indirect. 8. There is no offside during this tournament. 9. 3 yards must be given on all indirect and corner kicks. 10. The ball is considered out of play if it: <ul style="list-style-type: none"> - Goes over the arena walls, - Gets lodged between the net and a pole. 11. An out of play ball will restart with the appropriate throw-in, corner kick or goal kick at the point the ball went out. All of these restarts are indirect free kicks. 12. The player making the throw-in must keep one foot in contact with the wall during the throw. Other than foot placement, the proper mechanics of a throw in apply. 13. Goals may not be scored on a throw-in. 14. Balls striking objects above the field; rafters, lights, baskets, nets and backboards will be a foul and restart with an indirect kick at a spot directly below the infraction for the fouled on team. <p>In the event this occurs in the penalty area:</p> <ul style="list-style-type: none"> - By the defending team: Restart will occur at the nearest point outside the penalty area. - By the offensive team: Restart will be a goal kick. <p>Special Rules regarding Fouls / Safe play:</p>

	<ol style="list-style-type: none"> 1. Penalty kicks will be awarded for: <ul style="list-style-type: none"> - Intentional flagrant fouls in the penalty area - Intentional hand-ball to stop a shot on goal - Red card offense in the penalty area 2. All other fouls will be an indirect kick at the spot of the foul. 3. Fouls occurring inside the penalty area will be placed on the penalty arc at the nearest point to the foul, and the restart is indirect. 4. There is no slide tackling – no player should leave their feet to attempt a tackle period. This will result in an immediate whistle – unless a clear goal scoring opportunity is likely. The whistle will be blown as soon as possible and the player will be warned. If it is deemed intentional, a caution may be issued. A second caution for slide tackling will result in ejection from the remainder of the game and the following game. A slide tackling foul in the penalty area will result in a PK. 5. No “board checking” - While physical contact near the arena walls may result in players making contact with the wall, you may not create contact with a player that results in them being pushed against the walls carelessly. Judgement for the offense will take on the following considerations: <ul style="list-style-type: none"> - Was the player in control of their body the entire time? This is the primary thing being measured. - AND was there a successful play on the ball? Did the defender remain on their feet and gain, or almost gain, possession? <p>Things the referee will assess include:</p> <ul style="list-style-type: none"> - Was “impeding with contact” the first offense? - Was the wall, and / or the player, the only way the offending player could come to a stop? The wall should not be used to absorb a player’s momentum. <p>If it is determined that the player challenging did not have the needed control, they will be Cautioned (yellow card). Any second instance of this type of foul will result in a Red Card, disqualification from the remainder of that game and the next game, and possibly expulsion from the tournament, if the foul was deemed reckless.</p> 6. Players may not hold boards or walls to gain advantage, whether in possession of the ball or on defense. Walls can be used briefly to prevent falling, but no advantage can be gained from their use. An IDK will be awarded for the opponent. <p>Special Rules for Goalkeepers:</p> <p>Any of these fouls will be a restart indirect free kick from the closest point where the ball was to the penalty arc.</p> <ol style="list-style-type: none"> 1. May only use their hands in the penalty area marked by the basketball 3-point line. 2. Not allowed to punt or drop-kick the ball. <ul style="list-style-type: none"> - Intentional drops or volleys to a teammate to circumvent this rule are also a violation. 3. Not allowed to place the ball on the floor to kick or dribble and pick it up a second time. 4. Not allowed to handle the ball passed back from a teammate’s foot. <p>Keeper may not throw the ball directly beyond the halfway line; it must land or be touched on their side of the field. Restart is indirect where the ball crossed the mid-court line. Goal kicks are not subject to this restriction.</p> <p>Overtime Procedures</p> <ol style="list-style-type: none"> 1. Pool games may end in a tie. 2. Overtime will only be played in playoff games: semi, quarter, championship. 3. Teams remain on the same side throughout the game. 4. Play starts immediately after regular time. 5. Overtime starts with a normal restart - continue the same rotation. 6. Substitutions may be made during OT with no minimum time requirement per player. 7. If a penalty kick occurs in any OT WITHOUT a goalkeeper, one may be assigned. The assigned goalkeeper may use hands ONLY to defend the goal, but: <ul style="list-style-type: none"> - They may only use hands for the initial save attempt on the penalty kick only, but not for any rebounds or other play thereafter. - Must immediately drop the ball and kick/pass it away.
24) PROTESTS	The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.

