



Tournament 2025

Contact

Jason Lanier- director@aysoarea5c.org; 256-603-3935

Greg Duke- ara@aysoarea5c.org; 256-503-7778

Documents

Official Photo Roster Signed by RC

- Coach should keep on them in case any issues, roster should match the association platform
- Any club pass players must be reflected in the official roster in the association platform- MUST BE PRE-APPROVED BY AD and only in emergency situations

General Rules Highlights

- Everyone Plays!
 - All players must play 75% (3 quarters for 10U-12U and a proportionate number of minutes for 15U-19U) before any player plays 100% (4 quarters) in regulation play.
 - If a team has a large roster so that all players cannot play 75%, no one should play 100% of the game. In this case, all players must play at least 50% of the game.
 - Violation of these player rules will result in a 6-point deduction in the pool-play rounds.
 - Violation of these rules during a semi-final or final game may result in a forfeit.
 - These penalties will be invoked at the discretion of the Tournament Director.
 - Under no circumstances will a team be exempted from the AYSO Philosophy Everyone Plays.
 - THERE ARE NO GOALKEEPER EXCEPTIONS!
- If the player shows on roster they have been approved.

Age Guide for Fall 2025/Spring 2026 Membership Year

19U	2007-2010
15U	2011-2013
12U	2014-2015
10U	2016-2017

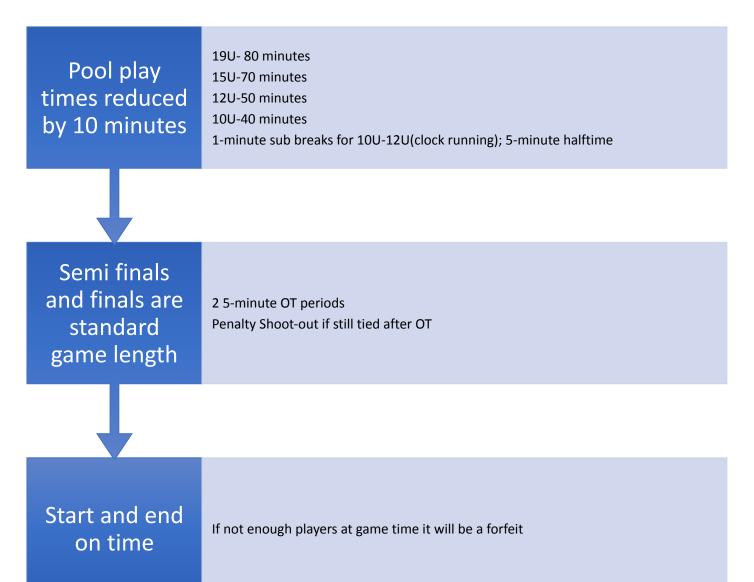
Pool Play



Tie breakers

- Head-to-Head
- Most Wins
- Goals Allowed- Max 3 per game counted
- Goal Differential- Max 3 per game counted
- Penalty Shoot Out

Game Duration



Minimum Players

Each team must have the minimum number of players ready to field at game start time and to continue playing (unless off the field temporarily) 10U – 5 minimum to play 12U – 6 minimum to play 15U and higher – 7 minimum to play



Coaching More than 1 team

• Tournament Rules General E Coaches can only be rostered to one team in the tournament as a head coach and one team as an assistant coach.

Game Cards

Roll call players from roster during player inspection

Players not on roster do not play. No handwritten names unless there is AD initials. Referee (may delegate to ARs) maintains cards during game, fill in game info (score, players sitting, etc.)

Both coaches & all referees should verify game cards and sign

Referee brings game cards to HQ after game (may delegate to AR but don't wait)

15U/19U only-Monitored sub form

- Assistant Coach/Team Manager should monitor and mark throughout game
- Referee will initial at half-time to verify it looks accurate
- Must be turned into referee at end of game to submit with game cards



Please list players in order by jersey number.

#	NAME	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	Goals scored
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			Ш						Ц											
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Instructions: Start your watch when the referee starts the half. Do not stop your watch until the referee signals the end of the half. Every five minutes, mark the players who are on the sideline (not currently playing). The 85 and 90 columns are used only for U19 games.

Mark only substitutes that are not playing with an "O" for OUT

I	#	NAME	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
Ī	6	John Doe	o,		0				0											

In this example, player #6 did not start the game, and entered after the 15th minute. He then returned to the sidelines between the 30th and 35th minute, and had re-entered the game by the 40th minute.

Mark substitutes that are not playing because of an injury as "I" for INJURED

						4													
#	NAME	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
6	John Doe	0.		О				0		7		1			Ų.				I

In this example, player #6 did not start the game, and entered after the 15th minute. He then returned to the sidelines between the 30th and 35th minute, and had re-entered the game by the 40th minute. He was injured between the 50th and 55th minute and did not return to the game.

Mark substitutes that are not playing because they left the premises voluntarily as "L" for LEFT

_	1 7 0	_	_		_		_						_						
#	NAME	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
6	John Doe	o.		0				0		ĵ.		L							L

In this example, player #6 did not start the game, and entered after the 15th minute. He then returned to the sidelines between the 30th and 35th minute, and had re-entered the game by the 40th minute. He left the game between the 50th and 55th minute and did not return to the game (left the field completely – went to work, etc.).

Mark substitutes that are not playing because they were sent off (Red Card) as "S" for SENT OFF

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#	NAME	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
6	John Doe	0,		О	0.0	Į.		0				S							S

In this example, player #6 did not start the game, and entered after the 15th minute. He then returned to the sidelines between the 30th and 35th minute, and had re-entered the game by the 40th minute. He was sent off between the 50th and 55th minute.



Pre-Game Check In

- Coaches should check in 30 minutes prior to each game at soccer central to pick up game card for that game.
 - Any additions to game cards must be initialed by the tournament director or Area Director
 - Players who have been disqualified for any reason including red card in previous game will not appear on the game cards
- Please arrive to field 20 minutes prior to match start time to be checked in by referees so that match can start on time



Post game

- Both coaches and all referees must sign game card
- Game cards are returned to soccer central by referees
- Scores will be loaded into tournament system and results will be available on tournament site



Protests

Game decisions by a referee are not subject to protest. Referee judgement calls and calls that fall in the referee scope are FINAL! Remember RAPP!

Protests can be made if

- An ineligible player has played
- Substitution guidelines were not followed

Must be submitted in writing to tournament director within 1 hour of completion of protested game

If rules violation or ineligible player is confirmed the game will be scored a forfeit loss for the offending team

Coaches

- Two coaches max, listed on roster
 - A third team coach may stay in technical area for 15U and 19U as the sub monitor.(needs to be on roster)
- Should remain in technical area during game
 - 3 yards back from touch line
 - About 16-20 yards long(diameter of center circle)
- Should not enter field without referee permission
- Respect for opponents, officials and all other volunteers.
- If problems, listen, be calm and BE NICE!



OT and Penalty Shoot-out

Two 5 minute overtime (OT) periods (no golden goal) followed by penalty shoot-out if needed

OT: coin toss, kick off, no substitution breaks, kick off after the first OT half, swap sides, etc.

•50% play rules only apply to standard time not OT

Only players on the field, or temporarily off the field (injury, adjusting equipment, etc.) at the end of OT will be eligible to participate in the penalty shoot-out.

Reduce to equate before and during kicks

Team decides kicking order from the eligible players

The referee is not informed of the order, but records

Tournament Safety

- Injury or Incident Requirements
 - Injury / Incident Report Completed and Turned into HQ
 - Blank AYSO Incident Form at HQ
- If Player is Hurt and You Think They Need Medical Attention Don't Hesitate To Call 911
- Take charge if needed. Assign people to specific tasks (flagging down EMS crew, calling 911, etc.).
- After Taking Care of Emergency
 - Notify HQ and/or the Tournament Director



Name:

AYSO INCIDENT REPORT FORM

Complete this form for any of the following: (check type)

Return <u>completed</u> form to the Regional Commissioner, Safety Director, Area Director, or Tournament Director.

Cell:

AFFECTED PARTY:	Player 🗌 Of	ficial Coach	Spectator [Voluntee	er Other	AYSO ID # (Required)				Regi (Reg	on # uired)
Last Name		-	First Name			1	М	i,	Bir	th date:	
									Ph	one:	
Address:				12	City:				Sta	ate:	Zip:
Does the injured pers	on have medic	al insurance?		If yes, ple	ease provide no	me of compar	y and	policy #:	-		,
GUARDIAN/PARENT	if affected part	ty is a minor):			ACCOUNTS - 100700111		20.0				
Last Name	And the Control of the Control	First Name			Address (if diffe	erent than abo	ve):				
Email 1:									Cell P	h:	
Email 2:									Cell P	h:	
Email 3:									Cell P	h:	
INCIDENT INFO:	Date of Incid	ent:	Age Divisio	on:				Boys 🔲			Time of Incident:
Location (if applicable	-Tournament n	ame):	1	100				1 15 1 10 10			- Fun
Team Involved #1:				Coac	th Name:					Re	egion #
Team Involved #2:				Coac	:h Name:					R	egion#
FOR INJURIE	ES: BODY PART	INJURED		TYPE OF	INJURY/ILLNES	is		FIELD SUR	FACE		LOCATION
Knee (L/R) Leg Foot Toe Arm	Shoulder(L/R) Wrist (L/R) Finger Eye (L/R) Ear (L/R) Nose Head	Tooth Back Neck Internal No injury Other	Abrasion Burn Cardiac Cold Inj Concuss Contusi	iury 📋	Dislocation Foreign Body Fracture Heat Exhaustic Laceration Nausea	Pain Seizur Sting/ n Strain Sprain COVII	Bite	Dirt Grass Turf Indoor		Durin	
CAUSE			оитсо	ME				POLI	CE REPO	ORT FILED	
Collision (participa		No care given:		erral:		☐ Yes	No	Report N	o:		
Struck by falling/fly Struck by or fell int		 □ Not Needed □ Patient Refused 	_	To Doctor To Hospita	I/Clinic	Officer's	Name	& Contact N	Vo:		
Animal/insect bite, Slip/Fall Assault/Sexual Assault/Non-Sexua Property Damage	/sting	Released: To Parent To Personal Vel	EMS	S transport							
Describe how the inci (use the backside or atta				the Referee	Game Misconduc	t Report)					
			WITNE	ESS INFOR	MATION - Con	White Control of the				-	Di-
	Name					Address				- 4	Phone Number
										- 2	
	-1-1-1-1-1										
Person/volunteer con	npleting/subm	itting this form:									

Signature:

Routing	During an event or activity related to a region's primary season, the completed form should be submitted to the respective Regional Commissioner or Safety Director.
	During a secondary activity (e.g. a tournament), the form should be submitted to the Regional Commissioner, secondary activity's director, or Regional Safety Director.
	At a tournament, the tournament staff may prepare a report as well. In this case, a copy of the report should immediately be sent to the respective Regional Commissioner(s).
	In all cases, copies of the Incident Report should always be sent to the Regional Commissioner, Area Director, Safety Director, and in the case of a secondary event the Secondary Event Director.
	Note: A copy of the Incident Report must be sent to the AYSO at riskmanagement@ayso.org. If you have questions, send an email or 800-872-2976.
Retention	Incident forms should be maintained in a regional file and stored for a minimum of <u>15 years</u> . In the case of a secondary event which is sponsored at the area or section level, the secondary event host should retain the original copy for a minimum of <u>15 years</u> .
	Secondary events must also send copies of the Incident Reports to AYSO, Attn: Risk Management the email listed above for storage.

https://aysovolunteers.org/wp-content/uploads/202 1/10/Incident_Report_Form_with_Instr_rev0910202 1.pdf

General Conduct

- GOOD SPORTSMANSHIP
- Send-off=1 game suspension in addition to game removed
- The Tournament Director shall have the power to suspend for one or more games or remove from the tournament any participant or their team who seriously violates these principles at any time during the tournament regardless of whether the individual(s) were cautioned or sent-off from a game. This power shall also include incidents such as fights, serious breaches of good sportsmanship, criminal actions or other serious violations of AYSO Philosophies, Regulations or By-Laws. This power extends during the entire tournament period and includes any off the field altercations. Altercations by non-participants, e.g., parents or other team supporters will result in their being asked to leave the tournament areas. If they refuse, the Tournament Director may suspend or cancel any games for that team until the non-participants have left the tournament area. If necessary, law enforcement will be called.
- Any adult that is sent-off or ejected from a game must leave the vicinity of the field and may not return to the field while referees or other coaches are still present. The sent-off/ejected adult may watch from the parking lot. Any child sent-off or ejected must remain with their parent or guardian. A sent-off player may remain in the technical area if this is not possible. If the affiliated team of an ejected spectator can be identified, a 1-point deduction in Positive Participation Points will be made.







- Team Referees
 - 2 games pool play
 - If your team makes Semis/finals, please do games that day as well
- Coach Referees
 - Same number of games requirement
- If team cannot provide referees they may submit a general volunteer
 - Field Monitors
 - Other general tournament support like field setup, etc.

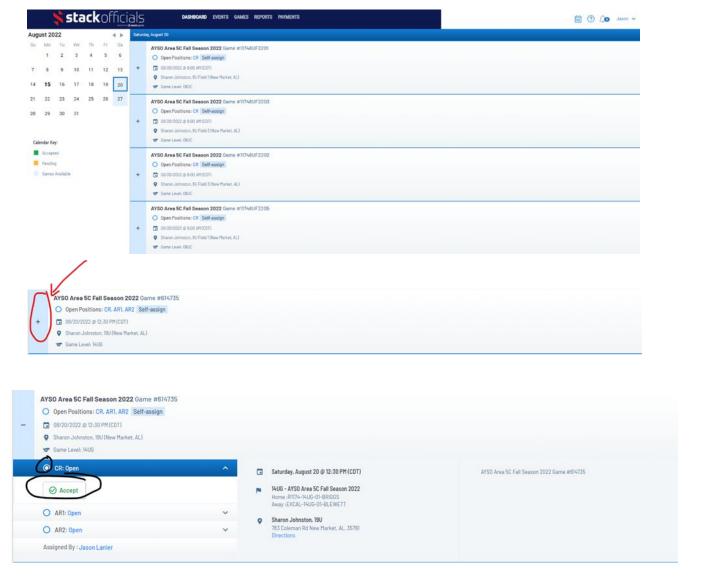


Game # Requirements



Game Sign Ups

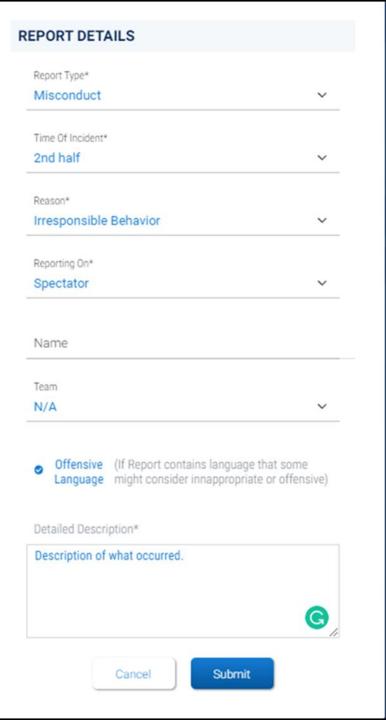
- Sign up to your comfort level and experience level
 - RRAs and ARA will review assignments and reserve the right to change assignments as needed
- If you have no children in the tournament you may sign up for any age bracket
- If you have children in the tournament
 - Do not CR in the division(s) they are playing in
 - Avoid being an AR on your own team's games unless there was no one signed up and there is a hole. Confirm with ARA that it is ok to sign up in advance
- Coach and Referee
 - Do not take any games in your age division you are coaching



Stack Officials Sign Up



Stack Officials Incident Report







Checking in the teams

- Teams will have game card as pictured to the right
 - Check all players and verify Photo matches player
 - No player should play if not on roster, handwritten additions must be initialed by tournament director or Area Director
- Standard Check in for Equipment
 - No CASTS or Splints (immobilizing)
 - If you see it, you can't unsee it
 - Braces are ok if they allow movement
 - No Jewelry
 - Hair beads are ok if tightly secured and pose no danger to other players
 - Cold Weather Gear
 - Legal Cleats and Shin Guards

Printed Date & Time: 10/26/2022 12:10 PM

AYSO Area 5C Fall 22 Season Official Game Roster



Age Group: 14UB Team Name: R0160-14UB-01-Ebert Team ID#: 055C-60CB4U-0004 Tournament AYSO Area 5C Fall 22 Season Flight 14UB Game # 613359 Date 10/29/2022 Time 3:00PM Venue John Hunt Park Field Team Name 2nd Final Score Coach or Manager Verify 1st (H) R0160-14UB-01-Ebert (A) R0894-14UB-01-Loyd

Print Center Ref Name

AR1

Player Name = Inactive

Check-In Codes: R = Red Card Sit Out. Rx = Medical Sit Out

	Jer#	Last Name, First Name	Player ID #	C	uart	ers (Out	Goal	Card	Reason
1		Butler, Jackson	55022-549063	Т	Т	Τ	Т			
2		Cantey, Waring	14308-996373	t		T	T			
3		Dominguez, Jonathan	98126-691127			Γ	Γ			
4		Dukeminier, Kal	85095-780653	Т	Т	Т	П			
5		Ebert, Nehemlah	54283-722376	I		Т	Т			
6		Hernandez, Aları	16855-405133	T		Т	Т			
7		McMillon, Samuel	52849-151102	Τ	Т	Т	Т			
8		Medrano, Joshua	57114-392502			Т	Т			
9		Medrano, Yamii	87093-821622	T		T	T			
10		Sanabria, Samuel	52664-512472	Т	Т	Т	Т			
11		Shar, Michael	18898-536489	T		Т	Т			
12		Spellman, Nate	11685-808431	Τ		Т	Т			
13	. 1	Walls, Jeremy	41588-069787			Т	Г			
14				t		T	T			
15				T		Т	Т			
16				T	1	T	T			
17				T		T	T			
18				T	T	Т			- 9	
19			1	Ť		Т	T			



Law 3: The Player's Equipment

National Rules and Regulations (2.VI.F) of the AYSO Reference Book

- F. Players shall not wear anything that is dangerous to either themselves or other players subject to the referee's approval under Law 4 of the IFAB Laws of the Game. AYSO, in accordance with permitted modifications for youth games, allows the following:
 - Hair Beads and Clips
 Hair control devices and other adornments, such as beads, worn in the hair must meet the following criteria:
 - Be securely fastened to the head.
 - Do not present an increased risk to the player, teammates, or opponents.
 - Flat clips less than two inches in length may be used to hold the hair in place close to the head so long as their placement on the head does not present an increased risk to the player, teammates or opponents.
 - Hair charms are still considered jewelry and are not permitted.



Law 4: Player's Equipment

Medical Devices

If the device is needed to restrict mobility, protect an injury or support proper alignment to expedite the healing process of a temporary injury and is hard (cast, splint, etc.) then it is not allowed. If, on the other hand, the protective device is used to provide support, flexibility or enable an otherwise healthy player to function normally such as a knee brace, prosthesis, hearing aid, insulin pump/monitor, etc. then this would be allowed provided the device was sufficiently padded to prevent injury to other players. The Laws of the Game specify that "A player must not use equipment or wear anything that is dangerous."

The Referee is the sole judge of whether or not the individual item in question is permissible to wear in the game.



Splint or Brace

Splint

 A splint is an orthopedic device that immobilizes an injured joint or limb to promote healing and prevent further injury or damage. Depending on the severity of the injury or condition, they can be either rigid or soft. A rigid splint consists of a firm material such as metal or plastic while a soft splint is made from foam or fabric.

Brace

 Braces are also used to help stabilize injured body parts, but they are typically more flexible than splints as they are designed to offer support through compression rather than complete immobilization. Braces are usually made of softer materials such as neoprene or cotton and consist of straps, elastic bands, or metal frames(knee brace).

Both splints and braces are commonly used on the foot and ankle, knee, hand and wrist, elbow, shoulder, or spine. However, there are some key differences in functionality and usage between the two devices.





Marking the Game Card (10U and 12U)

- Mark an X on the Quarter the player is sitting out
- If the Player is Absent Mark with an A
- If the Player is sitting during game due to Injury, mark with an I
- Please reflect on game report after game which players scored and number of goals and any cards for the player
- If the player has an R next to name on Game Card they are not eligible to play due to Red Card in previous game
- If player has Rx next to name, they are not eligible to play due to suspected concussion or other injury that has not been cleared from previous game
- At end of the game, each coach needs to sign both team's game card and all referees need to sign



Monitored Substitution Form (15U and 19U)

- This form will break the game in 5-minute increments that will be marked by coaches as they substitute. Markings should be the same as standard game cards.
- Referee should check the monitored sub form at halftime and then collect the form with the game card at the end of the game
- Quarters do not need to be marked on game card.

OT and Penalty Shoot-out

Two 5 minute overtime (OT) periods (no golden goal) followed by Penalty Shoot-out if needed

OT: coin toss, kick off, no substitution breaks, kick off after the first OT half, swap sides, etc.

Only players on the field, or temporarily off the field (injury, adjusting equipment, etc.) at the end of OT will be eligible to participate in the penalty shoot-out.

Reduce to equate before and during kicks

Team decides kicking order from the eligible players

The referee is not informed of the order, but records

Penalty Shoot-out

Coin toss 1: Heads Goal A, Tails Goal B, (unless Ref decides to override: ground conditions, safety, etc.)

Coin toss 2: winner chooses first or second kick

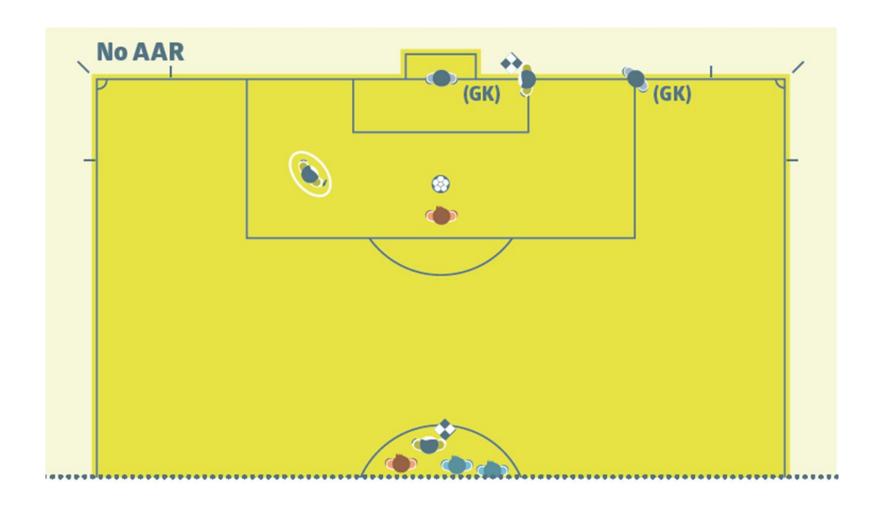
The referee keeps a record of the kicks (ARs should backup)

The kick is completed when the ball stops moving, goes out of play or the referee stops play for any infringement of the Laws

Penalty Shoot-out is completed after 5 kicks from each side, or if one team cannot overcome deficit (ex: 3-0, with two kicks left). If no winner after 5 kicks, continue until one team has more goals after same number of kicks.

Review Law 10, especially with regards to cautions

Penalty Shoot-out



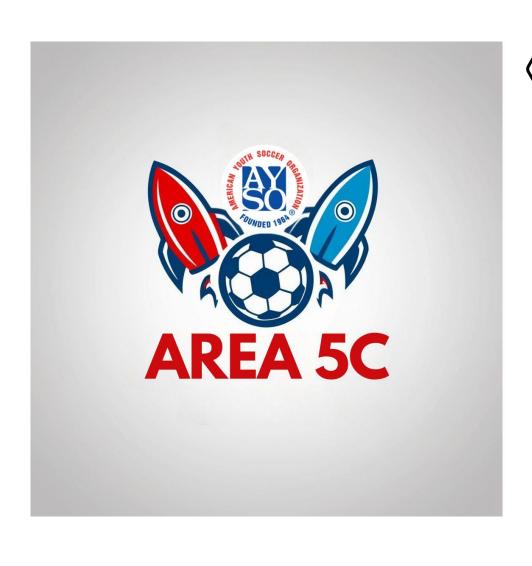


International Walkout

For Championship Games

Area 5C Volunter Awards







Ivy Gray

Coach of the Year



Gary Doran

Referee of the Year



Charlie Reynolds

Youth Referee of the Year



Troy Trulock

Management Volunteers of the Year