



Sponsored by AYSO Region 122 Santa Barbara, CA.
22nd Annual AYSO Santa Barbara Splash Tournament
AYSO Invitational Tournament Rules



CATEGORY	RULE
1) JURISDICTION	<p>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!</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>
2) FEES	<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: 10U \$850 (\$550 entry fee plus \$300 referee deposit), 12U \$875 (\$575 plus \$300 referee deposit), and 14U/16U/18U \$900 (\$600 entry fee plus \$300 referee deposit).</p>
3) ACCEPTANCE	<p>A. Applications are due on May 20th, 2022</p> <p>B. Applications will be accepted by tournament rules, (see Team Application Form for criteria). Teams will be notified by email within 1 week of the receipt of their complete application that the application has been received.</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>
4) REFUNDS	<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, less any cost to register that replacement team.</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. If all assignments are completed, the entire referee deposit of \$240 will be refunded within 14 days of the completion of the tournament. If only partial assignments are completed, then no partial refund will be provided.</p>
5) RAINOUT/ CANCELLATION	<p>A. If the tournament is cancelled due to weather after partially completing and it cannot be rescheduled to be completed, refunds will be made to teams on a prorated basis, based on the number of actual games played.</p> <p>B. 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>
6) PLAYERS/TEAMS	<p>A. Players on participating teams must be properly registered to play in AYSO or CalSouth/CalNorth and have played in the Fall 2018 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 or Club Director. Roster changes may be submitted (with the written approval of the Regional Commissioner); however, these changes must be received by the Tournament Registrar one week prior to the tournament. There will be no roster changes allowed on tournament day.</p> <p>C. 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 both the Guest Player's Regional Commissioner and the Host Team Regional Commissioner (see Guest Player Form).</p> <p>D. Coed teams will be accepted; however, they must play in the boys' divisions only.</p> <p>E. Division 14U will play 11-v-11, and there will be a roster limit of 15 players per team. Division 12U will play 9-v-9, and there will be a roster limit of 12 players per team. Division 10U will play 7-v-7, and there will be a roster limit of 10 players per team.</p> <p>F. All players must play at least half of each game. Violation of these player rules exposes a team to protest and</p>

	<p>renders them subject to forfeiture of game and possible disqualification at the discretion of the Tournament Director.</p> <p>G. Only e-AYSO roster will be accepted for AYSO teams.</p> <p>H. Players may play up a division (except no players concurrently playing in or just completing the U-8 primary program season may participate in the tournament).</p> <p>I. If players played up a division at the request of the Region, in the primary season (e.g., high school players) they should not be required to play up in the secondary season.</p>
7) COACHES	<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 Coach must provide their AYSO or CalSouth/CalNorth Identification Number, be a currently 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.</p> <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.</p>
8) REFEREES	<p>A. Each team in the tournament will provide a crew of 3 referees. These referees will be assigned up to 3 games, based on their qualifications.</p> <p>B. All referees must be an AYSO registered 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 14U games must be Advanced level or above. Referees for 12U games must be Intermediate level or above. Referees for 10U 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 assignment.</p> <p>I. Coaches and players in the tournament will not be allowed to referee.</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> <p>K. For participants who wish to provide some observations (positive and constructive) regarding one of the referees in the tournament, there will be feedback forms for this purpose at the Information Booth. The information on these forms will not be used to overturn a referee's ruling or the outcome of a game but will be used as an opportunity to provide further education.</p> <p>L. AYSO PRO youth referees are appreciated at the tournament, as long as they are not players on a team in the tournament. Youth referees will be required to have their Youth Referee Form (provided by the tournament) on them at all times while officiating at the tournament, and present to any tournament official upon request. This form must be signed by the youth referee's Referee Administrator and be accompanied by a copy of the youth referee's Youth Volunteer Registration form.</p>
9) FIELDS	<p>A. All fields will be set up and taken down by the tournament staff.</p> <p>B. Trash cans are provided at each field. Teams will be expected to clean up all trash in their area before leaving.</p> <p>C. Please observe the Facility Use Rules while attending the tournament. No pets are allowed!</p>
10) FORMAT	<p>A. This is a pool-play tournament.</p> <p>B. Each age division will be bracketed into playing pools. Each team will play a minimum of 3 preliminary play games within their respective pools. Where there are sufficient teams, divisions will also be separated into multiple competition flights. Our preferred format is for each flight to be made up of two pools of four teams. If this cannot be accomplished a flight might consist of 3 pools of four teams each. If a flight consists of 2 pools of three teams each of the pools will play all their games as cross pool matches, so each team in that pool will be compared how they did against the same opponents. If a flight only has 5 teams, then they will all play 4 games</p>

	<p>and their finish will be determined by their point standings from pool play.</p> <p>C. Teams will advance from qualifying pools based on pool play standings points. Number of teams advancing per pool will be determined by the number of pools in the division. For flights with 2 pools the two first place pool winners will play each other in the 1st/2nd place game. The second highest place finishers in each pool will play in the 3rd/4th place game. For flights with 3 pools the two highest point first place pool teams will play in the 1st/2nd place game. The remaining first place pool team will play the highest point total second place team in the 3rd/4th place game. For flights with only 5 teams there will be no playoffs for 1st/2nd/3rd/ 4th, the finish will be based on the final point totals from round robin pool play.</p>
<p>11) CHECK-IN</p>	<p>A. Teams must check in 60 minutes prior to their first game. Game Cards will be provided by the tournament. 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 or Club 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>12) FIELD MONITORS</p>	<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 or cell phone. 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>
<p>13) GAMES</p>	<p>A. Pool play games will consist of 24-to-35-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 on for injuries or time wasted in qualifying rounds. Games will expect to end on time (which is 10 minutes prior to the next game start time) and may be shortened if they started late. Pool play games may end in a tie.</p> <p>B. Championship games will be full length for that division (see chart below). Championship games will be played until there is a winner (see Medal Round rules below). Game duration shall be as follows: 10U - 24 min. each half with a 5 min. half time break. Championship 24 min. each half. 12U - 27 min. each half with a 5 min. half time break. Championship 30 min. each half. 14U - 30 min. each half with a 5 min. half time break. Championship 35 min. each half.</p> <p>C. The "home" team will be the first team or top team listed on the game schedule and will be responsible for providing the game balls. 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 don pennies in the event of a color conflict with the visitor team. If any questions, the referee will determine whether this is necessary.</p> <p>D. There will be no warming up on the field. Teams must warm up prior to taking the field. As soon as the previous game has ended, teams must clear the field and the teams for the next game must take their places.</p> <p>E. FORFEITS: Teams must check in at the designated Field Coordinator Station 30 minutes prior to the start of the game. There will be a five-minute grace period at the start of the game for a team to take the field before a forfeit is declared. The score for a forfeit match will be 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. 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.</p> <p>F. SUSPENDED GAMES: The Tournament Committee may determine to end matches early if field schedule is behind due to game delays, interference, or if weather conditions provide unsafe conditions; and may distribute awards according to games played and points. The Tournament Committee will determine the outcome of any single game which is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.).</p> <p>G. ABANDONED GAMES: if any pool play games cannot be played due to circumstances beyond the control of the tournament, the final standings of the pool will be determined by applying the Winning Percentage formula (Total Points Earned in all Game 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> <p>H. There will be a running clock during all pool play games. There will be no time added on for injuries or time wasted during substitutions. Each coach is urged to have their team ready at the start of each half and to conduct substitutions in as expedient a manner as possible.</p>

<p>14) SUBSTITUTIONS</p>	<p>A. Substitutions shall be allowed approximately mid-way through each half for ALL divisions 10U through 14U and will be recorded on the game cards by the referee. If there are BU16, BU19, GU16, & GU19 divisions they will have Monitored Free Substitutions that will be recorded on official tournament provided time sheets by each team. Players must play at least half of each game.</p> <p>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>C. Substitutions in overtime periods of medal round matches will be at the beginning of each period only. The substitution minimum play will have been already met. The tournament does not require equal play time during overtime play. If the overtime ends in a tie only the players on the field in the last overtime period will participate in taking of kicks from the mark.</p> <p>D. Normal substations at the midpoint of each half of each match will be allowed. All players must play half the match.</p>
<p>15) STANDINGS</p>	<p>A. Standings for pool play games will be determined on the "ten-point system" as follows: 6 points for a win + 1 point for each goal scored to a maximum of (3) three. 3 points for a tie + 1 point per goal scored for a maximum of (3) three. 0 points for a loss + 1 point per goal scored for a maximum of (3) three. 1 point for a shutout There is a Maximum of 10 points possible earned for each game.</p> <p>FORFEIT = 8 points (scored as a 1-0 win) Ejection/ RED CARD/ = 2 point deduction for team (includes 2 points for each player, substitute, spectators or coach)</p> <p>B. Winners of ties in standings will be determined as follows: Head-to-head competition Most number of wins Goal differential (highest total differential advances; maximum differential per game is 3) Goals allowed Least number of sportsmanship point deductions (1 point per misconduct, 1 point per spectator incident) Coin toss at the end of pool play.</p> <p>C. Standings will be updated hourly at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.</p>
<p>16) ADVANCEMENTS</p>	<p>A. Teams will advance from qualifying pools based on pool play standings points. Number of teams advancing per pool will be determined by the number of pools in the division. For flights with 2 pools the two first place pool winners will play each other in the 1st/2nd place game. The second highest place finishers in each pool will play in the 3rd/4th place game. For flights with 3 pools the two highest point first place pool teams will play in the 1st/2nd place game. The remaining first place pool team will play the highest point total second place team in the 3rd/4th place game. For flights with only 5 teams there will be no playoffs for 1st/2nd/3rd/ 4th, the finish will be based on the final point totals from round robin pool play.</p> <p>B. Teams will play championship (1st/2nd) or consolation (3rd/4th) matches, depending on the number of teams in each pool and the format of play for that flight.</p>
<p>17) MEDAL-ROUNDS</p>	<p>A. All medal round matches ending in a tie will have two full overtime periods of five minutes in length with teams changing field direction after the first five-minute period. In these matches, if still tied after overtime play, the game shall be decided by FIFA Kicks from the Mark. Substitutions during overtime will be at the beginning of each period only.</p> <p>B. Kicks from the Mark shall follow the FIFA Laws of the Game procedures.</p>
<p>18) AWARDS</p>	<p>A. Medals will be presented to coaches and players from the first through the fourth-place teams in each division.</p> <p>B. A tournament pin will be presented to each player and coach.</p>
<p>19) CONDUCT</p>	<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 (penalty areas in small fields). 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 tiebreakers 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)</p>

	<p>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, 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>
20) MEDICAL/FIRST AID	<p>A. There will be a First Aid station at the main tent at all locations where participants may receive ice, etc. for minor injuries.</p> <p>B. 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>
21) UNIFORMS/SAFETY	<p>A. All players must wear the approved AYSO or Club 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)</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 without a written letter from a Doctor.</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>
22) PROTESTS	<p>A. Protests will not be considered.</p>
23) RULES INTERPRETATION	<p>The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.</p>