



Sponsored by AYSO Region 364 Socorro, New Mexico

## AYSO Turkey Tune-Up Tournament AYSO 364 Open Invitational Tournament Tournament Rules

**CITY OF SOCORRO**



CATEGORY	RULE
<b>1) JURISDICTION</b>	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 12 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(s), Field Director, Referee Director and other designated staff) will have jurisdiction over all games played. Disputes will be resolved by the end of the soccer day. Referee judgment calls are NOT subject to dispute or protest!</p>
<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 and deposit must be a single check issued from the Region's account (no personal checks, money orders, credit cards, etc.).</p> <p>Fees are: U-10 \$199 (\$100 entry fee plus \$99 referee deposit), U-12 \$199 (\$100 entry fee plus \$99 referee deposit), U-14 \$199 (\$100 entry fee plus \$99 referee deposit), U-16 \$199 (\$100 entry fee plus \$99 referee deposit).</p>
<b>3) ACCEPTANCE</b>	<p>A. Applications are due on November 7, 2012</p> <p>B. Applications will be accepted on a first-come basis, based on completed application (see Team Application Form for criteria). Teams will be notified by email within 48 hours of the receipt of their applications.</p> <p>C. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list. If a team chooses not to be on a waiting list, the application and entry fee will be returned within 48 hours of notification.</p> <p>D. The primary form of communication between the Tournament and applying teams will be email and the Tournament website. Teams must designate a Team Contact on their application who has email and Internet access.</p>
<b>4) 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. Referee deposit refunds will be on a prorated basis, comparing the number of assignments actually completed versus the number that were assigned.</p>
<b>5) RAINOUT/ CANCELLATION</b>	<p>A. Should the tournament be rained out on the original date, it will not be rescheduled.</p> <p>B. If the tournament is cancelled due to weather, after partially completing, there will be no refunds.</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 (items for sale by the tournament which are not included with the registration fee). Any pre-ordered items will be sent to the team.</p>
<b>6) PLAYERS/TEAMS</b>	<p>A. Players on participating AYSO teams must be properly registered to play in AYSO, and have played in the Fall 2012 season in a minimum of one-half of the games for which they were eligible. Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p>B. The team roster must be 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 received by the Tournament Registrar prior to the tournament. There will be no roster changes allowed on tournament day.</p> <p>C. All teams not sanctioned by AYSO must provide proof of liability insurance and accident reimbursement equal to or better than that provided by AYSO to its players. Players on non-AYSO teams affiliated teams must be currently</p>



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	<p>registered, and have fulfilled all playing obligations required by their league.</p> <p>D. Up to 3 Guest Players will be allowed for each team. If any of the guest players are from a neighboring AYSO Region, the guest player's Regional Commissioner must sign the roster also.</p> <p>E. Coed teams will be accepted; however they must play in the boys' divisions only.</p> <p>F. Division U-16 will play 11-v-11, and there will be a roster limit of 15 players per team. Division U-14 will play 11-v-11, and there will be a roster limit of 15 players per team. Division U-12 will play 9-v-9, and there will be a roster limit of 12 players per team. Division U-10 will play 7-v-7, and there will be a roster limit of 10 players per team.</p> <p>G. All players must play at least half the game. Violation of these 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> <p>H. Players may play up a division except no players concurrently playing in or just completing the U-8 season.</p> <p>I. For identification purposes, each player 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 check-in time, game time, and must present them upon request to any tournament or match official.</p>
<p><b>7) COACHES</b></p>	<p>A. Each team is limited to two coaches but must have two – one Head Coach and one Assistant Coach. These coaches must be the ones listed on the Official Team Roster.</p> <p>B. Each AYSO Head Coach and Assistant Coach must have:</p> <ul style="list-style-type: none"> <li>• Provide their AYSO Identification number and a current season volunteer form on file with the NSTC</li> <li>• Be Safe-haven certified</li> </ul> <p>C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kids Zone behavior. Coaches are expected to remain in the technical area during games and only enter the field of play as requested by the referee. Sideline coaching is limited to two coaches from each team. Negative comments and complaints about refereeing are not permitted.</p>
<p><b>8) OFFICIATING</b></p>	<p>A. Each team in the tournament will provide a crew of 3 referees. These referees will be assigned up to 3 games, based on their qualifications.</p> <p>B. All referees should be an AYSO registered and trained 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-16 games must be intermediate level or above. Referees for U-14 games must be intermediate 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 (center referees) must be at least 2 years older than the age group they are refereeing.</p> <p>F. All referees must be in full uniform as defined by AYSO and USSF, including the Referee Badge. Referees not in uniform will not be permitted to referee games, and their team's referee deposit may be subject to forfeiture.</p> <p>G. If all assignments are successfully completed, the Referee Deposit will be refunded (see REFEREE PLAN for more details).</p> <p>H. Referees are expected to check in at the Referee Station at least 30 minutes prior to their assigned game. Failure to appear on time may result in a replacement referee crew being assigned to the field. Once a replacement crew has been assigned, they will have priority and the original crew must report to the Referee station for alternative</p>



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	<p>assignment.</p> <p>I. Coaches and players in the tournament may referee, but, all efforts will be made to keep them from officiating their own age group or division.</p> <p>J. Referees will be expected to uphold the tournament rules, AYSO Rules and Regulations and FIFA laws. Any failure of the referee to uphold these rules may be cause for dismissal from the tournament, and will place a team's referee deposit refund in jeopardy.</p>
<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 provided at each field. Teams will be expected to clean up all trash in their area before leaving.</p>
<b>10) FORMAT</b>	<p>A. This is a Pool Play/Round robin tournament for all Divisions.</p> <p>B. All teams in an age bracket and/or division will play each other. There will be two divisions in each age bracket-a gold and silver division.</p> <p>C. There will be two divisions in each age/gender: Gold Division and Silver Division. The Gold Division is considered the most competitive division. You may request to play in either division, however, the Tournament Committee reserves the right to assign teams in a division based on number of entries, competitive past history, and type (Club, All-Star, AYSO regular season, i.e.) of team.</p>
<b>11) CHECK-IN</b>	<p>A. Teams must check in 60 minutes prior to their first game, and must present Game Cards for as many games as the team will play in the tournament. The Game Cards must be properly completed with the players listed by first name-last name in jersey number order. The players listed on the game cards must match the approved roster submitted with the team's application. All players listed on the roster must appear on each game card, even if there is an expectation that one (or more) might miss a scheduled game.</p> <p>B. Each coach or team representative must provide AYSO 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. 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> <p>E. Each player will be required to have a laminated Player ID Card, which will include the players name, AYSO ID# and a picture. The Player ID Card must be signed by the Regional Commissioner. These cards must be presented to the tournament official at check-in, and be available for inspection prior to each game by the tournament Field Monitor.</p> <p>F. Non-AYSO teams must present laminated Player/Coach Pass cards and Medical Release forms.</p> <p>G. Each team is allowed 3 Guest Players and they must have laminated Player cards, Medical release forms and must be documented and designated on the roster form.</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. Round Robin games will consist of 20 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>



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	<p>on for injuries or time wasted in qualifying rounds. Games will expect to end on time, and may be shortened if they started late. Round Robin games ending in a tie will have a shoot-out (refer to Section 16 for rules for the shoot-out).</p> <p><b>B.</b> Game duration shall be as follows:</p> <table style="margin-left: 20px;"> <tr> <td>Division</td> <td>Round Robin</td> </tr> <tr> <td>U-16</td> <td>30 minute halves – 5 minute break</td> </tr> <tr> <td>U-14</td> <td>26 minute halves – 5 minute break</td> </tr> <tr> <td>U-12:</td> <td>24 minute halves – 5 minute break</td> </tr> <tr> <td>U-10:</td> <td>22 minute halves – 5 minute break</td> </tr> </table> <p><b>C.</b> The “home” team will be the first team or top team listed on the game schedule and will be responsible for providing the game ball. Both Home team and Visitors team will be seated on the East side of the field. Spectators must remain on the West side of the field. 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><b>D.</b> 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><b>E.</b> FORFEITS: Teams must check in at the designated Field Coordinator Station 15 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 for the remaining team. For U-10 division teams, there is a minimum of 5 players on the field to continue a game. For U-12 the minimum number is 6 players. For U-14 division teams, there must be a minimum of 7 players to continue a game. . For U-16 division teams, 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.</p> <p><b>F.</b> 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 . 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>	Division	Round Robin	U-16	30 minute halves – 5 minute break	U-14	26 minute halves – 5 minute break	U-12:	24 minute halves – 5 minute break	U-10:	22 minute halves – 5 minute break								
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<p><b>14) SUBSTITUTIONS</b></p>	<p><b>A.</b> Substitutions shall be allowed approximately mid-way through each half for ALL divisions U-10 through U-14, and will be recorded on the game cards by the referee.</p> <p><b>B.</b> Substitutions in U16 Division will be monitored substitution according to the AYSO Experimental Program for U-16/U-19 play. Playing time will be recorded on a special time monitoring form by a tournament official. Teams may substitute players with the referee’s permission: Prior to a throw in, in your favor. Prior to any goal kick. After a Goal. At half time.</p> <p><b>C.</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><b>15) STANDINGS</b></p>	<p><b>A.</b> Standings for pool play games will be determined on the “Ten-point system” as follows:</p> <table style="margin-left: 20px;"> <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 points(one point per goal scored up to a max of 3 per game, win or lose)</td> </tr> <tr> <td>SHUTOUT</td> <td>= 1 point</td> </tr> <tr> <td>FORFEIT</td> <td>= 9 points (scored as a 2-0 win)</td> </tr> <tr> <td>YELLOW CARD</td> <td>= ½ point deduction (includes ½ point for each player, substitute, or coach)</td> </tr> <tr> <td>RED CARD</td> <td>= 1 point deduction for team (includes 1 points for each player, substitute, or coach)</td> </tr> <tr> <td>Time Monitor Card</td> <td>= ½ point deduction for each player that does not play ½ a game</td> </tr> </table> <p>Winners of ties in standings will be determined “TB” (Tie Breaker) as follows: TB1 – Head to Head Competition</p>	WIN	= 6 points	TIE	= 3 points	LOSS	= 0 points	GOAL	= 1 points(one point per goal scored up to a max of 3 per game, win or lose)	SHUTOUT	= 1 point	FORFEIT	= 9 points (scored as a 2-0 win)	YELLOW CARD	= ½ point deduction (includes ½ point for each player, substitute, or coach)	RED CARD	= 1 point deduction for team (includes 1 points for each player, substitute, or coach)	Time Monitor Card	= ½ point deduction for each player that does not play ½ a game
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	<p>TB2 – Common opponent, the team that won would win the tie</p> <p>TB3 – Goals allowed – total (up to a maximum of five per game; fewest number advances)</p> <p>TB4 – Goal differential (goals scored to three per games less total goals allowed; higher differential advances)</p> <p>TB5 – Least number of sportsmanship point deductions ( 1 point per misconduct, 1 point per spectator incident)</p> <p>TB6 – Coin toss at the end of pool play</p> <p>B. Standings will be updated hourly at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of the day</p>
<b>16) ADVANCEMENTS</b>	<p>A. If due to the number of teams in a Division, the round robin format may change to where the 4<sup>th</sup> game of the Tournament may be a semi-final or championship match.</p> <p>B. Determination of the teams in the semi-final or championship match will be determined by their standings in the Division per total points earned.</p>
<b>17)</b>	
<b>18) AWARDS</b>	<p>A. Medals will be presented to coaches and players for First Place in each division.</p> <p>B. A tournament Participation medal 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 behind the touch line on the west side of the field. Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from halfway line).</p> <p>B. At the conclusion of each match, the referees will indicate on the reverse of the game cards any point deductions for poor sportsmanship. Point deductions will be used as tie-breakers should that become necessary. Referees will be required to complete a game misconduct report for <u>all</u> misconducts during the game, as well as any incidents of interference by spectators.</p> <p>C. Any coach or spectator ejected must immediately leave the vicinity of the playing field (out of sight and sound) and will be prohibited from attending the next scheduled game. Any player sent off (red carded) must immediately leave the vicinity of the game (under supervision of his/her parent or Safe Haven-certified adult), and may not return to the field of play during the current game, including for the post-game handshake, and may not be substituted for, and is suspended from participation in the next game. In the alternative, if there is no parent or Safe Haven-certified adult, the player may stay on the sideline under the supervision of the coach. There will be penalty point deductions for all send-offs (see Standings rules).</p> <p>D. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament.</p> <p>E. If it is determined that an ineligible player has participated in a game, the team will forfeit all games in which that player participated illegally. Furthermore, if it is determined that the coach knowingly played a player illegally, that coach will be barred from further participation in the tournament.</p> <p>F. It is mandatory to play a scheduled game. If it is determined that a coach willfully fails to have his team participate in a scheduled game, the coach will be dismissed from the tournament and the incident will be reported to the respective Regional Commissioner.</p> <p>G. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>H. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
<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>



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	<p>B. There will be a roving first aid response staff member to respond to injuries on the field. Field Monitors will communicate via radio to call the first aid staffer to the field where first aid is requested.</p> <p>C. If an injury is serious, the first aid staff or Safety Director will call 911 for emergency response.</p> <p>D. Directions to the nearest hospital/urgent care center will be available at the First Aid station.</p>
<b>21) UNIFORMS/SAFETY</b>	<p>A. All players must wear the approved uniform only according to the AYSO National Rules &amp; Regulations, and all players on the same team must wear matching uniforms (goalkeeper excepted – may have a different jersey, AYSO logo is recommended but not required.)</p> <p>B. Each player's uniform must be marked with a permanently-affixed unique number that matches the uniform number on the Game Card, and may not exchange numbered jerseys with any other player during the game including the goalkeeper.</p> <p>C. Garments may be worn under the uniform (i.e. long sleeves, etc.) during inclement weather, however the match referee will be the judge of what should be allowed or not.</p> <p>D. Not allowed: jewelry, hard metal or plastic clips on clothing or hair. No player will be allowed to participate with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify that team member from participation.</p> <p>E. AYSO will not prohibit the use of knee braces by players in AYSO events and programs; providing that the brace is adequately covered and padded in the judgment of the referee, so as to eliminate the possibility of its causing injury to the other players on the field.</p>
<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> </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. <b>ALL PROTEST DECISIONS ARE FINAL!</b></p> <p>D. Referee judgment calls are FINAL and are not grounds for 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.</p>