

Ontario-Montclair AYSO Region 66
10th Annual Cruisin' Classic Tournament
June 19-21 2009

Scope: AYSO Invitational. Division U-10 through U-19, Boys and Girls teams only. No Co-ed. (U10 will play 7v7, U-12 9V9)

When: June 19-21, 2009

Where: Ontario California.

Rain Out Dates: July 10-12, 2009

Fee: \$450 Entry Fee for U-14/U-19, \$425 for U-12 and \$400 for U-10, plus \$225 Referee Deposit, per team **MUST** accompany application. Fees will be refunded to teams not selected to participate. **All fees, including referee deposits, must be paid with one regional check.** Applications are accepted on a first come first served basis, provided all information is complete, accurate, and verifiable. Incomplete applications will be returned for completion. Fees will be refunded to teams not selected to participate within 48 hours of notification. **All fees, including referee deposit will be paid in one check, and mailed back to your region.**

Any and all profits made from the tournament will go to improve the fields, equipment, and training of Region 66.

Cancellation: You must send written notification of cancellation or withdrawal. If cancellation is received within 30 days or greater of the tournament, you will receive a full refund within 48 hours of notification. If cancellation is received less than 30 days before the tournament, a full refund will be given only if a replacement team is found. Any cost incurred to find a replacement team will be deducted from the entry fee prior to refund. Funds will be paid in one check, and mailed back to your region.

Referees: \$225 Referee deposit must accompany application. (Please see above) Referee refund policy will be stated in the application packet. Referees will receive Tournament pin, Flip Coin, and T-shirt upon completion of all scheduled games. Meal tickets will also be provided to referees. Full or partial deposits will be refunded within 10 days of the completion of the tournament based on completing all scheduled games and or stand-bys.

Games: Teams are guaranteed a minimum of three (3) games. Pool play format will be used. There may be cross pool play/round robin play depending in the number of teams in a division.

Awards: All registered players and coaches (2), will receive a Tournament Pin, Tournament Shirt, and 1st through 4th place will receive awards for all divisions.

Eligibility: Participating players must have registered and played in the 2008 Fall season. The age of determination for all players shall be July 31 2008. Coaches must submit an AYSO National ID number for each player on the roster. All players and coaches must provide an AYSO picture ID. Coaches must also produce a valid Coach's copy of an AYSO registration form with and original parent or guardian signature. Each team must submit a completed team roster signed by their Regional Commissioner certifying that all team members are of proper playing age. **The proper team roster forms will be included in your packet and are to be returned with your application, region check (including referee deposit), and completed referee form.**

Deadline for applications is May 20th 2009.

Contacts:

Frank X Barbosa – Tournament Director
5951 Riverside Drive Apt 27
Chino Ca 91710
(909) 627-4873
Region66cruisinclassic@yahoo.com

Claudia Lagos - Registrar
region66cruisinclassicregistrar@yahoo.com

Mail to: Claudia Lagos Registrar Cruisin' Classic Tournament
P.O. Box 1517 Ontario CA 91762

Tournament Rules and Regulations

This tournament shall follow the laws and decisions of FIFA as adopted and amended for AYSO in accordance with National and Section 1 guidelines as well as AYSO Region 66 Ontario/Montclair. The Tournament Director will have jurisdiction over all games played. All disputes shall be resolved within one hour by the Tournament Director. **The decision is Final. No Protests Allowed.**

Player Eligibility

Coaches are responsible for ensuring the eligibility of their players. Coaches **must** have applicable player registration, medical releases, and photo ID cards available for review at check-in and must have these forms in their possession during all games. All forms must have original parent/guardian signatures. Any player that does not have the appropriate forms will be unable to play. All team rosters will be verified through the AYSO national office.

Age of players will be determined as of July 31, 2008.

U-10: Under 10 years of age
U-12: Under 12 years of age
U-14: Under 14 years of age
U-16: Under 16 years of age
U-19: Under 19 years of age

All players must have been registered and played in the 2008 fall season AYSO program.

“Guest” Players will be permitted as indicated in Item (14) below. All guest players must be registered AYSO Players, and Guest Players must have competed in half of their Region’s Fall Season. You must submit a “Guest Player Form” along with your team roster. Guest Roster must have both releasing RC and borrowing RC’s signatures.

Maximum Roster sizes:

<u>Division</u>	<u>Format</u>	<u>Roster Size (MAX)</u>	<u>Permitted Guest Players</u>
U10	(7 vs. 7)	10 Players	1 Guest Player
U12	(9 vs. 9)	12 Players	2 Guest Players
U14	(11 vs. 11)	15 Players	3 Guest Players
U16/19	(11 vs. 11)	18 Players	3 Guest Players

Failure to prove eligibility or falsifying eligibility of player(s) may result in the team’s expulsion from the entire tournament. All games that the team won or tied shall be listed as a forfeit loss by a score of 1-0 (8 points).

Field of Play

The first team on the schedule shall be the home team. The home team shall be on the North or East side of the field. Coaches and spectators shall remain on their side of the field. Coaches are restricted to an area 10 yards from either side of the halfway line. Only two coaches are allowed on the coach’s area. No spectators shall be allowed between the 18-yard line and the goal line or behind the goal.

Coaches and Spectators

All coaches, spectators, and participants shall encourage clean competition, good sportsmanship, and must follow AYSO rules and regulations at all times. Only positive coaching will be allowed. Negative coaching or negative comments towards the officials and/or players will not be tolerated. Each coach is responsible for clean up of the general area after each game. **Smoking, alcohol, and dogs are NOT permitted at any of the fields. Coaches are responsible for informing all participants and spectators of all rules and regulations.** All coaches **MUST** have on their person at all times, the coaches ID cards signed by their RC. Only coaches with proper ID cards will be allowed to check in their teams and in the coaches boxes during game play.

Emergencies

In the event of a medical emergency, first-aid kits will be on ALL sites, as well as Staff and or EMT’s. Field monitors will have cell phones at each location with emergency numbers, and will be able to call for immediate emergency medical assistance. ALL local hospitals/emergency rooms will be notified prior to tournament, and will be ready to accept any Registered AYSO Cruisin Classic participant for immediate medical emergencies.

Teams

- A. A minimum of seven (7) players constitutes a team for divisions U-14 thru U-19. If a team falls below 7 players, the game will be terminated. A minimum of six (6) players for U-12 and five (5) players for U-10.
- B. The maximum number of players is:
- | | |
|---------|--------------------|
| U-10 | 10 players 7 v 7 |
| U-12 | 12 players 9 v 9 |
| U-14 | 15 Players 11 v 11 |
| U-16/19 | 18 players 11 v 11 |
- C. Each player on a team shall wear a jersey with a number different from all other players on that team, including the goalkeeper.

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- D. Players may not exchange numbered jerseys with another player on his/her team, including the goalkeeper, and must match the information on any registration and or game cards.
- E. Players are not allowed to wear long-sleeved shirts under their jerseys. All under-shorts must not extend beyond the uniform.
- F. Players may not wear hats, jewelry, or watches during tournament play. Shin guards are required for all players and shoes with toe cleats may be worn but must be examined by the referee and determine if it presents any unreasonable danger to the participants. AYSO will not prohibit the use of knee braces by players in AYSO events and programs, provided 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 of play.
- G. The home team shall supply the game ball. The referee's acceptance of the game ball is final and may not be questioned.
- H. The home team shall change jerseys if there is a conflict in the uniform colors. Pinnies will be made available by the tournament.
- I. All uniforms shall be in accordance with AYSO National Rules and Regulations.
- J. Only coaches and players are allowed on the field, coaches only at the referee's signal.
- K. The tournament director may disqualify any team, at any point in the tournament, if that team refuses to abide by the Rules and Regulations of the tournament.
- L. Any injury to a participant or spectator, or damage caused by a participant or spectator, must be reported to the tournament director immediately.

Team Check-In

- A. Team check-in will be before the first game at the check-in tent a **minimum** of one (1) hour before the first game. Teams may check in earlier. For all other games, you shall be checked in at the field.
- B. Coaches must have at least five (5) game cards filled out in advance. Cards shall be filled out in ink. Players shall be listed in numerical order. Blank game cards will be provided at check-in on Friday.
- C. A player must check in prior to the official start of each game. Any player unable to check in and be verified, for whatever reason, will have his/her name highlighted on the game card and will be ineligible to play in any games until he/she has been properly checked in. A late arriving player must first check in and be approved by the field monitor or referee.
- D. After check-in, a tournament official will certify each game card on the line after the last player on the card.
- E. Only tournament officials can verify the registration of a player and sign the game cards.
- F. When a player and coach complete getting the player checked in on Saturday, a tournament official will certify the name of the player of each of the remaining game card(s) after check-in.
- G. Only players who meet eligibility requirements in the "Player Eligibility" paragraph will be allowed to participate in tournament play.
- H. The following items will be reviewed at check-in time.
 1. Roster verification, deletions, corrections, etc.
 2. Game cards (Please have completed prior to check-in).
 3. Game schedule / check playing times and field locations.
 4. AYSO registration forms. Coach must have one for each player registered on your team. Forms must have an original signature of a parent or guardian.
 5. AYSO photo ID cards.

Tournament Format

- A. The tournament shall use a "pool play" format. There may be cross-pool/round robin play depending on the number of teams in a division.
- B. The pool winner is the team that accumulates the greatest number of points using the following ten (10) point system.

Win:	Six (6) points
Tie:	Three (3) points
Loss:	Zero (0) points
Shutout:	One (1) point
Goals:	One (1) point for each goal, maximum three (3) points

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- 0-0 tie equals 4 points for each team. (Tie plus the shutout.)
- C. The top team or teams in each pool with the most points will advance to determine 1st through 4th place. In the event of Round-robin or Cross Pool Play the 4 teams with the highest points overall will advance.
- D. If there is a tie at the end of pool play, the pool positions will be decided by the following tiebreakers, in the following order.
1. Head to Head play.
 2. Fewest goals allowed.
 3. Discipline (Fewest Yellow and Red Cards)
 4. Goals Scored
 5. Coin Toss
- E. There will be no overtime in pool play... Ties will stand.

Substitution of Players

- A. All divisions shall make substitutions approximately halfway through each half. Any team found not to be following the AYSO rules governing substitutions (playing half a game) may be subjected to immediate disqualification.
- B. Except as noted below, all registered players in attendance at games must participate and play at least half of the game, excluding overtime or players arriving late.
- C. Substitution for blood or injury:
1. If a player is injured, the coach may provide a substitute for the player, in which case the injured player may not return until the beginning of the next quarter. Only the player who is injured is credited with a quarter's play regardless of the actual time played.
 2. The coach may choose to play "short" thereby allowing the injured player to return during the quarter in which he/she was injured.
 3. The player must be recognized by the referee to legally return to the field of play.
 4. If any player has blood on their person it must be cleaned off and check in with the referee.
 5. If any player has blood on their uniform, it must be completely removed, and said player must check in with the center referee before re-entering the field of play.

Cautions and Ejections

- A. Any Coach and or Player(s) sent off from the field must leave the vicinity of the field before play resumes. Minors must be accompanied by their parent or safe haven certified adult.
- B. Any player or coach sent off from the field (red card) must be reported to the Tournament Director or Tournament Referee Administrator, and Field Monitor immediately after the game.
- C. The penalty for the send off will be a minimum one (1) game suspension from the following game played. In the event of any violent conduct, the player may be ejected for the remainder of the tournament.
- D. The Tournament Director may impose stronger penalties depending on the circumstances, and after review.
- E. All ejections (red cards) will be reported to the team's Regional Commissioner. Game suspensions may carry over to the next game in any tournament the team is participating in. It is also expected the coaches enforce the game suspension for any ejections received in the game prior to the Cruisin' Classic.
- F. In the event a coach has been sent off, and there is no certified assistant coach present, the team will forfeit their next game, with the result being a 1-0 loss.
- G. Yellow and Red Cards will be tracked and may be used in the event of a tie-breaker in pool play.
- H. **PROTESTS WILL NOT BE ALLOWED FOR ANY REASON.**

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Games

- A. Duration of games for pool play shall be:
- | | |
|-------------|--|
| U-10 & U-12 | Two (2) twenty (20) minute halves |
| U-14: | Two (2) twenty-five (25) minute halves |
| U-16 /19 | Two (2) thirty (30) minute halves |
- B. Teams shall have a grace period of ten (10) minutes from the scheduled start time of the game, (depending on field availability), before the game is considered forfeited, unless approved by the Tournament Director or Referee Administrator. Any team forfeiting a game shall lose that game by a score of 1-0 (8 points for the opposing team).
- C. In the event a game(s) is postponed, the Tournament Director will reschedule that game at the earliest possible time/date. The duration of games may be shortened if conditions warrant. Awards will be based on points earned for a similar number of games.
- D. The Tournament Director and those assigned by the Tournament Director have the authority to cancel a game when necessary.

Final Games

- A. All final games on Sunday will be full-length games as follows:
- | | |
|---------|--|
| U-10: | Two (2) twenty (20) minute halves |
| U-12: | Two (2) twenty-five (25) minute halves |
| U-14: | Two (2) thirty (30) minute halves |
| U-16/19 | Two (2) thirty-five (35) minute halves |
- B. In the case of a tie at the end of regulation time, two (2), Five minute overtimes will be played. The teams will play and complete both overtime periods. There is no sudden victory overtime play. The team with the most goals scored at the end of the second overtime period will be declared the winner. If a tie exists at the end of regulation time and after the standard overtime, the game will continue with kicks from the mark. The captains will be called back to the center by the referee, and the winner of the coin toss will choose to shoot first or second. Each team will supply 5 players who were on the field at the conclusion of the second overtime to participate in the shootout. All 5 players per team will shoot on the goal alternating back and forth, and at the conclusion, the team with the most goals will be determined the winner. If a tie still exists after the first 5 shooters, we will then go to 1 Vs 1 shootout. Alternating between teams until a winner is declared.
1. If a team is playing short because of ejections, that team will continue to play short during the overtime periods.
 2. During overtime periods, substitutions may only be made at the beginning of each overtime period..
 3. The teams shall change ends of the field after the end of the first overtime period. No halftime will be permitted. Play must begin immediately.

THE TOURNAMENT DIRECTOR WILL HAVE SOLE AUTHORITY TO DECIDE UPON ANY SITUATION OR SUBJECT NOT COVERED BY THE AFOREMENTIONED RULES IN CONJUNCTION WITH SECTION 1 OR NATIONAL BYLAWS .

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TEAM CHECK-IN PROCEDURES

Paperwork:

Your main document is the team roster

1. Compare the name and date of birth on the player registration form to the roster.
2. Compare the name and the date of birth on the player ID card to the roster.
3. Be sure each name on the game card is on the roster.

Physical Check-In

1. Ask for name and look at player number and be sure they match the game card.
2. Ask a question taken from the information on that players registration form, i.e. date of birth, address, etc.
3. Check hair, nails, jewelry, and cleats.
4. If everything is OK, put a wristband on the player.
5. If a player arrives late or misses the first game, etc., that player must come to the registration table with all of his/her paperwork to be completely checked in.

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