



# 13<sup>th</sup> Annual AYSO River Daze Open Invitational Tournament

## Tournament Rules (April 13-14, 2024)



Tournament logo here

CATEGORY	RULE
1) JURISDICTION	<p>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!</p> <p>B. The Tournament Committee, headed by the Tournament Director ("TD"), or his designee, has jurisdiction over all games played. Disputes will be resolved by the end of the soccer day, unless otherwise stated.</p> <p>C. Referee judgment calls are NOT subject to dispute or protest!</p>
2) FEES	<p>A. Entry fee and referee deposit must accompany tournament application and will be returned if application is not accepted. Fee must be a single check issued from the respective Region /Organization Account (no personal checks).</p> <p>B. Fees are: 10-U \$800 (entry fee \$500 plus referee deposit \$300), 12-U \$825 (entry fee \$525 plus referee deposit \$300), 14-U \$850 (entry fee \$550 plus referee deposit \$300), 16-U/19-U \$900 (entry fee \$600 plus referee deposit \$300).</p>
3) ACCEPTANCE	<p>Applications are due on <b>March 15, 2024</b></p> <p>A. 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>B. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list or have their application fee and deposit returned no later than 48 hours after the tournament deadline or receipt of application whichever is later by placing the refund in US mail.</p> <p>C. The primary form of communication between the Tournament and applying teams will be <b>EMAIL</b> 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 within 48 hours of written request to withdraw and request return of fees and deposits.</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.</p> <p>C. If the tournament is canceled and cannot be rescheduled a full refund will be issued within 48 hours after the cancellation decision.</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. (See item 8 Referees and Referee Plan for requirement information).</p>
5) RAINOUT/ CANCELLATION	<p>A. Should the tournament be rained out on the original date, it will be rescheduled to the weekend of <b>April 27-28, 2024</b>, as a two-day tournament with minimum three game guaranteed. All teams will be expected to return on that date to resume the tournament. Any team not able to return will only receive a refund if a replacement team can be found, less the costs of any pre-ordered items which were not included in the registration fee. These pre-ordered items will be sent to the team.</p> <p>B. If the tournament is cancelled due to weather after partially completing and it cannot be rescheduled to be completed, refunds will be made to teams on a prorated basis, based on the number of actual games played.</p> <p>C. If the tournament cannot be held due to weather or other conditions beyond the</p>

	control of the tournament hosts, then a full refund will be sent to all teams, less the cost of any pre-ordered items which were not included in the registration fee. These pre-ordered items will be sent to the teams.
<b>6) PLAYERS/TEAMS</b>	<p>A. Players on participating teams must be properly registered in e AYSO or in their respective organization and have played in the most recent primary program. Coaches are responsible for ensuring that all players meet eligibility requirements.</p> <p>B. The team roster must be verified and approved by each player's Regional Commissioner or Organization President/Registrar. Roster changes may be submitted (with the written approval of the Regional Commissioner or Organization President/Registrar); however, these changes must be received by the Tournament Registrar prior to the tournament or at time of team check in.</p> <p>C. 3 Guest Players (players from a different Region/Organization from the applying team's Region) will be allowed for each team. Guest Players are required to have the approval of both the Guest Player's Regional Commissioner/Organization President and the Host Team Regional Commissioner/Organization President (see Guest Player Form).</p> <p>D. Coed teams will be accepted; however, they must play in the boy's divisions only.</p> <p>E. Divisions 16-U and 19-U will play 11-v-11, and there will be a roster limit of 18 players per team;  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>Teams that have larger normal roster size can request permission from CRIT staff in advance to bring their entire team, but each player must play ½ game.</p> <p>F. All players, both AYSO and Non-AYSO, 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 or designee.</p>
<b>7) COACHES</b>	<p>A. Each team is limited to one Head Coach and one Assistant Coach only (must have two coaches). These coaches must be the ones listed on the Official Team Roster.</p> <p>B. Each AYSO coach must have a current season volunteer form on file with the AYSO Office, provide their AYSO Identification Number, be Safe Haven Certified, CDC Concussion Certified, Safesport certified and be Cardiac Arrest trained.</p> <p>C. Both Head Coach and Assistant Coach should have Certifications as follows:  10-U: U-10 Certification or higher  12-U: U-12 Certification or higher  14-U: Intermediate Certification or higher  16/19-U: Advanced Certification or higher</p> <p>D. 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>8) REFEREES</b>	<p>A. Each team in the tournament will provide a crew of 3 referees. These referees will be assigned a minimum of 4 games, based on their qualifications <b><u>if their complete form is received by April 1, 2024</u></b>. See referee plan for details. There will be no referee fee refund if the forms are received after <b>April 1, 2024</b> as referee schedules will be made at that time, unless the Tournament Director ("TD") or his designee assign games which are completed, in the TD's sole discretion.</p> <p>B. Each AYSO referee must have a current season volunteer form on file with the AYSO Office provide their AYSO Identification Number, be Safe Haven Certified, CDC concussion Certified and be Cardiac Arrest trained. USSF Referees are</p>

	<p>acceptable.</p> <p>C. Only the diagonal system of control will be used to referee the games.</p> <p>D. Referees for 16-U/19-U games will be AYSO National or equivalent USSF level; Referees for 14-U games will be AYSO Advanced or equivalent USSF level or above; Referees for 12-U games will be Intermediate or equivalent USSF level or above; Referees for 10-U games will be Regional or equivalent USSF level or above.</p> <p>Any exceptions must have the prior written approval of the TD.</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).</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 and players in the tournament will not be allowed to referee without prior permission of the TD or designee.</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. Referee Deposits will be refunded within 14 days after the tournament if referee assignments have been completed by eligible referee teams.</p>
<b>9) FIELDS</b>	<p>A. All fields will be set up and taken down by the tournament staff.</p> <p>B. Trashcans will be located at each field. <b>Teams will be expected to pick up all trash in their area before leaving.</b></p> <p>C. Please observe all posted Facility Use Rules while attending the tournament.</p>
<b>10) FORMAT</b>	<p>A. This is a pool-play tournament unless a division has insufficient teams for pool play. A round robin or any other format may be used if pool play is not reasonably possible or is otherwise inconvenient, in the sole discretion of the Tournament Director.</p> <p>B. Each age division will be bracketed into playing pools. Each team will play a minimum of 4 pool games, unless the tournament suffers a Rain Delay. 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 standings or points. In some cases winners may be decided based on points in lieu of pool play (irrespective of the "pool" assigned to), if pool play is not reasonably possible or is otherwise inconvenient.</p> <p>D. The Tournament Director reserves the right to alter format if needed to preserve the best interest of all participants.</p>
<b>11) CHECK-IN</b>	<p>A. Coach or Assistant Coach must check in Team (players not needed) the day before the tournament start (details will be on website) and must present Game Cards for</p>

	<p>as many games as the team will play in the tournament (including medal-round games). The Game Cards must be properly completed with the players listed first name-last name in uniform order. The players listed on the game cards must match the approved roster submitted with the team's application. In case a team cannot check in the day before, we may allow check in up to 60 minutes prior to first game or 10:00 a.m. the first day of play, whichever is earliest, upon prior arrangements being made with the TD or designee.</p> <p>B. Each coach or team representative must provide AYSO/Organization Player Registration forms with original ink signatures 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. Each coach or assistant coach must also check in entire team and coaches with laminated photo ID cards 30 minutes prior to <b>FIRST</b> game with the field monitor, and each player will be issued a tournament bracelet. The coach or assistant coach must pick ID cards after the team's last game from the field monitor. The bracelet issued and must be worn for each game. A player without a bracelet is not eligible to play.</p>												
<b>12) FIELD MONITORS</b>	<p>A. There will be a tournament Field Monitor assigned to each field area and will report to the Tournament 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 Monitor, and to respectfully follow any instructions given by the Field Monitor.</p> <p>C. Field Monitor booths will be set up throughout the field(s).</p>												
<b>13) GAMES</b>	<p>A. Pool play games will consist of 25-to-40-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. Games will end on time, thus may be shortened if a game starts late. In this event the referee crew prior to the start of the game will advise each coach of the shortened period of each half.</p> <p>B. Medal Round 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"> <tr> <td>Division</td><td>All matches</td></tr> <tr> <td>10-U:</td><td>25 minute half</td></tr> <tr> <td>12-U</td><td>30 minute half</td></tr> <tr> <td>14-U:</td><td>35 minute half</td></tr> <tr> <td>16-U:</td><td>40 minute half</td></tr> <tr> <td>19-U:</td><td>40 minute half</td></tr> </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 three 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. The home team's 3 game balls must be in good tournament play condition.</p> <p>E. There may be limited warming up on the field only if time permits. Teams must warm up prior to taking the field. As soon as the previous game has ended, teams must promptly clear the field and the teams for the next game must take their places.</p> <p>F. FORFEITS:</p> <ol style="list-style-type: none"> <li>1. Teams must arrive at the designated Field 30 minutes prior to the start of</li> </ol>	Division	All matches	10-U:	25 minute half	12-U	30 minute half	14-U:	35 minute half	16-U:	40 minute half	19-U:	40 minute half
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	<p>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. 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 by the TD or designee.</p> <ol style="list-style-type: none"> <li>2. In the event neither team has sufficient players to start a game within the grace period, a forfeit will be declared against both teams by the TD or designee. Neither team will be awarded any points and are subject to further rules regarding forfeiture. Said scheduled games will not be rescheduled, unless the TD or designee finds extraordinary circumstances.</li> <li>3. A forfeit may be declared against a team in the determination of the TD or designee, upon advice of any referee team, who willfully refuses, without good cause, to complete a scheduled game.</li> <li>4. The scoring of a forfeited match is described within these paragraphs and Section 15 – STANDINGS.</li> <li>5. Any team which had a forfeit declared against the team, absent extraordinary circumstances in the opinion of the TD or designee, shall be dismissed from the tournament, lose any accumulated points and be ineligible for any medal round game.</li> <li>6. A Dismissed Team is any team that has forfeited a game in which a referee team has abandoned a scheduled match for what the TD or designee declares is a forfeit and thereafter eliminates the forfeiting team from further participation in the tournament.</li> <li>7. All matches involving a Dismissed Team whether they were already played or scheduled in future shall be awarded in the favor of the opposing team as a 1-0 win.</li> <li>8. In the event a forfeit is declared in a medal round game, the forfeiting team shall be dismissed from the tournament and be ineligible for any medal or trophy.</li> </ol> <p>G. SHORTENED 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>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>
<p><b>14) SUBSTITUTIONS</b></p>	<ol style="list-style-type: none"> <li>A. Substitutions shall be allowed approximately mid way through each half for ALL divisions 10-U through 14-U and will be recorded on the game cards by the referee. Substitutions in 16-U/19-U will be monitored substitution according to the AYSO Experimental Program for 16-U/19-U Play. Playing time for each player will be recorded on a special time monitoring form by the coaching staff. Substitutions will be allowed at a stoppage of play as allowed by the referee. The referee shall collect from each team their time monitoring form after the match.</li> <li>B. All substitutions must be approved and recognized by the referee. Substitutions</li> </ol>

	<p>may be made for injured players; however, they may not return until the beginning of the next quarter except for U16/19 games and will be considered as having played the current quarter (exception: an injured player not replaced may return to play at any time with the referee's permission).</p> <p>C. Substitutions in all 10-U to 14-U overtime periods of medal round matches will be at the beginning of the periods only except for injuries. 16/19-U will have monitored substitutions in overtime period also.</p>
<b>15) STANDINGS</b>	<p>A. Standings for pool play games will be determined as follows:</p> <p>WIN = 6 points  TIE = 3 points  LOSS = 0 points  GOALS = 1 point for the winning team for each goal differential (maximum of 3 points) and 1 point for each goal scored for losing team (maximum of 3 points)  SHUTOUT = 1 point (for an <u>earned</u> shutout, including a 0-0 tie)  FORFEIT = 7 points (scored as a 1-0 win, no shutout points as not earned)  SEND-OFF/DISMISSAL = 2 point deduction for team for each player, substitute, or coach</p> <p>B. Winners of ties in standings will be determined as follows:</p> <p>Head-to-head competition;  Fewest Send-Offs/Coach Ejections.  Most number of wins;  Goals allowed – total (fewest number advances);  Goal differential (total goals scored fewer total goals allowed-max 5 per game);  Kick from the Mark (if the TD can arrange one within reasonable time constraints).  Coin toss, in the TD's sole discretion, if in the TD's sole opinion, kicks from the mark cannot be arranged in a timely fashion.</p> <p>C. Wildcard teams, if any, 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 regularly at the Tournament Website and/or Got Soccer. The deadline to challenge the posted results will be at the conclusion of Pool Play for that day.</p>
<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) MEDAL-ROUNDS</b>	<p>A. 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. Only players on the field at the end of extra time shall be eligible to participate in shots from the mark. Depending on field availability the kicks from the mark may be at a different location as determined by the TD or designee.</p>
<b>18) AWARDS</b>	<p>A. Medals will be presented to coaches and players from the first place through the fourth-place teams in each division. The first-place coach will also get a trophy.</p> <p>B. An additional player gift (such as t-shirt/pin/soccer ball) will be provided to all players.</p>
<b>19) CONDUCT</b>	<p>A. <b>All Coaches will be expected to set a positive example for the team</b> 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. Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from center line).</p> <p>B. Referees shall be required to complete a game misconduct report for <u>all</u></p>



	<p>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 their parent or Safe Haven-certified adult) and may not return to the field of play during the current game, including for the post-game handshake, and may not be substituted for, and is suspended from participation in the next game. There will be penalty point deductions for all send-offs of players, substitutes, and ejections of any coach (see Standings rules).</p> <p>D. Any violent conduct red card or ejection may result in that player/coach/spectator being barred from the remainder of the tournament and prohibited from entering upon or remaining in the tournament fields, in the discretion of the TD or designee.</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 team willfully fails to participate for the full duration of a scheduled game, the TD or designee will declare a forfeit and the team will be dismissed from the tournament and the incident will be reported to the respective Regional Commissioner or Organization President/Registrar.</p> <p>G. All conduct problems will be reported to the respective Regional Commissioner or Organization President/Registrar.</p> <p>H. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and National Office parties or appropriate Organization Official.</p> <p><b>I. In the event any coach is sent-off, the affected team must still have the appropriately certified coaches to continue playing in subsequent scheduled games.</b></p>
<b>20) MEDICAL/FIRST AID</b>	<p>A. There will be a First Aid station at the main tournament/referee area 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 staffer or Safety Director will have a mobile phone to 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>
<b>21) UNIFORMS/SAFETY</b>	<p>A. All AYSO players must wear the approved AYSO uniform only. All players on the same team must wear matching uniforms (goalkeeper excepted – may have a different jersey).</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 undergarments must be uniform for the entire team (every player wearing the same color), and undergarment colors are limited to neutral or the same as the principal uniform color. The match referee may exclude undergarments if the color of the undergarment conflicts with the primary uniform color of the opposing team.</p>

	<p>D. Not allowed: jewelry (including, but not limited to, earrings), 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. Protocols for possibly concussed players shall be adhered throughout the tournament. Any concussed player shall provide appropriate medical release before he or she is allowed to return to competition.</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, to eliminate the possibility of its causing injury to the other players on the field.</p>
<b>22) PROTESTS</b>	<p>A. Protests will be considered only for the following reasons:</p> <ul style="list-style-type: none"> <li>• An ineligible player has played.</li> <li>• One or more registered player(s), present and in uniform, has not played the required one half of the game (except for illness or injury as recorded by the game referee).</li> </ul> <p>B. All protests must be presented in writing to the Tournament Director within 30 minutes of the completion of the game as indicated by the game schedule.</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>
<b>23) RULES INTERPRETATION</b>	<p>The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants. The Tournament Director does not have the right to interpret the Laws of the Game and AYSO Modification to the Laws of the Games.</p>