



Sponsored by AYSO Region 33 Encino, California



Cynthia Petrillo Memorial Turkey Tournament 2023 Tournament Rules

CATEGORY	RULE
1) JURISDICTION	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 10 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. Regional Commissioner, 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!</p> <p>C. The Director 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.</p>
2) FEES	<p>A. Entire entry fee and referee deposit must accompany tournament application and will be returned if application is not accepted. Fee and deposit must be a single check issued from the Region's account (no personal checks, money orders, credit cards, etc.).</p> <p>B. Fees are: 10-U \$675 (\$475 entry fee plus \$200 referee deposit), 12-U \$700 (\$500 entry fee plus \$200 referee deposit), 14-U \$725 (\$525 entry fee plus \$200 referee deposit).</p>
3) ACCEPTANCE	<p>A. Applications are due on November 10, 2023.</p> <p>B. Applications will be accepted on a first-come basis, based on completed application (see Team Application Form for criteria). Teams will be notified by email within 48 hours of the receipt of their applications.</p> <p>C. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list. If a team chooses not to be on a waiting list, the application and entry fee will be returned within 48 hours of notification.</p> <p>D. The primary form of communication between the Tournament and applying teams will be email and the Tournament website. Teams must designate a Team Contact on their application who has email and Internet access.</p>
4) REFUNDS	<p>A. Teams withdrawing 30 days or more before the tournament will be issued a full refund.</p> <p>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. Any team that withdraws will be replaced by a team on the waitlist first, if there is one, or by another eligible team if there are no teams available from the waitlist.</p> <p>C. If the tournament is canceled and cannot be rescheduled the entry fee and referee deposit will be returned less 10% of the entry fee.</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 that were assigned.</p>
5) RAINOUT/ CANCELLATION	<p>A. Should the tournament need to be terminated early due to weather or other conditions, winners shall be determined based upon pool performance if the termination is prior to the playoff matches. Termination during the playoff rounds shall use the following tie breaker sequence:</p> <ol style="list-style-type: none">common game winnerfewest red cardsfewest goals allowed (total)most goals scored (3 max/game)coin toss <p>B. Should the tournament be terminated prior to completion of pool play, a pro-rated refund shall be given based upon games completed. There are no refunds for forfeits.</p> <p>C. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, then the entry fee and referee deposit will be returned less 10% of the entry fee. Pre-purchased items, t-shirts, and pins will be available Friday, November 24, 8:30-10am for pickup at the fields or by arrangement with Tournament Director.</p>

<p>6) PLAYERS/TEAMS</p>	<p>A. Players on participating teams must be properly registered to play in AYSO, and have played in the Fall 2023 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.</p> <p>B. The team roster must be generated in Blue Sombrero; guest players shall be listed on a Blue Sombrero generated roster by their region. The team roster(s) must be verified and approved by each player's Regional Commissioner(s). 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 start of the team's first game. There will be no roster changes allowed after the team has begun its first game.</p> <p>C. 3 Guest Players (players from a different Region than the applying team's Region) will be allowed for each team in division 10-U, 12-U, 14-U. However, the Guest Player will be required to have the approval of both the Guest Player's Regional Commissioner and the Host Team Regional Commissioner (see Guest Player Form).</p> <p>D. Coed teams will be accepted; however, they must play in the boys' divisions only.</p> <p>E. Division 14-U will play 11-v-11, and there will be a roster limit of 15 players per team. Division 12-U will play 9-v-9, and there will be a roster limit of 12 players per team. Division 10-U will play 7-v-7, and there will be a roster limit of 10 players per team.</p> <p>F. All players must play at least half of each game. Violation of these player rules exposes a team to protest and renders them subject to forfeiture of game and possible disqualification at the discretion of the Tournament Director. Division 12-U, a player may play goalkeeper no more than 3 quarters per game. Division 10-U, a player may play goalkeeper no more than 2 quarters per game.</p>
<p>7) COACHES</p>	<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, and be AYSO trained at the age-appropriate level. Proof of coach certification and training will be verified by the team's regional commissioner.</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>
<p>8) REFEREES</p>	<p>A. Each team in the tournament will provide a crew of 3 referees. These referees will be assigned up to 3 games, based on their qualifications.</p> <p>B. All referees must be an AYSO registered and trained volunteer with up to date Safe-Haven certification.</p> <p>C. Only the diagonal system of control will be used to referee the games.</p> <p>D. Referees for 14-U games must be Regional level or above. Referees for 12-U games must be Regional level or above. Referees for 10-U games must be Regional 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 and USSF, including the Referee Badge. Referees not in uniform will not be permitted to referee games, and their team's referee deposit may be subject to forfeiture.</p> <p>G. If all assignments are successfully completed, the Referee Deposit will be refunded (see REFEREE PLAN for more details).</p> <p>H. Referees are expected to check in at the Referee Station at least 30 minutes prior to their assigned game. Failure to appear on time may result in a replacement referee crew being assigned to the field. Once a replacement crew has been assigned, they will have priority and the original crew must report to the Referee station for alternative assignment.</p> <p>I. Coaches may only referee upon approval of the Tournament Referee Administrator, players in the tournament will not be allowed to referee.</p> <p>J. Referees will be expected to uphold the tournament rules, AYSO Rules and Regulations and FIFA laws. Any failure of the referee to uphold these rules may be cause for dismissal from the tournament and will place a team's referee deposit refund in jeopardy.</p>

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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 at each field. Teams will be expected to clean up all trash in their area before leaving.</p> <p>C. Please observe the following rule: NO ANIMALS ALLOWED on the fields! (Except for service dogs.)</p>
10) FORMAT	<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 games within their respective pools. Where there are sufficient teams, divisions will also be separated into multiple competition flights. The primary separation of flights will be based on teams being "volunteer based" or "all star/extra based" teams.</p> <p>C. Teams will advance from qualifying pools to medal rounds based on pool play standings points. The number of teams advancing per pool will be determined by the number of pools in the division. The tournament director reserves the right to adjust the format of pools for the benefit of the tournament.</p>
11) CHECK-IN	<p>A. Teams must check in 60 minutes prior to their first game, and must present 4 Game Cards. The Game Cards must be properly completed with the players listed by first name-last name in jersey number order. The players listed on the game cards must match the approved roster submitted with the team's application. All players listed on the roster must appear on each game card, even if there is an expectation that one (or more) might miss a scheduled game. The verified game cards will be returned to the coaches. Coaches will give the verified game cards to the match referees at their assigned fields prior to commencement of play.</p> <p>B. Each coach or team representative must provide AYSO Player Registration Forms with original ink signatures for verification by tournament officials. They must be in jersey number order.</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>
12) FIELD MONITORS	<p>A. At the conclusion of the game, the match referees must return the completed game cards to the Field Monitor who will take the game cards to the Referee Tent.</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. 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>

<p>13) GAMES</p>	<p>A. Pool play games will consist of 20 to 35 minute halves depending on the age division (see chart below) with a five minute half time. There will be a running clock during the match including substitutions. There will be no time added on for injuries or time wasted in pool play. 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 played until there is a winner (see Medal Round rules below).</p> <p>C. Game duration shall be as follows:</p> <table border="1" data-bbox="451 352 1023 457"> <thead> <tr> <th>Division</th> <th>Pool Play</th> <th>Medal Rounds</th> </tr> </thead> <tbody> <tr> <td>10-U:</td> <td>20 minute half</td> <td>25 minute half</td> </tr> <tr> <td>12-U:</td> <td>25 minute half</td> <td>30 minute half</td> </tr> <tr> <td>14-U:</td> <td>30 minute half</td> <td>30 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 will be responsible for providing 3 game balls. The home team will be situated on the North or East side of the field, and the visitor will be situated on the South or West side. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or don pinnies in the event of a color conflict with the visitor team. If any questions, the referee will determine whether this is necessary. (As an aid in determining direction, Balboa Blvd is a North/ South street to the East of the fields, and Burbank Blvd. and the Ventura Freeway are South of the Fields.)</p> <p>E. The Home team will select which goal they will defend. The Visiting Team will Kick off.</p> <p>F. There will be no warming up on the field. Teams must warm up prior to taking the field. As soon as the previous game has ended, teams must clear the field and the teams for the next game must take their places.</p> <p>G. FORFEITS: Teams must report to the field 10 minutes prior to the scheduled game time. 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 10-U division teams, there is a minimum of 5 players on the field to continue a game. For 12-U 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. If both teams forfeit then the game shall be considered a dual forfeit, and neither team shall be awarded pool points.</p> <p>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.).</p> <p>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 Game Played divided by Total Points Possible for the Number of Games Played) to each team in the pool. Note. This does not apply to games which were shortened due to late a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p>	Division	Pool Play	Medal Rounds	10-U:	20 minute half	25 minute half	12-U:	25 minute half	30 minute half	14-U:	30 minute half	30 minute half
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<p>14) SUBSTITUTIONS</p>	<p>A. Substitutions shall be allowed approximately mid way through each half for ALL divisions 10-U through 12-U, and will be recorded on the game cards by the referee. The game clock shall remain running during substitution break; coaches and spectators may not enter the field during this time, players standing in the game must remain on the field during this time, players coming out must report to the assistant referee, and players going in must enter the field. This is NOT an opportunity for coaching the team, the only coach instructions to be given at this time are who is playing what position. The coach must inform the assistant referee who the keeper and team captain are.</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 overtime periods of medal round matches will be at the beginning of each period only.</p>												

<p>15) STANDINGS</p>	<p>A. Standings for pool play games will be determined on the “ten-point system” as follows:</p> <ul style="list-style-type: none"> 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 a shutout, including a 0-0 tie FORFEIT = 7 points (scored as a 1-0 win with no shoutout point) RED CARD/ EJECTION = 2 point deduction for each player, substitute, or coach, or parent who gets ejected <p>B. Winners of ties in standings will be determined as follows:</p> <ul style="list-style-type: none"> Head to head competition Least number of Red cards Most number of wins Least number of sportsmanship point deductions (1 point per yellow card, 2 points per red card, coach incident, and parent incident; double yellow conversion to red/ejection does not earn additional 2 points) Goals allowed-total (up to a maximum of 5 per game; fewest number advances) Goal differential (goals scored to 3 per game less total goals allowed; highest differential advances) Least number of sportsmanship point deductions (1 point per misconduct, 1 point per spectator incident) Shootout Coin toss at the end of pool play. <p>C. Wildcard teams will be the team(s) with the highest standings points from all teams in the division who are not automatically advancing.</p> <p>D. Standings will be updated hourly at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.</p>
<p>16) ADVANCEMENTS</p>	<p>Each division (or flight within a division) will have four teams advance out of pool play. These four teams will be determined by the initial makeup of the divisions (or flights) they come from. a) One pool of four teams – The top two teams will play for 1st/2nd place while the next two teams will play the 3rd/4th. b) Two pool of four teams – First place in each pool plays for 1st/2nd place while second place in each pool plays for 3rd/4th place. c) Three pools of four teams- The two first place teams with the highest point totals will play for 1st/2nd and the third first place team will play the highest scoring second place team for 3rd/4th. d) Advancement for divisions other than presented here will be disclosed prior to the start of the tournament by the tournament director.</p>
<p>17) MEDAL-ROUNDS</p>	<p>A. +A coin toss will be used to start final games. The winner will be select the defense goal and the loser will kick off.</p> <p>B. All medal round matches ending in a tie will have two full overtime periods of five minutes in length with teams changing field direction after the first five minute period. In these matches, if still tied after overtime play, the game shall be decided by FIFA Kicks from the Penalty Mark.</p>
<p>18) AWARDS</p>	<p>A. Medals will be presented to coaches and players from the first and second place teams at the conclusion of medal rounds</p> <p>B. A tournament pin and tournament t-shirt will be presented to each player and both coaches.</p>

<p>19) CONDUCT</p>	<p>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 behind the control line and between the 18-yard lines (penalty areas in small fields). Two coach's maximum per team, and they must remain in the marked coaching area (within ten yards either way from halfway line).</p> <p>B. At the conclusion of each match, the referees will indicate on the reverse of the game cards any point deductions for poor sportsmanship. Point deductions will be used as tie-breakers should that become necessary. Referees will be required to complete a game misconduct report for <u>all</u> misconducts during the game, as well as any incidents of interference by spectators.</p> <p>C. Any coach or spectator ejected must immediately leave the vicinity of the playing field (out of sight and sound) and will be prohibited from attending the next scheduled game. Any player sent off (red carded) must immediately leave the vicinity of the game (under supervision of his/her parent or Safe Haven-certified adult), 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. In the alternative, 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).</p> <p>D. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament.</p> <p>E. 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>F. 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>G. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>H. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
<p>20) MEDICAL/FIRST AID</p>	<p>A. There will be a First Aid station at the main tent where participants may receive ice, etc. for minor injuries.</p> <p>B. 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>C. If an injury is serious, the first aid staff or Safety Director will call 911 for emergency response.</p> <p>D. Directions to the nearest hospital/urgent care center will be available at the First Aid station.</p>
<p>21) UNIFORMS/SAFETY</p>	<p>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 (goalkeeper excepted – may have a different jersey, AYSO logo is recommended but not required.)</p> <p>B. Each player's uniform must be marked with a permanently-affixed unique number that matches the uniform number on the Game Card, and may not exchange numbered jerseys with any other player during the game including the goalkeeper.</p> <p>C. Garments may be worn under the uniform (i.e. long sleeves, etc.) during inclement weather, however the match referee will be the judge of what should be allowed or not.</p> <p>D. Not allowed: jewelry, hard metal or plastic clips on clothing or hair. No player will be allowed to participate with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify that team member from participation.</p> <p>E. AYSO will not prohibit the use of knee braces by players in AYSO events and programs; providing that the brace is adequately covered and padded in the judgment of the referee, so as to eliminate the possibility of its causing injury to the other players on the field.</p>
<p>22) 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, have 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 1/2 hour of the completion of the game.</p> <p>C. All protests will be heard by a Protest Committee of at least three persons selected by the Tournament Director. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. ALL PROTEST DECISIONS ARE FINAL!</p> <p>D. Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute!</p>

<p>23) 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.</p>
<p>24) POOL BRACKETS</p>	<ul style="list-style-type: none"> • Division with 2 pools of 3 teams in each pool: Cross Pool games will be played. Each team in Pool "A" will play each team in Pool "B". Four teams with the Highest Points after Pool Play will advance to the Metal Rounds. Top two teams with Highest Points will play for First and Second Place. Next 2 teams will play for Third and Fourth Place. • Division with 2 pools of 4 teams in each pool. Teams will play each another in the same pool. Tournament staffs will try to balance each pool based on coach's rating of team. After Pool Play, Top team in each pool will play for First and Second Place. Second Place team in each pool will play for Third and Fourth Place. • Division with 5 teams in a pool. Each team in the pool will play each another. Team with Highest points after pool play will get First Place. Team with next Highest Points will get Second Place. Team with third highest Points will get Third Place.
<p>25) Other tournament rules</p>	<ul style="list-style-type: none"> A. This is the primary fundraiser for AYSO Region 33, and as such teams may not bring in private catering services. B. No portable BBQ may be brought in. C. Bicycles and wheeled toys may not be ridden on the grass. D. Pets are not allowed at the park. Service animals are allowed. E. There are homes that back up onto the park; please keep noise to a minimum in these areas. The tournament director or his/her designee shall determine acceptable noise levels.