

2004 HI-5 ALL-STAR/APP TOURNAMENT RULES & REGULATIONS

(WHEREVER THE TERM "TOURNAMENT DIRECTOR" IS USED, IT SHALL ALSO BE INTERPRETED TO MEAN "OR IN HIS ABSENCE, A DESIGNATED REPRESENTATIVE")

1. GENERAL

The Tournament Director will have jurisdiction over all games played in the tournament. All disputes will be resolved as soon as possible by the Tournament Director whose decision shall be final. ALL TEAMS MUST PLAY ALL THEIR SCHEDULED GAMES.

2. ELIGIBILITY OF PLAYERS

- A. Coaches are responsible for insuring the eligibility of their players. All team rosters will be verified through AYSO National's computerized registration file for eligibility requirements specified under B and C below.
- B. Ages of Players
 - 1. Under 10 - Players must be 9 years of age or younger as of July 31, 2003.
 - 2. Under 12 - Players must be 11 years of age or younger as of July 31, 2003.
 - 3. Under 14 - Players must be 13 years of age or younger as of July 31, 2003.
- C. Players must be registered in an AYSO program as of October 31, 2003.
- D. All players must have played in at least one-half of the games during their AYSO Fall 2003 season. An exception can be made if an injury, illness, or other special circumstance prevented them from playing in the minimum number of games.
- E. Failure to prove eligibility or falsifying eligibility of players will result in the team's expulsion from the entire tournament and forfeiture of all games that the team won or tied, and that team shall lose by a score of 1-0 (8 points) including tournament fee and deposit.
- F. Coaches must have a completed AYSO registration form for each player with their parent's original signature.
- G. The Tournament Team Roster must be signed by your Regional Commissioner verifying eligibility of all players.
- H. Roster changes should be submitted before December 10, 2003. All changes must be submitted to the Tournament Registrar in writing with a signed letter of approval from your Regional Commissioner.
- I. No roster changes can be made after the team's first game.
- J. All players are required to have a laminated photo ID card. Player ID cards must have player's photo, first & last name, birthdate, AYSO National ID #, & RC's signature.

- K. All coaches are required to have a laminated photo ID card. Coach ID cards must have coach's photo, first & last name, AYSO National ID #, & RC's signature.

- L. Player & coach Photo ID cards will be checked before each game and held by the Field Marshal during the game.

3. FIELDS

- A. Region 5 will be responsible for helping to prepare the fields as well as supplying goal posts, nets & corner flags.
- B. Each team is responsible for clean up of the general area after their game.
- C. The play for U10 will be 9 versus 9 with a smaller field size and goals which are 7 feet tall by 7 yards wide.

4. TEAMS

- A. Teams shall be comprised of AYSO registered players who played in at least one-half of the games during their regular AYSO Fall 2003 season.
- B. The maximum number of players on a team/roster shall be (15) for U12 and U14, with a maximum of (12) for U10. The U10 play shall be 9 versus 9.
- C. The home team is the first team listed on the schedule.
- D. The home team shall change jerseys if a color conflict exists.
- E. A coin flip will determine which team will kick-off and and which way they will attack.
- F. The home team will occupy the North or West side of the field. Players, coaches, and spectators shall remain on their designated side of the field for the entire game.
- G. Only (2) coaches are allowed on their team's sideline. Coaches shall remain on their own side of the field and are restricted to the coaching area (10) yards from either side of the halfway line. Coaches, players, & spectators shall stay behind the restraining line, to allow room for the assistant referees to carry out their designated duties.
- H. Only players and coaches are allowed on the field with permission. All others must sit in the bleachers, when available, and away from the field of play. Spectators shall remain at least (3) yards away from the touchline and (18) yards away from the goal line.
- I. The Field Marshal will give the HI-5 Tournament game cards to the Referees prior to the start of the game. Game cards shall include the names of all players in numerical order, present or not, with an explanation why those players are not in attendance. The Field Marshal will check-in the team & collect the players & coaches ID cards. ID cards will be held by the Field Marshal during the game and returned to the teams after the game.

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- J. Each player on the team shall wear the same color uniform with a different number and may not exchange it with another player for the duration of the game.
- K. All uniforms shall be in accordance with AYSO National Rules and Regulations.
- L. Teams will have an initial check-in at the Tournament Desk a minimum of (1) hour before their first scheduled game.
- M. Teams will be checked-in at their assigned fields thirty (30) minutes before each scheduled game.

5. REFEREES AND ASSISTANT REFEREES

- A. Referees and assistant referees shall be assigned by the Tournament Referee Administrator.
- B. All games will be officiated using the diagonal system of 1 referee and 2 assistant referees.
- C. All referees will be of the highest caliber possible. Every effort will be made to ensure the appropriate ability of the referees assigned to each game.
- D. Referees shall at all times impose the Rules and Regulations of competition as defined by the HI-5 Tournament, AYSO, FIFA, & Laws of the Game.
- E. Every effort will be made to schedule referees and assistant referees from regions not involved in the game being played. In some cases this may not be possible.
- F. Properly completed & verified HI-5 Tournament game cards will be given to the Field Marshal by the Referee at the completion of each game.
- G. Referees must file a formal written report for abusive language or violent conduct by coaches, players or spectators and of any behavior which interfered with the conduct of the game.
- H. See Section 10 for reporting requirements for all yellow card (cautioned) and red card (send off) offences.
- I. All teams are required to provide a three (3) person team of AYSO certified referees to officiate three (3) tournament games. If the Referee Information Form is not received by December 10, 2003, the team will forfeit its referee deposit. Referees must be able to officiate at the age level of the team they represent.
- J. For the purpose of this tournament, coaches can be cautioned or sent off.
- K. Each team is responsible for their team of referees fulfilling its scheduled referee assignments in order to receive their referee deposit refund. Each team must check with the Referee Administrator to ensure they've received credit.

6. GAMES

- A. All games will be played on the soccer fields designated by the Tournament Director. The field locations and game assignments by division will be sent in the coaches' packet.
- B. The size of the balls shall be as follows.
 - Under 10 - Size 4
 - Under 12 - Size 4
 - Under 14 - Size 5
- C. The referee's acceptance of the game ball is final.
- D. All games will be (50) minutes in duration, and play in U10 v be 9 versus 9.
- E. All games should be terminated not less than 5 minutes prior to the scheduled start of the next game regardless of the amount of time played in each half. The air horn is used only to signal that there are 5 minutes before the start of the next scheduled game. The referee is responsible for terminating the game.
- F. The tournament has a running clock. No time stoppage or adding of time for any reason.
- G. Half-time break will be (3) minutes in length.
- H. Games shall be played as scheduled. Only the referee with the concurrence of the Tournament Director, has authority to cancel a game. A maximum grace period of (5) minutes from the scheduled game time will be allowed by the referee before forfeiting the game.
- I. If the tournament is postponed because of weather conditions, or any other unforeseen circumstances, the Tournament Director shall reschedule the tournament for June 26 & June 27, 2004. In the event the tournament must be canceled or rescheduled, there are no refunds.
- J. Failure of a team to be ready to play after the grace period shall constitute forfeiture and that team shall lose by a score of 1 - 0 (8 points).

7. TOURNAMENT FORMAT

- A. The tournament format will be "pool play" and finals. The number of entries in a division will determine the bracketing and final format of the tournament.
- B. Each team will be scheduled to play four (4) games.
- C. All games will count fully toward determining the standing in each pool.

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D. Points for pool play will be awarded as follows.

- 6 points for a Win
- 3 points for a Tie
- 0 points for a Loss
- 1 point for a Shut-out
- 1 point for each goal scored up to 3 goals (3-point maximum)

Maximum of 10 points possible for each pool game

E. Point deductions from standings for players or coach offences

(3) points deducted for each read card or send off

(1) point deducted for (3) yellow cards or cautions received in a game, and for each subsequent yellow card or caution received in the same game, (1) point shall be deducted

F. If there is a tie in points at the end of pool play, The final pool standings will be decided by using the following "tie-breakers" in the order in which they are listed below.

1. HEAD-TO-HEAD PLAY
2. LEAST AMOUNT OF POINT DEDUCTED
3. LEAST AMOUNT OF GOALS ALLOWED
4. SHOOTOUT KICKS FROM THE MARK
Penalty kicks will be conducted by having each team select (11) players, with (9) players for U10. Each team shall alternately take (5) penalty kicks at the same goal, with each kick shall taken by a different player. The team scoring the most goals shall be declared the winner. If still tied, shootout will continue by each team matching kick for kick by different players until one team has scored and the other team misses.

Shootouts will occur at the earliest possible time after the completion of pool play as determined by the Tournament Director.

The goalkeeper may be changed before and after any penalty kick.

G. There will be no overtime for pool play. Ties will be recorded as such.

8. SUBSTITUTION OF PLAYERS

- A. Substitutions shall be midway through each half, in accordance with AYSO National Rules and Regulations for all tournament games.
- B. All players in attendance must play half (two quarters) of each game. Failure to comply will result in forfeiture of that game. See Section 10 C for scoring.

C. Substitutes may not enter the field until given permission to do so by the referee.

9. FINAL GAMES ENDING IN A TIE AFTER REGULATION TIME

A. In case of a tie at the end of regulation time, SUDDEN VICTORY overtime periods shall be played.

If a team is playing short because of ejections, that team will continue to play short during the overtime periods.

Free substitution will be allowed for all divisions during the overtime periods only. Substitutions may be made with the referee's permission at the following times only.

1. Prior to a throw-in in your team's favor, and if so elected opposing team may also substitute
2. Prior to a goal kick by either team
3. During an injury time-out by either team, the injured player may be substituted, and if so elected opposing team may substitute on a one for one basis
4. At half-time or between overtime periods
5. When a player receives a yellow card

Substitutes may not enter the field until given permission to do so by the referee.

The teams shall change ends of the field after the end of each overtime period. No half-time or break will be permitted. Play will begin immediately.

B. Length of overtime period is (5) minutes for all divisions.

C. In the case of a tie after the second overtime period, starting with the third overtime period both teams shall remove (2) players from the field, with one being the goalkeeper position, for the remainder of the overtime periods. For the fifth overtime period each team shall remove (2) more players from the field. No other players shall be removed after the fifth overtime period. The team scoring the first goal during overtime shall be declared the winner.

10. PARTICIPANTS ISSUED YELLOW OR RED CARDS

- A. Any player who receives (2) yellows cards (cautions) in the same game, or red card (send off) must immediately leave the game.
- B. Coaches sent off & spectators who are asked to leave must leave the game site, so as not to be within sight or sound, as determined by the referee. In the event the individual refuses to leave, the referee shall have the option to terminate game and file a report with the Tournament Director.

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- C. In the event of early termination of a game by the referee, the offending team will forfeit the game and the opposing team will be declared the winner. If the declared winner was losing or tied at the time of game termination the score shall be recorded (1-0) otherwise the score at time of the termination will stand. The forfeiting team will receive (0) points.
- D. Players & coaches sent off or ejected and spectators asked to leave the field must be reported to the Tournament Director after the termination of the game.
- E. All players and coaches ejected for violent conduct, serious foul play, or foul language may not be allowed to participate in the remainder of the tournament.
- F. The penalty for a player or coach sent off shall serve a one (1) game suspension for the next game, unless otherwise specified by the Tournament Disciplinary Committee.
- G. The Tournament Disciplinary Committee has the right to review misconducts. Stronger penalties may be imposed depending on the circumstances.

11. PROTESTS OF ANY NATURE ARE NOT ALLOWED

12. INJURIES

- A. Any injury to a participant, or damage caused by a participant must be reported to the Tournament Director.

13. TEAM CHECK-IN PROCEDURE

- A. Initial check-in will be on Saturday, December 27, 2003, (1) hour before each team's first game at the Tournament Desk where your first game is scheduled to be played. You may check-in your team early, if all your players are present.
- B. Teams need to be at the field (30) minutes before each game to be checked-in by the Field Marshal, except for your first game of the tournament
- C. HI-5 Tournament game cards will be supplied and filled out by the Tournament with the player's name & uniform number.
- D. Coaches must have an AYSO Registration form with original signature for each player's parent or guardian.
- E. All players and coaches are required to have laminated photo ID cards. Players and coaches without a photo ID card will not be allowed to participate.
- F. A player must check-in prior to the official start of a game. A player can be checked-in during the game in which he or she will be participating by the Field Marshal.
- G. Only tournament officials can verify the registration and eligibility of a player.

will initial the name of the player on the game card.

- I. The following will be reviewed at the Tournament Desk during the initial team check-in.
 - 1. Roster - player verification
 - 2. HI-5 Tournament game card
 - 3. Game schedule to check playing times and field locations
 - 4. AYSO registration forms for each player listed on the team roster with original signature.
 - 5. Properly completed laminated player & coach photo ID cards
- J. Each team will receive a tournament team package consisting of T-shirts, pins, programs, and sponsor give-aways at the initial team check-in on Saturday morning, December 27.

14. REFUND POLICY

- A. A full refund will be issued if the tournament is canceled and cannot be rescheduled.
- B. If a team withdraws thirty days before the tournament, a full refund will be given, but after that time, no refund will be given unless a replacement team is found.

ANY SITUATION OR SUBJECT NOT COVERED BY THE
AFOREMENTIONED RULES WILL BE DECIDED BY THE
TOURNAMENT DIRECTOR WHOSE DECISION IS FINAL.