Sponsored by AYSO Region 9, Thousand Oaks, California

2020 Pot O' Gold Tournament AYSO Invitational Tournament Rules

CATEGORY	RULE
1) JURISDICTION	A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 10 and FIFA Laws of the Game will be used for this tournament. The following rules are intended specifically for this tournament only. B. The Tournament Committee (including the 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. C. Referee judgment calls are NOT subject to dispute or protest.
2) FEES	A. Tournament Fees are: • 10U and 12U: $600 (Entry Fee of $450 plus Referee Deposit of $150) • 14U, $650 (Entry Fee of $500 plus Referee Deposit of $150) • 16U and 18U: $500 (No Referee Deposit) B. The Entry Fee and Referee Deposit must accompany the tournament application and will be returned if the application is not accepted. The Tournament Fee must be a single check issued from the respective Region's account (no personal checks).
3) ACCEPTANCE	A. Applications are due on the following dates: • 10UB, 12UB & 14UB: February 07, 2020 • 10UG, 12UG & 14UG: February 14, 2020 • Boys & Girls 16U & 19U: February 28, 2020 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 30 days of tournament dates as applicable. C. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list or will have their entire registration packet, including fees, mailed back to them within 48 hours. 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.
4) REFUNDS	A. Teams withdrawing 30 days or more before the tournament will be issued a full refund. 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. C. If the tournament is canceled and cannot be rescheduled a full refund will be issued. D. For teams who are eligible, referee deposit refunds will be mailed no later than 14 days after the end of the weekend 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.
5) RAINOUT OR CANCELLATION	A. Should the tournament be rained out on the original date, it will be rescheduled to the weekend of APRIL 18-19**, 2020**. 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. B. If the tournament is cancelled due to weather after it is partially completed, and cannot be rescheduled for completion, refunds will be made to teams on a prorated basis, based on the number of actual games played. C. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, then full refunds will be sent to all teams.
6) PLAYERS & TEAMS	A. Players on participating teams must be registered to play in AYSO and have played in the Fall 2019 season. Coaches are responsible to ensure that all players meet eligibility requirements. 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. Roster changes will be allowed on tournament day provided all required signatures are provided.

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	C. A maximum of 3 Guest Players (players from a different region from the applying team's region) will be allowed for each team. However, the Guest Player will be required to have the approval of their Regional Commissioner (see Roster Form). D. Coed teams will be accepted; however, they must play in the boys divisions only. E. Divisions 16U and 18U will play 11-v-11 and there will be a roster limit of 18 players per team. F. Division 14U will play 11-v-11 and there will be a roster limit of 15 players per team. G. Division 12U will play 9-v-9 and there will be a roster limit of 12 players per team. H. Division 10U will play 7-v-7 and there will be a roster limit of 10 players per team. I. All players must play at least half of each game. Violation of these player rules exposes a team to forfeiture of the game and possible disqualification at the discretion of the Tournament Director.
7) COACHES	A. Each team is limited to one Head Coach and one Assistant Coach only (must have one of each). These coaches must be the ones listed on the Official Team Roster. B. Each Coach must provide their AYSO Identification Number, be a current registered volunteer, Safe-Haven certified and AYSO trained at the age-appropriate level. Proof of coach certification and training will be verified by the coach and assistant coach attaching their training record from eAYSO to the roster. Coaches will be expected to set the example for proper conduct, exhibiting AYSO TEAM behavior and Kid Zone philosophy. C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior. Coaches are expected to remain in the technical area during games and only enter the field of play as requested by the referee.
8) REFEREES	A. Each 10U, 12U and 14U team in the tournament will provide a crew of 3 referees. These referees will be assigned up to 2 games each, based on their qualifications. No referee can represent more than one team each weekend. B. All referees must be currently registered, AYSO trained and Safe-Haven Certified. C. Only the diagonal system of control will be used to referee the games. D. Referee assignments for all games will be at the discretion of the tournament referee staff. E. All referees must be in full uniform as defined by AYSO and USSF. Referees not in uniform will not be permitted to referee games, and their team's referee deposit may be subject to forfeiture. F. At the conclusion of each game, the match referees must return the completed game cards to the Referee Station. G. If all assignments are successfully completed, the Referee Deposit will be refunded (see the REFEREE PLAN for more details). 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. I. Referees will be expected to uphold the tournament rules, AYSO guidelines and FIFA Laws of the Game. Any willful 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.
9) FIELDS	A. All fields will be set up and taken down by the tournament staff. B. Trash cans will be provided at each field. Each team will be expected to clean up all trash in their area before leaving. C. Please observe the following **Facility Use Rules** while attending the tournament**:** **NO PETS ARE ALLOWED!**
10) FORMAT	A. This is a pool-play tournament. Each age division will be bracketed into playing pools (also referred to as Groups). Each team will play a minimum of 3 preliminary games within their respective pools. Where there are sufficient teams, pools will also be separated into multiple competition flights. B. Teams will advance from qualifying pools based on pool play standings points. The number of teams advancing per pool will be determined by the number of teams and pools in the division. (See ADVANCEMENTS for details).
11) TEAM CHECK-IN	A. Teams must check in 60 minutes prior to their first game and must present 4 Game Cards (this is the maximum possible games including Championship games). The Game Cards must be properly completed with the players listed in numerical order. The players listed on the Game Cards must match the approved roster submitted with the team's application. B. The Game Cards submitted must be those mailed to the coach by the Tournament Director. Substitute game cards will not be permitted.

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	C. Each coach or team representative must provide AYSO Player Registration forms with original ink signatures for verification by tournament officials. D. The Coach must have these Player Registration forms with them at all times and ready for presentation to Tournament Officials. E. 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.
12) FIELD MONITORS	A. There will be a tournament Field Monitor assigned to each field who will report to the Tournament Field Director. 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 respectfully follow any instructions given by the Field Monitor.
13) GAMES	A. All games will be full-length halves depending on the age division (see item "C" below) with a five minute half time. There will be a running clock during the match including substitutions. There will be no time added on for injuries or time wasted in qualifying rounds. Games will be expected to end on time and may be shortened if they started late. Pool play games may end in a tie. B. Championship games will be played until there is a winner (see Championship rules below). C. Game duration shall be as follows: Division 10U: 25 minute halves 12U: 30 minute halves 14U: 35 minute halves 16U: 40 minute halves 18U: 45 minute halves D. The "home" team will be the first, 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 East side. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or wear pinnies in the event of a color conflict with the visitor team. If there are any questions regarding a color conflict, the match referee will determine whether this is necessary. E. 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. F. FORFEITS: There will be a five-minute grace period before a forfeit is declared. The score for a forfeit match will be 1-0 for the remaining team (See STANDINGS for the points to be awarded). For 10U division teams there is a minimum of 5 players on the field to continue a game. For 12U, the minimum number is 6 players and 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. G. SHORTENED GAMES: The Tournament Committee may determine to end matches early if the field schedule is behind due to game delays or interference, or if playing conditions are deemed unsafe and will determine the outcome of the shortened match. H. SUSPENDED AND ABANDONED GAMES: The Tournament Committee will determine the status and/or outcome of any single game that is terminated prematurely by the Referee, Safety Director or Tournament Director for any reason (such as inclement weather, participant injury, interference by an outside party, unsafe field conditions, etc.). I. UN-PLAYED 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 a Winning Percentage formula to each team in the pool (Total Points Earned in all games played divided by Total Points Possible for the number of games played). This does not apply to games that were shortened due to a late start.
14) SUBSTITUTIONS	A. Substitutions shall be allowed approximately mid way through each half for all divisions and will be recorded on the game cards by the referee. 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 who leaves the field, but is not replaced, may return to play at any time with the referee's permission). C. Substitutions in all overtime periods of Championship matches will be only at the beginning of each period.

15) STANDINGS

A. Standings for pool play games will be determined on the "10-point system" as follows:

WIN = 6 points
TIE = 3 points
LOSS = 0 points
GOAL = 1 point per goal scored up to a maximum of 3 per game (win, lose or tie)
SHUTOUT = 1 point (this is an earned shutout and includes 0-0 ties)
FORFEIT = 7 points (scored as a 1-0 win. A point is given for the "goal" scored, but not the shutout because it is not an "earned" shutout)
RED CARD = -2 points per red card for the game (applies only to players, substitutes or coaches)

B. Tiebreakers. If 2 or more teams in a 3-, 4- or 5-team flight are tied in total points at the end of pool play, then the following will be used to determine their final positions within their flight:

1) Head-to-Head results as follows:
   - For 2 teams: Winner of the game against each other
   - For 3 teams (in a 4- or 5-team flight only): Most wins in pool play overall
   - 4 or more teams, or all teams in a 3-team flight: Head-to-Head does not apply
2) Fewest Red Cards
3) Fewest Total Goals Allowed
4) Kicks from the mark (Shootout)

C. Standings will be updated at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.

16) ADVANCEMENTS

A. Pools with 8 teams: The winner and runner-up in each 4-team flight will advance to Championship play. Both flight winners will play for 1st and 2nd place and both runner-ups will play for 3rd and 4th place.

B. Pools with 5 teams: All teams will play the other 4 teams in their flight once for a total of 4 games. The top team and runner-up in that flight will be awarded 1st and 2nd place respectively.

C. Pools with 6 teams: Each team will play the other two teams in their 3-team flight once. Additionally, they will play 1 or 2 teams from the other flight dependent on the schedule:

a. If 3 games are played, then the winner and runner-up in each 4-team flight will advance to Championship play. Both flight winners will play for 1st and 2nd place and both runner-ups will play for 3rd and 4th place.

b. If 4 games are played, then the top team and runner-up in each flight will be awarded 1st and 2nd place respectively.

17) CHAMPIONSHIP MATCHES

A. All Championship matches ending in a tie will have two full overtime periods of five minutes each with teams changing field direction after the first five-minute period. In these matches, if it is still tied after overtime play then the game shall be decided by FIFA Kicks From The Mark.

B. Only those players on the field at the end of the second overtime may participate in Kicks From The Mark.

18) AWARDS

A. A tournament pin will be presented to each player and coach for all teams.

B. Trophies will be presented to coaches and players for all teams advancing to the Championship round (1st, 2nd, 3rd and 4th) and the 1st and 2nd place teams from a 5-team pool.

19) CONDUCT

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.

B. Coaches must remain in the marked coaching area (within ten yards on either side of the midfield line).

C. All spectators must remain 5 yards behind the touchline and between the penalty-area lines.

D. Referees will be required to complete a game misconduct report for all misconducts during the game, as well as any incidents of interference by spectators.

E. Any coach or spectator sent off must immediately leave the vicinity of the playing field 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 a parent or Safe Haven-certified adult), may not return to the field of play during the current game (including the post-game handshake) and may not be substituted for during the game. In addition, the player is suspended from participation in the next game. There will be penalty point deductions for all send-offs (see Standings).

F. Any player, coach or assistant coach receiving a Caution (yellow card) in 2 separate matches shall be suspended for the next scheduled match.

G. Any person sent off for violent conduct (be it a Red Card or ejection from the referee or Tournament Staff) will be barred from the remainder of the tournament.

H. 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.

	I. 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. J. All conduct problems will be reported to the respective Regional Commissioner. K. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.
20) MEDICAL & FIRST AID	A. There will be a First Aid station available where participants may receive ice, etc. for minor injuries. B. There will be 2 dedicated roving first aid response staff members 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. C. If an injury is serious, the first aid staffers or Safety Director will have a mobile phone to call 911 for emergency response.
21) UNIFORMS & SAFETY	A. All players must wear the approved AYSO uniform only, and all players on the same team must wear matching uniforms (except for the goalkeeper). B. Each player's uniform must be marked with a permanently affixed, unique number that matches the uniform number on the Game Card. Players may not exchange numbered jerseys with any other player during the game - including the goalkeeper. C. Undergarments may be worn during inclement weather; however, the match referee will be the judge of what should, or should not, be allowed. 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 player from participating. An exception will be made for Medical Alert Bracelets as long as they are covered with athletic tape or a soft wristband. E. AYSO does not prohibit the use of knee braces by players in AYSO events and programs - providing that, in the judgment of the referee, the brace is adequately covered and padded to eliminate the possibility of its causing injury to the other players on the field.
22) PROTESTS	A. Protests will not be considered.
23) RULES INTERPRETATION	A. The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.