



Sponsored by Mira Mesa Soccer/AYSO Region 285 Mira Mesa, California

## 26<sup>th</sup> Annual Top Gun Soccer Tournament AYSO Invitational -Tournament Rules



CATEGORY	RULE
<b>1) JURISDICTION</b>	<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 ONLY!</p> <p>B. The Tournament Committee (incl. Tournament Director, Assistant Director, Coach Administrator, Referee Administrator 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>
<b>2) FEES</b>	<p>A. Entire fee and referee fee must accompany tournament application and will be returned if the team is not admitted as explained in paragraphs 3) – 5) below. Fees must be sent in a single check issued from the respective Region's account (no personal checks or money orders).</p> <p>B. Fees for U10 are \$775 (entry fee \$410 plus referee deposit \$365), and for U12 - U19 are \$850 (\$485 plus \$365).</p>
<b>3) APPLICATION</b>	<p>A. Teams are requested to provide an indication of their competitive strength and designate a team of three experienced referees on their tournament application forms. Referees should be comfortable working at least at the age level of the team they are representing.</p> <p>B. The deadline to apply to the tournament is <b>March 19<sup>th</sup>, 2016</b>. Applications received by that date will be given priority for acceptance into the tournament; all others will be accepted based on any available openings.</p> <p>C. All teams will be notified their application has been received within 48 hours of the receipt of their application.</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>
<b>4) ACCEPTANCE</b>	<p>A. Starting March 20<sup>th</sup>, applications will be evaluated for team's competitive strength, referee team experience, and date the application forms and fees were received. Teams applying without a referee team will be placed on a waiting list.</p> <p>B. Acceptance of teams will be decided and teams will be notified by email by March 26<sup>th</sup> as to their acceptance status. Teams that are not accepted will be given the option of returning their application &amp; fees or to be placed on the waiting list.</p> <p>C. The notification email will also request the teams to confirm the team's commitment to attend Top Gun 2016. Teams failing to confirm within 7 calendar days that they will attend may be replaced by one of the Alternate teams.</p>
<b>5) REFUNDS</b>	<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.</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. <b>REFEREE DEPOSIT REFUNDS WILL NOT BE ON A PRORATED BASIS; EACH TEAM MUST COMPLETE ALL ASSIGNMENTS TO RECEIVE A REFUND.</b></p>
<b>6) RAINOUT/ CANCELLATION</b>	<p>A. Should the tournament be rained out on the original date, it will not be rescheduled. A full refund will be sent to all teams.</p>
<b>7) PLAYERS/TEAMS</b>	<p>A. Players on participating teams must be registered to play in AYSO, and have played in the 2015 season – All players must be registered in their respective region by no later than March 19, 2016 – <b>NO EXCEPTIONS</b>. Coaches are responsible to ensure all players meet eligibility requirements (table below). See exceptions in paragraphs B, C &amp; D below.</p> <p>B. In Divisions U16 &amp; U19 only, Guest players are allowed (3 maximum per team). Divisions U14, U12 &amp; U10 may not use Guest players.</p> <p>C. Guest Players (players from an AYSO region different from the applying team's region) will be allowed for U16 and U19 teams. However, the Guest Players are required to have the approval of the Guest Player's Regional Commissioner and the Host Team Regional Commissioner. Approval will be recorded by submitting the Guest Player Form (available on the Tournament web site) along with the Team Roster Form</p> <p>D. Teams will be disqualified from the tournament for exceeding three Guest Players or using non-approved Guest Players. Team fees and expenses will not be reimbursed if a team is disqualified.</p> <p>E. Only an <b>eAYSO tournament roster</b> will be accepted. They must be approved and signed by the team's Regional Commissioner. A preliminary roster submitted with your application is required for your application to be processed. You are not required to submit a final roster until you are notified of your team's acceptance into the tournament as a Primary participant. All players and jersey numbers <b>MUST BE ENTERED</b> in GOTSOCER.</p> <p>F. Roster changes may be submitted (with the approval of the Regional Commissioner); however, these changes must be submitted to and received by the Tournament Registrar prior to the tournament. There will be no roster changes allowed on first tournament day. Roster changes <b>MUST BE ENTERED</b> in GOTSOCER.</p> <p>G. Each player and coach must have a laminated identification card with name, picture, AYSO ID# and the signature of their Regional Commissioner. These ID cards must be presented for inspection at team registration time or upon request by any tournament official or match referee.</p> <p>H. COED teams will be accepted; however they must play in the boy's divisions only. A player may only play on one team.</p>

	<p>I. All players must play at least half of each game. Violation of this rule exposes a team to protest and subject to forfeiture of game and possible disqualification at the discretion of the Tournament Director.</p> <table border="1" data-bbox="414 210 1474 451"> <thead> <tr> <th>Division</th> <th>Age Bracket</th> <th>Maximum Roster</th> <th>Field Players</th> <th>Maximum Number of Teams</th> </tr> </thead> <tbody> <tr> <td>U19</td> <td>1 Aug 96 – 31 Jul 99</td> <td>18</td> <td>11 v 11</td> <td>10 Boys teams &amp; 10 Girls teams</td> </tr> <tr> <td>U16</td> <td>1 Aug 99 – 31 Jul 01</td> <td>18</td> <td>11 v 11</td> <td>10 Boys teams &amp; 10 Girls Teams</td> </tr> <tr> <td>U14</td> <td>1 Aug 01 – 31 Jul 03</td> <td>15</td> <td>11 v 11</td> <td>10 Boys teams &amp; 10 Girls Teams</td> </tr> <tr> <td>U12</td> <td>1 Aug 03 – 31 Jul 05</td> <td>12</td> <td>9 v 9</td> <td>20 Boys teams &amp; 20 Girls Teams</td> </tr> <tr> <td>U10</td> <td>1 Aug 05 – 31 Jul 07</td> <td>10</td> <td>7 v 7</td> <td>20 Boys teams &amp; 30 Girls Teams</td> </tr> </tbody> </table>	Division	Age Bracket	Maximum Roster	Field Players	Maximum Number of Teams	U19	1 Aug 96 – 31 Jul 99	18	11 v 11	10 Boys teams & 10 Girls teams	U16	1 Aug 99 – 31 Jul 01	18	11 v 11	10 Boys teams & 10 Girls Teams	U14	1 Aug 01 – 31 Jul 03	15	11 v 11	10 Boys teams & 10 Girls Teams	U12	1 Aug 03 – 31 Jul 05	12	9 v 9	20 Boys teams & 20 Girls Teams	U10	1 Aug 05 – 31 Jul 07	10	7 v 7	20 Boys teams & 30 Girls Teams
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<p><b>8) COACHES</b></p>	<p>A. Each team is limited to one Head Coach and one Assistant Coach (must have one of each). These coaches must be listed on the Official Team Roster.</p> <p>B. The Coaches must wear their laminated ID Card on a lanyard provided by the tournament at all times when they are coaching their team, and be able to present them upon request to any tournament or match official.</p> <p>C. Each Coach must be Safe-Haven certified and must provide their AYSO Identification Number.</p> <p>D. Each Coach is required to have AYSO Age-Appropriate Training.</p> <p>E. Coaches are expected to set the example for their team by exhibiting proper AYSO and Kid Zone behavior. Coaches are to remain in the technical area during games and only enter the field of play as requested by the Referee.</p>																														
<p><b>9) REFEREES</b></p>	<p>A. Each team in the tournament will provide a qualified crew of 3 referees. These referees will be assigned up to 4 games in a combination of <i>PRIMARY</i> and <i>STANDBY</i> assignments. ALL REFEREES MUST BE CAPABLE OF REFEREEING AT THE LEVEL OF THE TEAM THEY REPRESENT. AT LEAST ONE REFEREE MUST BE QUALIFIED TO CENTER. REFEREES MAY REPRESENT ONLY ONE TEAM.</p> <p>B. HEAD COACHES, PLAYERS IN THE TOURNAMENT, AND YOUTH REFEREES ARE NOT ALLOWED ON THE REFEREE CREW. The Assistant Coach may be on the referee crew.</p> <p>C. All referees must be an AYSO-registered volunteer and be Safe Haven Certified.</p> <p>D. Only the diagonal system of control will be used to referee the games.</p> <p>E. All referees must be in a complete Uniform as defined by AYSO and USSF, except the Referee Badge will be provided by the tournament. Referees not in uniform will not be permitted to referee games, and their team's referee deposit may be subject to forfeiture.</p> <p>F. <u>IF ALL ASSIGNMENTS ARE SUCCESSFULLY COMPLETED</u>, the Referee Deposit will be refunded (see REFEREE PLAN for more details).</p> <p>G. 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 game. Once a replacement crew has been assigned, the original crew must report to the Referee Station for an alternative assignment.</p> <p>H. 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 in jeopardy.</p>																														
<p><b>10) FIELDS</b></p>	<p>A. All fields will be set up and taken down by the tournament staff.</p> <p>B. After each game, please pick up the trash on your sideline and place it in one of the provided receptacles.</p> <p>C. The "home" team will be the first team or top team listed on the game schedule or playoff bracket and will be responsible for providing three (3) game balls. The home team will occupy the North or East side of the field, and the visitor team will occupy the South or West side. Spectators must remain on the side of the field designated for their team.</p> <p>D. At no time is there to be any alcoholic beverages at the tournament sites. Pets are not allowed on any of the fields. This is a smoke-free and vapor-free environment; no smoking or vaping is allowed at any of the fields.</p> <p>E. Please help us keep the games on time by immediately collecting your things and clearing your sideline after your game. This will allow the next team to move into position and prepare for the start of their game.</p>																														
<p><b>11) FORMAT</b></p>	<p>A. This is a pool-play tournament. Each team <u>WILL PLAY UP TO 4 POOL GAMES</u> within their respective flights. Divisions will be divided into multiple flights as dictated by the number teams.</p> <p>B. Teams will advance from pool play based on point standings within their flight. The number of teams in each flight/division will determine the number of teams advancing from pool play.</p>																														
<p><b>12) MANDATORY TEAM REGISTRATION NIGHT</b>  6:30 – 9:30 PM at Country Inn &amp; Suites by Carlson – San Diego North</p>	<p>A. <b>Teams are required to complete their team/player registration on Friday night at the Tournament Hotel</b> to facilitate the start of play on Saturday morning. Players need not be present and one coach or designated team representative can complete the process. Teams will receive their T-shirts, pins, program books, and other tournament materials during this meeting.</p> <p>B. <b>Those teams not present on Friday night must make prior arrangements with the Tournament Director or they may forfeit the first game on Saturday.</b></p> <p>C. Laminated Player/Coach <b>ID Cards are required</b> for this tournament. The team representative will present Laminated Player ID Cards for each player and each Coach listed on the approved roster, which will include the player/coach's name, AYSO ID# and a photograph. The Regional Commissioner must have signed the ID Cards.</p> <p>D. The Tournament will print six game cards for each team using the GOTSOCER roster supplied online. The players listed on the roster submitted online must match the approved eAYSO roster submitted with the team's</p>																														

	<p>application or a revised eAYSO roster approved by the team's Regional Commissioner.</p> <p>E. The team representative will present AYSO Player Registration/ Emergency Medical Release forms with original ink signatures for verification by tournament officials.</p> <p>F. Team rosters may not be revised once Team Registration has been completed.</p>																								
<b>13) FIRST GAME CHECKIN</b>	<p>A. Teams will check in approximately 60 minutes prior to their first game, and will give their Player ID Cards to the Field Coordinator. The players listed on the game cards must match the approved roster.</p> <p>B. Late arriving players must be escorted to the Field Coordinator Station by a team representative along with their Player Registration/ Emergency Medical Release Form and be cleared by the Tournament Staff before participating in any games.</p>																								
<b>14) CHECKIN PRIOR TO SUBSEQUENT GAMES</b>	<p>A. The Field Coordinator will conduct an equipment &amp; player safety check of each team approximately 30 minutes prior to each match.</p> <p>B. Coach will have the Player Registration/ Emergency Medical Release forms with them at all times and be able to present them to Tournament Officials, if requested.</p>																								
<b>15) FIELD COORDINATORS AND REFEREE COORDINATORS</b>	<p>A. There will be a tournament Field Coordinator and a Referee Coordinator assigned to each field location. Field Coordinators will check in teams prior to their first game, conduct a player/equipment safety check prior to each game, and present the verified game lineup cards to the referee coordinator who in turn will give them to the match referees.</p> <p>B. At the conclusion of each game, the match referees will return the completed game cards to the Referee Coordinator, who will check the cards for completeness and collect misconduct reports. The Referee Coordinator will pass the completed game cards to the Field Coordinator for posting of scores.</p> <p>C. The field assignment sheets will be used to record assignments completed by <u>each</u> Referee crew member.</p> <p>D. The field assignment sheets will be the basis for having the referee deposit refunded to the tournament team.</p> <p>E. The Field Coordinator will be the first to respond to any incidents or injuries, and will be in contact with the rest of the tournament staff by phone. Tournament participants are encouraged to report any concerns immediately to the Field Coordinator, and also to respectfully follow any instructions given by the Field Coordinator.</p>																								
<b>16) GAME DURATION</b>	<p>A. Pool play games will consist of 2 equal length 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. Games are expected to end on time and no later than 5-minutes before the next scheduled game. Games may be shortened if they started late. Pool play games may end in a tie.</p> <p>B. Medal Round games will be full length for that division unless otherwise noted in chart below (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="1"> <thead> <tr> <th>Division</th> <th>Pool Play</th> <th>Semi &amp; Finals</th> <th>OT Period</th> </tr> </thead> <tbody> <tr> <td>U10</td> <td>20 minute half</td> <td>25 minute half</td> <td>5 minutes</td> </tr> <tr> <td>U12</td> <td>25 minute half</td> <td>30 minute half</td> <td>5 minutes</td> </tr> <tr> <td>U14</td> <td>25 minute half</td> <td>35 minute half</td> <td>5 minutes</td> </tr> <tr> <td>U16</td> <td>30 minute half</td> <td>35 minute half</td> <td>5 minutes</td> </tr> <tr> <td>U19</td> <td>30 minute half</td> <td>35 minute half</td> <td>5 minutes</td> </tr> </tbody> </table> <p>D. Divisions U10 through U14 will use an air horn to signal to the referee that the game time has expired. The referee will be expected to end the game within the next 2-5 seconds. Divisions U16 and U19 will not use the air horn.</p> <p>E. The home team will change jerseys or wear scrimmage vests in the event of a color conflict. If any questions, the match referee will determine whether this is necessary. The tournament Field Coordinator will have scrimmage vests available at each field location.</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 game has ended, spectators and players must clear the field/sidelines for the teams in the next game.</p> <p>G. For pool play games, there will be no coin toss - the home team will select the goal they will attack and the visiting team will kick off. The home team will provide the three (3) game balls.</p> <p>H. FORFEITS: Teams must check in at the designated Field Coordinator Station 20 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 1-0 (7 points) for the remaining team (Also see Rule 26: FORFEITS). For U10, there is a minimum of 5 players on the field to continue a game (6 for U12 division) (7 for U14-U19 divisions).</p> <p>I. 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>J. 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 & Finals	OT Period	U10	20 minute half	25 minute half	5 minutes	U12	25 minute half	30 minute half	5 minutes	U14	25 minute half	35 minute half	5 minutes	U16	30 minute half	35 minute half	5 minutes	U19	30 minute half	35 minute half	5 minutes
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<b>17) SUBSTITUTIONS</b>	<p>A. For divisions U10 through U14, substitutions shall be allowed approximately midway through each half and at halftime. The Assistant Referees will record substitutions on the game lineup cards.</p> <p>B. Substitutions in U16 &amp; U19 will be monitored substitution according to the AYSO Special Program for U16/U19 Play. Substitutions will be allowed at any stoppage of play with permission of the referee. Non-playing time for each player will be recorded on a Substitution Time Monitoring form. Teams will prepare the monitoring forms, if not prepared by the tournament, and present to the Field Coordinator at check-in before their first game. Time Monitors</p>																								

	<p>will be from the team and will be done on the honor system. The Referee team will not be responsible for tracking substitutions. During the game, the Time Monitor will apprise the Coach of any players who are in jeopardy of not playing 50% of the game. The Coach will sign the Time Monitoring form and submit to the Referee crew for submission to the Field Coordinators who will retain completed forms. Form will be available on the tournament website, at Team Registration Night, and at the Field Coordinator's tent.</p> <p>C. 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>D. During overtime periods of medal round matches for U16 and U19 divisions, substitutions will be allowed at any stoppage of play with permission of the referee. All other divisions may only substitute at the beginning of each overtime period.</p> <p>E. All players must play at least half of each game, not including overtime. Violation of this rule exposes a team to protest and subject to forfeiture of game and possible disqualification, as decided by the Tournament Director.</p>														
<b>18) STANDINGS</b>	<p>A. Standings for pool play games will be determined on the "ten-point system" as follows:</p> <table> <tr> <td>WIN</td> <td>= 6 points</td> </tr> <tr> <td>TIE</td> <td>= 3 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>= 0 points</td> </tr> <tr> <td>LOSS</td> <td>= 0 points</td> </tr> <tr> <td>FORFEIT</td> <td>= 7 points (scored as a 1-0 win)</td> </tr> <tr> <td>RED CARD</td> <td>= 2 point deduction for each red card including COACH &amp;/OR SPECTATOR EXPULSIONS</td> </tr> </table> <p>B. Wildcard teams will be the team(s) with the highest standings points from all teams in the bracket who are not automatically advancing.</p> <p>C. The official standings will be updated on the Tournament Scoreboards at the Field Coordinator Station. The deadline to challenge the posted results will be by the conclusion of Pool Play.</p>	WIN	= 6 points	TIE	= 3 points	GOAL	= 1 point (one point per goal scored up to a maximum of 3 per game, win or lose)	SHUTOUT	= 0 points	LOSS	= 0 points	FORFEIT	= 7 points (scored as a 1-0 win)	RED CARD	= 2 point deduction for each red card including COACH &/OR SPECTATOR EXPULSIONS
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<b>19) TIE BREAKER PROCEDURE</b>	<p>A. In case of a tie in pool points, the following team statistics will be used to break the tie: 1) Fewest red cards (including coach &amp;/or spectator expulsions), 2) Fewest yellow cards, 3) Head to head competition, 4) Least goals against, 5) Most shutouts, 6) Goal Differential, and finally 7) Coin flip (Tournament official has discretion to assign "Heads" &amp; "Tails").</p>														
<b>20) ADVANCEMENTS</b>	<p>A. Teams advancing to the medal round 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> <p>B. All players &amp; coaches of teams in the medal round will receive medals.</p>														
<b>21) MEDAL-ROUNDS</b>	<p>A. All Championship (FINAL) matches ending in a tie will have two overtime periods (non-sudden death) of equal length with teams changing field direction after the first OT period.</p> <p>B. If tied after regulation play for the semi-finals or after the OT period for the Finals, the game shall be decided by FIFA kicks from the penalty mark. See Rule 16: GAME DURATION for the length of OT periods.</p>														
<b>22) AWARDS</b>	<p>A. Souvenir t-shirts, tournament lapel pins, and program booklets will be presented to each player and coach registered in the tournament.</p> <p>B. Medals will be presented to coaches and players of teams advancing into the medal round.</p> <p>C. A Team Trophy will be awarded to the coach of the winning team in each age division &amp; competitive bracket.</p>														
<b>23) 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. Teams may have a maximum of 2 coaches, and they must remain in the marked coaching area (within ten yards either way from midfield).</p> <p>B. Referees are required to complete a game misconduct report for <u>all send off</u> misconducts during the game, as well as any incidents of interference by spectators.</p> <p>C. Any ejected coach or spectator 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 – if none is available, may remain on sideline under the coach's supervision/responsibility), 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 Rule 18: Standings).</p> <p>D. Any send off for violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament, and will be reported to the respective Regional Commissioner.</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. All Red Card suspensions not served at the tournament 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.</p>														

<b>24) MEDICAL &amp; FIRST AID</b>	<p>A. There will be First Aid supplies at the Field Coordinator Station where participants may receive ice and basic first aid supplies, including bandages for minor injuries.</p> <p>B. There will be roving Athletic Trainers and/or EMT-qualified Responders to attend to serious injuries on the field. Field Coordinators will communicate via cell phone to call the responder to the field where first aid is requested by the players/parents/coaches.</p> <p>C. If requested by a parent or coach, the Field Coordinator will have a cell phone to call 911 and coordinate the arrival of emergency medical transportation.</p> <p>D. Directions to the nearest hospitals and urgent care facility will also be available at the Field Coordinator Station.</p>
<b>25) UNIFORMS &amp; SAFETY INSPECTION</b>	<p>A. All players must wear the approved AYSO uniform only, and all players on the same team must wear matching uniforms, with the exception of the goalkeeper 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 match referee will be the judge of what should be allowed or not.</p> <p>D. <b>JEWELRY (INCLUDING WRIST BRACELETS OF ANY MATERIAL), HARD CASTS, OR HARD METAL OR PLASTIC CLIPS ON CLOTHING OR HAIR WILL NOT BE ALLOWED.</b></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>26) FORFEITS</b>	<p>A. Teams forfeiting their first game will be assumed to forfeit all of their games unless they contact the Tournament Director at least 3 hours prior to their subsequent games. There will be no refunds to teams who forfeit their games.</p> <p>B. All teams who forfeit will have the game(s) scored as a 0-1 loss. The winner will be awarded seven (7) points (6 for the win and 1 for a goal). If, at the discretion of the Tournament Director, a forfeit provides an unfair advantage, the Tournament Director may make an adjustment in the bracket.</p> <p>C. <b>TEAMS WILL FORFEIT FOR ANY OF THE FOLLOWING REASONS:</b></p> <ul style="list-style-type: none"> <li>• FAILURE to check in at the required location, ready to play within five minutes of the scheduled kick off time.</li> <li>• FAILURE to produce laminated player and/or coach's ID Cards.</li> <li>• FAILURE to report to field with the minimum number of players required (5 for U10; 6 for U12; 7 for U14-U19)</li> <li>• COACH is ejected and fails to leave the field when directed to do so.</li> <li>• COACH is ejected &amp; there is no other Safe Haven certified adult available to take over the team.</li> <li>• Game is suspended due to the misconduct of <b>PLAYERS, COACHES, ADMINISTRATORS, PARENTS OR SPECTATORS.</b></li> <li>• In the judgment of the Tournament Director, the team has violated the spirit and philosophies of AYSO.</li> </ul>
<b>27) RULES INTERPRETATION</b>	<p>A. The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.</p>
<b>28) PROTESTS AND DUE PROCESS</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 duration (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 ½ hour of the completion of the game.</p> <p>C. A Protest Committee of at least three persons selected by the Tournament Director will hear all protests. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. <b>ALL PROTEST DECISIONS ARE FINAL!</b></p> <p>D. Referee judgment calls are FINAL and are not grounds for protest or dispute!</p> <p>E. Players/coaches/spectators barred from the remainder of the tournament due to violent conduct red card or ejection may request Due Process review by the Protest Committee.</p> <ol style="list-style-type: none"> <li>a. Request for Due Process must be presented in writing to the Tournament Director within ½ hour of the completion of the game from which the red card or ejection was issued.</li> <li>b. Decisions from Protest Committee will be FINAL.</li> </ol>
<b>29) IMPORTANT DATES</b>	<p>A. March 19, 2016 - End of tournament application period.</p> <p>B. March 26, 2016 - Notify teams of acceptance or wait list status.</p> <p>C. April 28, 2016 - Last day a team may withdraw from tournament for their full refund to be returned.</p> <p>D. May 27, 2016 - Mandatory Team Registration Night, 6:30 – 9:30 PM at Country Inn &amp; Suites by Carlson – San Diego North (5975 Lusk Boulevard, San Diego, 92121). Only one team representative need be present. See Rule 12 above.</p> <p>E. May 28, 2016 - Tournament begins.</p>