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|  | Sponsored by AYSO Region 68 Camarillo, California**4th Annual Camarillo EXTRA Cup****Tournament Rules** | Description: C:\AYSO\Extra Program\Camarillo EXTRA Cup\2011 CEC Pin, Medal, Coin - Edit version.jpg**Camarillo****EXTRA Cup** |
| **CATEGORY** | **RULE** |
| 1. **JURISDICTION**
 | 1. 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!
2. The Tournament Committee (incl. Tournament Director, Assistant 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!
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| 1. **FEES**
 | 1. Entire entry fee must accompany tournament application and will be returned if application is not accepted. Fee must be a single check issued from the Region’s account (no personal checks, money orders, credit cards, etc.).
2. Fees are: U-10 $750 (entry fee $500 plus referee deposit $250).

 U-11/U-12 $800 (entry fee $550 plus referee deposit $250).U-13/U-144/U-16 $825 (entry fee $575 plus referee deposit $250). |
| 1. **ACCEPTANCE**
 | 1. Applications are due 21 days prior to the tournament.
2. Applications will be accepted on a first-come basis, based on completed application (see Team Application Form for criteria). Incomplete applications will be notified of their deficiencies by e-mail within 48 hours of receipt. Accepted teams will be notified by e-mail within 48 hours of receipt of completed package.
3. 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.
4. The primary form of communication between the Tournament Director 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.
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| 1. **REFUNDS**
 | 1. Teams withdrawing 14 days or more before the tournament will be issued a full refund.
2. Teams withdrawing less than 14 days before the start of the tournament will only be issued a refund if a replacement team can be found less any cost to register the replacement team.
3. If the tournament is canceled and cannot be rescheduled a full refund will be issued.
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| 1. **RAINOUT/CANCELLATION**
 | 1. Should the tournament be rained out on one of the original dates, it will be rescheduled on September 1, 2014. All teams will be expected to return on that date to resume the tournament. Any team not able to return will only receive a refund if a replacement team can be found, less the 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.
2. 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.
3. 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.
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| 1. **PLAYERS/TEAMS**
 | 1. Players on participating teams must be properly registered to play in AYSO, and selected to play in the AYSO EXTRA program in the fall 2014 season. Coaches are responsible to ensure that all players meet eligibility requirements.
2. 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 (prior to the team’s first game) provided all required signatures are provided.
3. Division U-16 will play 11-v-11, and there will be a roster limit of 18 players per team.Division U-13/U-14 will play 11-v-11, and there will be a roster limit of 15 players per team.Division U-11/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.
4. 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.
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| 1. **COACHES**
 | 1. 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.
2. Each Coach and Assistant Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified, AYSO trained at the age-appropriate level with the exception of U-10 where both the Coach and the Assistant Coach must be U-12 trained. Proof of coach certification and training will be verified using the mandatory eAYSO Team Roster.
3. 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.
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| 1. **REFEREES**
 | 1. 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. In lieu of listing 3 referees on the Referee Nomination Form, the Region Referee Administer may indicate that he/she will provide a list of referees sufficient to fill 9 referee slots for each team from their Region participating in the tournament.
2. All referees must be an AYSO registered and trained volunteer and be Safe-Haven Certified.
3. Only the diagonal system of control will be used to referee the games.
4. Referees for U16 games must be National or Advanced level.Referees for U-13/U-14 games must be Advanced level or above.Referees for U-11/U-12 games must be Intermediate level or above.Referees for U-10 games must be Regional or above and have at least one year of experience.
5. Youth referees (center referees) must be at least 2 years older than the age group they are refereeing.
6. 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.
7. 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.
8. Players in the tournament will not be allowed to referee.
9. 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.
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| 1. **FIELDS**
 | 1. All fields will be set up and taken down by the tournament staff.
2. Trash cans are provided at each field. Teams will be expected to clean up all trash in their area before leaving.
3. Please observe the following Facility Use Rules while attending the tournament. **NO PETS ARE ALLOWED!**
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| 1. **FORMAT**
 | 1. This is a pool-play tournament.
2. Each age division will be bracketed into playing pools. Teams play in 8-team divisions consisting of 3 pool play games and one game determined by their finish in pool play.
3. While the tournament will be structured to provide all teams with 4 games, there may be circumstances beyond control of the tournament where this will not be possible. Primarily, these will be those instances where a team drops out shortly before the start of the tournament or a team no shows for a game
4. All teams will play a fourth game based on pool play standings. Teams finishing first in their respective pools will play for first place. Teams finishing second in their respective pools will play for third place. Teams finishing third in their respective pools will play for fifth place. Teams finishing fourth in their respective pools will play for seventh place.
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| 1. **CHECK-IN**
 | 1. Coaches must check in 60 minutes prior to their first game, and must present 4 game cards. 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.
2. Each coach or team representative must provide AYSO Player Registration Forms with original ink signatures for verification by tournament officials.
3. Players must have picture ID cards that will be checked during player pregame equipment check. The coach will provide the ID cards to the referee crew who will verify the players listed on the approved game card match the players present.
4. Coaches must have the Player Registration Forms with them at all times and ready for presentation to Tournament Officials.
5. 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.
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| 1. **FIELD MONITORS**
 | 1. There will be a tournament Field Monitor assigned to each field, and will report to the Tournament Field Director.
2. At the conclusion of the game, the referee will return the completed game cards to the Field Monitor. Exception, if there are any Cautions or Send-offs, the referee will notify the Field Monitor and take the cards to the Referee Tent to complete a Misconduct Report.
3. 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.
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| 1. **GAMES**
 | 1. Except for U13, U14 and U16, all games will be full 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 will be expected to end on time, and may be shortened if they start late. All games except championship and third place games may end in a tie.
2. Championship and third place games will be played until there is a winner (see Medal Round rules below).
3. Game duration shall be as follows:Division U-10: 25 minute halfU-11/U-12: 30 minute halfU-13/U-14: 30 minute halfU-16: 30 minute half
4. The “home” team will be the first team or top team listed on the game schedule and will be responsible for providing three game balls. The home team will be situated on the North or East side of the field, and the visitor will be situated on the South or West side. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or don pinnies in the event of a color conflict with the visitor team. If any questions, the referee will determine whether this is necessary.
5. There will be limited time for warming up on the field and teams must lineup for check-in as soon as the referee calls for equipment check. Teams should 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.
6. FORFEITS: 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 (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 the minimum number is 6 players. For all other divisions, there must be a minimum of 7 players to continue a game. If a team cannot field the minimum number of players, the game will be abandoned and a forfeit will be declared.
7. 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 earned. 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.).
8. 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.
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| 1. **SUBSTITUTIONS**
 | 1. Substitutions shall be allowed approximately midway through each half for ALL divisions U-10 through U-16, and will be recorded on the game cards by the referee. **BU16 and GU16 will have Monitored Substitutions per FIFA guidelines.** Timekeepers will be provided by Tournament staff. Players must play at least half of each game.
2. 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).
3. Substitutions in overtime periods of medal round matches in U10, U12, U14 & U16 will be at the beginning of the periods only.
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| 1. **STANDINGS**
 | 1. Standings for pool play games will be determined on the “ten-point system” as follows:

WIN = 6 pointsTIE = 3 pointsSHUTOUT = 1 pointGOAL DIFFERENTIAL = 1 point per goal (3 goal max) FORFEIT = 7 points (scored as a 1-0 win, no shutout point)RED CARD = 1 point deduction (for each red card or ejection) 1. Winners of ties in standings will be determined as follows:

Head to head competitionFewest sportsmanship point deductions (1 point per player/coach misconduct, 1 point per spectator incident)Fewest goals allowed Most goals scored differential (up to a maximum of 5 per game)Kicks from the Penalty Mark1. Standings will be updated periodically at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.
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| 1. **ADVANCEMENTS**
 | 1. 8-team divisions: All teams will play one medal round game.
2. Pool winners will play for Championship and second place. Pool runners up will play for third and fourth place. Pool third place teams will play for fifth and sixth place. Pool fourth place teams will play for seventh and eighth place.
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| 1. **MEDAL-ROUNDS**
 | 1. Championship and third place matches ending in a tie will be decided by FIFA Kicks from the Penalty Mark. Overtime periods will not be conducted.
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| 1. **AWARDS**
 | 1. Awards representing team placement will be presented to coaches and players from the first through the fourth-place teams in each division.
2. Fifth through eighth place teams will have participation medals presented to the coaches and players.
3. A tournament pin will be presented to each player and coach.
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| 1. **CONDUCT**
 | 1. 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 3 yards from the field and between the 18-yard lines (penalty areas in small fields). Two coaches maximum per team, and they must remain 1 yard from the field in the coaching area (within ten yards either way from the halfway line). When the referee indicates substitution time (quarters) the coaches and parents may approach the touch line to hand drinks to players.
2. At the conclusion of each match, the referees will indicate on the reverse of the game cards any point deductions for poor sportsmanship, including player Cautions and any coach or parent incidents. Points deductions will be used as tie-breakers should that become necessary. 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.
3. 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 a 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. During the next game, 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).
4. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament.
5. 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 and the incident will be reported to the respective Regional Commissioner.
6. 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.
7. All conduct problems will be reported to the respective Regional Commissioner.
8. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.
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| 1. **MEDICAL/FIRST AID**
 | 1. There will be a First Aid station near the main tent where participants may receive ice, etc. for minor injuries.
2. 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.
3. If an injury is serious, the first aid staff or Safety Director will call 911 for emergency response.
4. Directions to the nearest hospital/urgent care center will be available at the First Aid station.
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| 1. **UNIFORMS/SAFETY**
 | 1. All players must wear the approved AYSO uniform only according to the National Rules & 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.)
2. 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.
3. 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.
4. 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 are in order to participate shall disqualify that team member from participation.
5. 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.
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| 1. **PROTESTS**
 | 1. Protests will be considered only for the following reasons:
* An ineligible player has played.
* One or more registered player(s), present and in uniform, have not played the required one half of the game (except for illness or injury as recorded by the game referee).
1. All protests must be presented in writing to the Tournament Director within 1/2 hour of the completion of the game.
2. 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!
3. Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute!
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| 1. **RULES INTERPRETATION**
 | The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants. |