



Sponsored by AYSO Area 11 K- Huntington Beach



# AYSO Area 11 K Beach Bash Tournament

## Tournament Rules-2012

CATEGORY	RULE
1) JURISDICTION	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 11 and FIFA Laws of the game will be used for this tournament. The following rules are intended specifically for this tournament <b>ONLY!</b></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. <b><u>Referee judgment calls are NOT subject to dispute or protest!</u></b></p>
2) FEES	<p>A. The entire fee and referee deposit must be sent to the Tournament Registrar and will be returned if the team is not accepted into the tournament. Fee must be a single check issued from the respective Region's account (<b><u>no personal checks</u></b>).</p> <p>B. Fees are: U-10 \$725 (entry fee \$475 plus referee deposit \$250), U-12 thru U-14 \$750 (entry fee \$500 plus referee deposit \$250), U-16 \$800 (\$550 plus referee deposit \$250)</p>
3) ACCEPTANCE	<p>A. <b><u>All applications are performed with the On Line Application on the Area K web site (<a href="http://www.ayso11k.org/tournaments/tournaments.shtml">www.ayso11k.org/tournaments/tournaments.shtml</a>). Applications are due on April 19, 2012</u></b></p> <p>B. Applications will be accepted on a first-come basis, based on completed application and receipt of payment. Teams will be notified by email within 48 hours of the receipt of their completed application and receipt of payment Teams completing the application process but not accepted into the tournament will be placed on a wait list. Such teams may ask the tournament registrar to be removed from the wait list and have their fees refunded.</p> <p>C. The primary form of communication between the Tournament and applying teams will be email and the Tournament website.</p>
4) REFUNDS	<p>A. Teams withdrawing by April 21, 2012 will be issued a full refund.</p> <p>B. Teams withdrawing after April 21, 2012 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.</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 experience a rain out day, June 9-10 2012 will be used to complete tournament play. All teams will be expected to return on that date to resume the tournament. 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 control of the tournament hosts, then a full refund will be sent to all teams, less the cost of any pre-ordered items. Pre-ordered items will be sent to the team.</p>
6) PLAYERS/TEAMS	<p>A. Players on participating teams must have been properly registered and have played in the Fall or Spring of 2011-2012 seasons. Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p><b>B. The team roster must be verified and approved by each player's Regional Commissioner. Roster changes may be made at any time; the Regional Commissioner must again certify the new roster); <u>however, these changes and certification must be made no later than 2 days prior to the tournament(2300 H on 16 May 2012 Pacific) . There will be no roster changes allowed on tournament day.</u></b></p> <p>C. Guest Player will be required to have the approval of both the Guest Player's Regional Commissioner and the Host Team Regional Commissioner. <b>A Maximum of 5 GUEST PLAYERS IS ALLOWED.</b></p> <p style="padding-left: 20px;">Division U-16 will play 11-v-11 and there will be a roster limit of 18 players per team.</p> <p style="padding-left: 20px;">Division U-14 will play 11-v-11, and there will be a roster limit of 15 players per team.</p> <p style="padding-left: 20px;">Division U-12 will play 9-v-9, and there will be a roster limit of 12 players per team.</p> <p style="padding-left: 20px;">Division U-10 will play 7-v-7, and there will be a roster limit of 10 players per team.</p> <p>D. 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>

	E. To be eligible to play in medal rounds, a player <b>MUST</b> have played in at least <b>ONE (1) POOL</b> game.
<b>7) COACHES</b>	<p>A. Each team is limited to one Head Coach and one Assistant Coach only (must have one of each). These coaches are entered on the Team Information page.</p> <p>B. Each Coach must be Safe-Haven certified, be age-appropriate trained and must provide their AYSO Identification Number.</p> <p>C. 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>
<b>8) REFEREES</b>	<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 volunteer and be Safe-Haven Certified.</p> <p>C. Only the diagonal system of control will be used to referee the games.</p> <p>D. Referees for U-14/16 games must be Advanced level or above. Referees for U-12 games must be Intermediate level or above. Referees for U-10 games must be Regional or above.</p> <p>E. Youth referees, serving as match referees, must be at least 2 years older than the age group they are refereeing.</p> <p>F. All referees must be <b>IN FULL UNIFORM AS DEFINED BY AYSO AND USSF</b>, 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 <b>30 minutes</b> 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 are strongly discouraged from officiating in the tournament. If need be, they will be allowed to referee as long as the games are of a different age and gender. As a referee, the coach will only be allowed to represent only one team.</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>
<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. Please observe the Facility Use Rules <b>regarding parking and animals</b> while attending the tournament.</p>
<b>10) FORMAT</b>	<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 preliminary play games within their respective pools. Pools and medal rounds will be determined by the number of teams in the tournament.</p> <p>C. 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 pools in the division.</p>
<b>11) CHECK-IN</b>	<p>A. Teams must check in 60 minutes prior to their first game.</p> <p>B. Each coach or team representative must provide AYSO Player Registration forms (<b>Medical Release Forms</b>) with original ink signatures for verification by tournament officials.</p> <p>C. Coach 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>
<b>12) FIELD MONITORS</b>	<p>A. There will be a tournament Field Monitor assigned to each field, and will report to the Tournament Field Director. Field Monitors will check in teams prior to each game, and present the verified game cards to the match referees.</p> <p>B. At the conclusion of the game, the match referees must return the completed game cards to the Field Monitor.</p> <p>C. Field Monitors will be the first to respond to any incidents or injuries, and will be in contact with the rest of the tournament staff by radio. 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>
<b>13) GAMES</b>	<p>A. Pool play games will consist of 20 to 30 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</p>

	<p>on for injuries or time wasted in qualifying rounds. Games will be expected 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 be the same length as pool play, per 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 border="0"> <tr> <td>Division</td> <td>Pool Play/Semi</td> <td>Final Rounds</td> </tr> <tr> <td>U-10:</td> <td>20 minute half</td> <td>20 minute half</td> </tr> <tr> <td>U-12:</td> <td>25 minute half</td> <td>25 minute half</td> </tr> <tr> <td>U-14:</td> <td>25 minute half</td> <td>25 minute half</td> </tr> <tr> <td>U-16:</td> <td>30 minute half</td> <td>30 minute half</td> </tr> </table> <p>The “<b>Home</b>” team will be the first team or top team listed on the game schedule and will be responsible for providing the game ball. The home team will be situated on the North or West 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’, provided by the tournament, in the event of a color conflict with the visitor team. If any questions, the referee will determine whether this is necessary. Home will have Kick Off and Visitor choosing side to defend.</p> <p>D. 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>E. FORFEITS: Teams must check in at the designated Field Coordinator Station 30 minutes prior to the start of the game. There will be a five-minute grace period at the start of the game for a team to take the field before a forfeit is declared. The score for a forfeit match will be 3-0 for the remaining team (See STANDINGS for the points to be awarded). For U-10 division teams, there is a minimum of 5 players on the field to continue a game. For U-12 division teams, there is a minimum of 6 players. For U-14-16 the minimum number is 7 players. If a team cannot field the minimum number of players, the game will be abandoned and a forfeit will be declared.</p> <p>F. 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>G. ABANDONED GAMES: if any pool play games cannot be played due to circumstances beyond the control of the tournament, the final standings of the pool will be determined by applying the Winning Percentage formula (Total Points Earned in all Games Played divided by Total Points Possible for the Number of Games Played) to each team in the pool. 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/Semi	Final Rounds	U-10:	20 minute half	20 minute half	U-12:	25 minute half	25 minute half	U-14:	25 minute half	25 minute half	U-16:	30 minute half	30 minute half
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<p><b>14) SUBSTITUTIONS</b></p>	<p>A. Substitutions shall be allowed approximately mid way through each half and at halftime for divisions U-10 through U-14, and will be recorded on the game cards by the referee. U16 games allow free substitution at any stoppage of the game. All substitutions must be approved and recognized by the referee. Substitutions may be made for injured players; however, they may not return until the next substitution opportunity and will be considered as having played the current match section (exception: an injured player not replaced may return to play at any time with the referee’s permission).</p>															
<p><b>15) STANDINGS</b></p>	<p>A. Standings for pool play games will be determined on the “ten-point system” as follows:</p> <table border="0"> <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 (for an <u>earned</u> shutout, including a 0-0 tie)</td> </tr> <tr> <td>FORFEIT</td> <td>= 9 points (scored as a 3-0 win, no shutout points as it is not an “earned” shutout)</td> </tr> <tr> <td>RED CARD</td> <td>= 2 point deduction for team (any player, or named substitute, or a coach dismissed)</td> </tr> </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>Most number of wins</li> <li>Least number of sportsmanship point deductions (1 point per misconduct, 1 point per spectator incident)</li> <li>Goals allowed – total (up to a maximum of five per game; fewest number advances)</li> <li>Goal differential (up to a maximum of 3 per game; highest differential advances)</li> <li>Coin toss at the end of pool play.</li> </ul> <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>	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 an <u>earned</u> shutout, including a 0-0 tie)	FORFEIT	= 9 points (scored as a 3-0 win, no shutout points as it is not an “earned” shutout)	RED CARD	= 2 point deduction for team (any player, or named substitute, or a coach dismissed)	
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<p><b>16) ADVANCEMENTS</b></p>	<p>A. Pool winners (and in some cases wildcard teams) will advance to medal round play.</p> <p>B. Teams will play either in championship or consolation matches, depending on the number of teams in each pool and the format of play for that flight.</p>															

<b>17) MEDAL-ROUNDS</b>	A. All medal round matches ending in a tie will go directly to FIFA Kicks From the Penalty Mark.
<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 or flight within a division.</p> <p>B. A tournament pin will be presented to each player and coach.</p>
<b>19) 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 between the 18-yard lines. Two coaches maximum per team, and they must remain in the marked technical area.</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 coach dismissals or 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 (see Standings rules).</p> <p>D. Any violent conduct by a player or named substitute or dismissal of a coach or removal of a spectator for actions that are construed as violent conduct by the referee 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 to Area, Section and the AYSO National Office.</p>
<b>20) 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. 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 players must wear the approved AYSO uniform only, and all players on the same team must wear matching uniforms (except goalkeeper – may have a different jersey). Tournament Director has the overriding authority in the event there is a question concerning uniform colors.</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. Jewelry, casts of any kind, or hard metal or plastic clips on clothing or hair will not be allowed.</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><b>22) PROTESTS</b></p>	<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 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><b>23) RULES INTERPRETATION</b></p>	<p><b>The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.</b></p>