



## Screenland Classic XXIII

### AYSO Invitational Tournament Rules



CATEGORY	RULE
<b>1) JURISDICTION</b>	<p>A. These rules supplement the AYSO National, Section One, Area P and Region 19 Rules and Regulations.</p> <p>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 <u>NOT</u> subject to dispute or protest!</p>
<b>2) FEES</b>	<p>A. Entire entry fee and referee deposit must accompany tournament application and will be returned if application is not accepted. Fee must be a single check issued from the respective Region's account (no personal checks or money orders).</p> <p>B. Fees are as follows: <b>10U \$850</b> (entry fee \$550 plus referee deposit \$300) <b>12U \$875</b> (entry fee \$575 plus referee deposit \$300); <b>14U \$900</b> (entry fee \$600 plus referee deposit \$300) <b>16U &amp; 19U \$950</b> (entry fee \$650 plus referee deposit \$300).</p>
<b>3) ACCEPTANCE</b>	<p>A. Application deadline is on <b>February 20<sup>th</sup> 2025</b>. Please be aware that the tournament may fill up prior to this date.</p> <p>B. Applications will be accepted on a first-come basis, based on a complete application (see Team Application Form for criteria). Teams will be notified of their status by email within 72 hrs. of the application deadline or receipt of application (whichever is latest). Priority will be given to those that provide a qualified 3-person referee team to cover 3 games during the tournament.</p> <p>C. Multiple teams from the same division of a region will be permitted only if there are available openings.</p> <p>D. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list or have their fees refunded within 48 hours of request.</p> <p>E. The primary form of communication between the Tournament and applying teams will be email and the Tournament website. The team contact on the application must have cell phone, email, and Internet access.</p>
<b>4) REFUNDS</b>	<p>A. Teams withdrawing 30 days or more before the tournament will be issued a full refund upon request.</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, less any cost of registering the replacement team.</p> <p>C. If the tournament is canceled and cannot be rescheduled a full refund will be issued within 48 hours of notification.</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.</p>
<b>5) RAINOUT/ CANCELLATION</b>	<p>A. Should the tournament be rained out in its entirety prior to games starting on the original date, it will be rescheduled to the rain dates of May 23<sup>rd</sup> -May 24th, 2026.</p> <p>B. If the tournament is canceled due to weather after partially completing games, it will not be rescheduled. Refunds will be made to teams on a prorated basis, based on the number of actual games played and the guaranteed 3 pool play games. If the tournament is canceled during play, min ½ game counts as game played.</p> <p>C. If the tournament cannot be held due to other conditions beyond the control of the tournament hosts prior to games being played, a full refund will be sent to all teams.</p>
<b>6) COACHES</b>	<p>A. Each team is limited to one Head Coach and one Assistant Coach <u>only</u> (must have one of each). These coaches must be the ones listed on the Official E4 AffinityTeam Roster.</p> <p>B. Each Coach is limited <u>to coaching 1 team only</u> unless prior approval has been given by the Tournament Director.</p> <p>C. Each Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe Sport trained, Safe-Haven certified, CDC Concussion certified, SCA certified, CA Fingerprinted, and must be AYSO trained at the age-appropriate level. Proof of coach certification and training will be verified by the coach and assistant coach attaching their training record from AYSO to the roster.</p> <p>D. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kid 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>E. Each Coach and Assistant Coach will be issued Tournament Identification. This identification must be visible at all times when they are coaching during their team's games.</p>
<b>7) PLAYERS/TEAMS</b>	<p>A. Players on participating teams must be properly registered to play in AYSO and have played in the Fall 2025 season. Regional Commissioners are responsible to ensure that all players meet eligibility requirements.</p> <p>B. A roster is required and must be verified and approved by each player's Regional Commissioner. Roster changes may be submitted (with the written approval of the Regional Commissioner); however, these changes must be <b>received</b> by the Tournament Registrar no later than March 6<sup>th</sup> 2026. There will be no roster changes allowed on tournament day.</p> <p>C. Maximum of 2 Guest Players (players from a different region from the applying team's region) will be allowed for each team. 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 not be accepted.</p> <p>E. Divisions <b>16U and 19U</b> will play 11-v-11, and there will be a <b>roster limit of 18 players per team</b>.  Division <b>14U</b> will play 11-v-11, and there will be a <b>roster limit of 15 players per team</b>.  Division <b>12U</b> will play 9-v-9, and there will be a <b>roster limit of 12 players per team</b>.  Division <b>10U</b> will play 7-v-7, and there will be a <b>roster limit of 10 players per team</b>.</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.</p>
<b>8) REFEREES</b>	<p>A. Each team in the tournament is expected to provide a crew of 3 referees. These referees will be assigned a minimum of 3 games each, based on their qualifications.</p> <p>B. All referees <b>must</b> be an AYSO registered and trained volunteer and be Safe Sport Trained, Safe-Haven, CDC Concussion Certified, SCA Certified, &amp; CA Fingerprinted.</p> <p>C. All referees <b>must</b> have refereed a minimum of four (4) games during the 2025 fall season at their current badge level.</p> <p>D. Only the diagonal system of control will be used to referee the games.</p> <p>E. Referees for 16U and 19U games should be Advanced level or above.  Referees for 14U games must be Intermediate level or above.  Referees for 10U-12U games must be Regional or above.  Any exceptions must have prior approval by the Tournament Referee Administrator.</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. Referees are required to check in at the Referee Station "game ready" at least 30 minutes prior to their assigned game as defined in the Referee Plan.</p> <p>H. Once checked in, referees will be allowed to pick up the game cards for the game they are to officiate at the referee tent.</p> <p>I. If all assignments are successfully completed, the Referee Deposit will be refunded within 14 days of the completion of the tournament.</p> <p>J. Referees will be expected to uphold the tournament rules, AYSO guidelines 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> <p>K. There will be no referee assessments or observations at the Screenland Classic Tournament.</p> <p>L. Please review the Referee Plan for more details.</p>
<b>9) FIELDS</b>	<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. <u>No animals of any kind</u> are allowed at tournament venues.</p> <p>D. No overnight RV parking/camping or BBQ at venue sites.</p>
<b>10) FORMAT</b>	<p>A. This is a pool-play tournament.</p> <p>B. Each age division 10U-19U will be bracketed into playing pools. Each team will play a minimum of 3 preliminary play games within their respective pools.</p> <p>C. 10U-19U teams will advance from qualifying pools based on pool play standings points. Number of teams advancing per pool will be determined by the number of teams in the division.</p>

11) CHECK-IN	<p>A. Teams must check in 60 minutes prior to their first game.</p> <p>B. Game cards will be pre-printed by the Tournament staff and will be given to the referee of the match.</p> <p>C. Each Coach or team representative must provide AYSO Player Medical Release Forms for verification by tournament officials (e-signature forms are acceptable). Players will not be allowed to play without this form, NO EXCEPTIONS.</p> <p>D. Coaches must have these Player Registration forms with them at all times and ready for presentation to Tournament Officials.</p> <p>E. Late arriving players must be escorted to the check-in station by a team official along with their Player Medical Release Forms and be cleared by the Tournament Staff before participating in any games.</p>																																	
12) GAMES	<p>A. Pool play game &amp; semifinals (if played) will consist of 22-to-32-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 qualifying rounds. Games will end on time and may be shortened if they start late. Pool play games may end in a tie.</p> <p>B. Final Championship games will be full length for that division (see chart below). Championship games will be played until there is a winner (see Medal Round rules below).</p> <p>C. Game duration shall be as follows:</p> <table> <thead> <tr> <th>Division</th> <th>Pool Play/Semis</th> <th>Final Rounds</th> </tr> </thead> <tbody> <tr> <td>10U:</td> <td>22 minute half</td> <td>25 minute half</td> </tr> <tr> <td>12U:</td> <td>22 minute half</td> <td>30 minute half</td> </tr> <tr> <td>14U:</td> <td>22 minute half</td> <td>35 minute half</td> </tr> <tr> <td>16U:</td> <td>32 minute half</td> <td>40 minute half</td> </tr> <tr> <td>19U:</td> <td>32 minute half</td> <td>45 minute half</td> </tr> </tbody> </table> <p>D.</p> <table> <tbody> <tr> <td>10U:</td> <td>22 minute half</td> <td>25 minute half</td> </tr> <tr> <td>12U:</td> <td>22 minute half</td> <td>30 minute half</td> </tr> <tr> <td>14U:</td> <td>22 minute half</td> <td>35 minute half</td> </tr> <tr> <td>16U:</td> <td>32 minute half</td> <td>40 minute half</td> </tr> <tr> <td>19U:</td> <td>32 minute half</td> <td>45 minute half</td> </tr> </tbody> </table> <p>E. The "home" team will be responsible for providing the game ball. The "home" team will be situated on the <b>South</b> or <b>West</b> side of the field, and the visitor will be situated on the North or East side. Spectators must remain on the side of the field designated for their team, behind the spectator line. 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.</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: 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 division teams, there is a minimum of 6 players on the field to continue a game. 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 at the start or any time during the game, the game will be abandoned, and a forfeit will be declared regardless of the score of the game at the time the forfeit is called.</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 a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p> <p>J. A horn may be sounded when it is time to end each game. <b>The horn will not stop the game</b> but will indicate to the referee to stop the game as soon as practical.</p>	Division	Pool Play/Semis	Final Rounds	10U:	22 minute half	25 minute half	12U:	22 minute half	30 minute half	14U:	22 minute half	35 minute half	16U:	32 minute half	40 minute half	19U:	32 minute half	45 minute half	10U:	22 minute half	25 minute half	12U:	22 minute half	30 minute half	14U:	22 minute half	35 minute half	16U:	32 minute half	40 minute half	19U:	32 minute half	45 minute half
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13) SUBSTITUTIONS	<p>A. Substitutions shall be allowed at the mid-point of each half for ALL divisions 10U through 19U and will be recorded on the game cards by the referee. <b>There are no 1/8 or free substitutions for any division.</b></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>The game clock will continue through quarter substitution. Any intentional delay of game will result in a caution to the offending coach.</p>																																	

<b>14) STANDINGS</b>	<p>A. Standings for pool play games (10U-19U) will be determined on the "ten-point system" as follows:</p> <table> <tbody> <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 (one point per goal scored up to a maximum of 3 per game, win or lose)</td></tr> <tr><td>SHUTOUT</td><td>= 1 point (includes 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 offending team</td></tr> <tr><td>EJECTION</td><td>= 2 point deduction for offending team (includes 2 points for each substitute, coach, or spectator)</td></tr> </tbody> </table> <p>B. Winners of ties in standings will be determined as follows:</p> <ul style="list-style-type: none"> <li>Head-to-head competition</li> <li>Fewest red cards</li> <li>Fewest goals against (3) per game</li> <li>Total goals up to three (3) per game</li> <li>Coin Flip by a Tournament Official with the coach or a representative from both teams present.</li> </ul>	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 (includes 0-0 tie)	FORFEIT	= 8 points (scored as a 1-0 win)	RED CARD	= 2 point deduction for offending team	EJECTION	= 2 point deduction for offending team (includes 2 points for each substitute, coach, or spectator)
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<b>15) MEDAL-ROUNDS &amp; SEMI-FINALS</b>	A. All medal rounds and semi-final matches ending in a tie will have two full overtime periods 10U-14U five minutes in length & 16U-19U seven minutes in length, with teams changing field direction after each overtime period. In these matches, if still tied after overtime play, the game shall be decided by FIFA kicks from the penalty mark.																
<b>16) ADVANCEMENTS</b>	<p>A. Pool winners (and in some cases wildcard teams) will advance to medal round play.</p> <p>B. Teams will play semi-final and/or championship final matches, depending on the number of teams in each pool and the format of play for that flight.</p>																
<b>17) AWARDS</b>	<p>A. Awards will be presented to coaches and players from the first place through the fourth-place teams in each division 10U-19U.</p> <p>B. Awards can be picked up at the main tent after the final games once the field is clean.</p>																
<b>18) CONDUCT</b>	<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. Maximum <b>two</b> coaches per team, and they must remain in the marked coaching area (within ten yards either way from midfield).</p> <p>B. Any coach or spectator 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 their parent or Safe Haven-certified adult) and may not return to the field of play during the current game, including for the post-game handshake, and may not be substituted for, and is suspended, at a minimum, from participation in the next game. There will be penalty point deductions for all send-offs (see Standings rules).</p> <p>C. Any red card or ejection may result in the player/coach/spectator being barred from the remainder of the tournament subject to review by the Tournament Director and Staff.</p> <p>D. If it is determined that an ineligible player has participated in a game, the team will forfeit all games in which that player participated illegally. Furthermore, if it is determined that the coach knowingly played a player illegally, that coach will be barred from further participation in the tournament.</p> <p>E. It is mandatory to play a scheduled game. If it is determined that a coach willfully fails to have his team participate in a scheduled game, the coach will be dismissed from the tournament and the incident will be reported to the respective Regional Commissioner and Section 1 Tournament Director.</p> <p>F. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>G. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>																
<b>19) MEDICAL/FIRST AID</b>	<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. If an injury is serious, the tournament staff will have a mobile phone to call 911 for emergency response. The tournament staff will fill out an injury report and submit it to the Safety Director. Please have someone advise the tournament staff immediately if you have already called for emergency assistance.</p> <p>C. Directions to the nearest hospital/urgent care center will be available at the main tent.</p>																
<b>20) UNIFORMS/SAFETY</b>	A. All players must wear the approved AYSO uniform only, and all players on the same team must wear matching uniforms. The goalkeeper may have a different jersey.																

	<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. <b>Not allowed:</b> jewelry, hard metal or plastic clips of any kind (including friendship bracelets) 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>
<b>21) PROTESTS</b>	<p>A. There will be no protests allowed.</p> <p>B. Referee judgment calls are FINAL and are not grounds for dispute!</p>
<b>22) RULES INTERPRETATION</b>	The Tournament Director and designated staff retain the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.