



11TH ANNUAL COYOTE CLASSIC

February 10 – 11, 2007



TOURNAMENT RULES AND REGULATIONS

1 RULES

Unless specified, all AYSO National Rules & Regulations and FIFA Laws will be adhered to during the tournament.

2 JURISDICTION

The Tournament Director will have jurisdiction over all games played in the tournament. All disputes will be resolved immediately by the Tournament Director, or as soon as possible thereafter. Whenever the term "Tournament Director" is used, it shall also be interpreted to mean "or in her/her absence, a designated representative."

3 FEES

The total entry fee, including the referee deposit of \$150.00 is \$550.00. Send one (1) Region check for \$550.00, made payable to Region 665 Tournament. Personal checks will not be accepted. Applications received without payment will not be considered.

4 TEAM ACCEPTANCE /FEE REFUND

Teams are accepted in the order in which completed application packets are received. The Tournament Director will begin accepting packets once the tournament is approved and posted on the National site. Teams will be notified by email within two (2) days of receipt of application packet if the team is accepted. Teams that are not accepted will be notified by January 10th, and receive a full refund within 48 hours, unless they choose to be placed on a wait list.

Any team withdrawing from the tournament on or before January 10, 2007 will receive a full refund. Teams withdrawing after January 10th will not receive a refund unless a replacement team is found. If the tournament is canceled and cannot be rescheduled, a full refund will be given.

In case of inclement weather, the tournament will be rescheduled to February 17 – 18, 2007.

5 ELIGIBILITY OF PLAYERS

Coaches and Regional Commissioners are responsible for ensuring the eligibility of their players. No guest players are allowed. All players must be currently registered in an AYSO program and must have played in 50% of all matches that the player was eligible to participate in during the 2006 season. Injured time is considered time played. Ages of players are as follows:

- i) U10 Players must be 9 years of age or younger as of July 31, 2006
- ii) U12 Players must be 11 years of age or younger as of July 31, 2006
- iii) U14 Players must be 13 years of age or younger as of July 31, 2006

Falsifying eligibility of player(s) or using players that are not registered for this tournament will result in the team(s) expulsion from the tournament and forfeiture of all games. In the event that a team is deemed to have played an ineligible player(s), a report will be sent to the regional commissioner stating the violation within one week of the tournament. The offending coach will be suspended from participating in the Coyote Classic for a period of no less than two (2) future tournaments.

6 FIRST AID

There will be a first aid table available for participants, staffed with qualified emergency medical technicians.

7 FIELD OF PLAY

Region 665 will be responsible for coordinating the preparation of fields with the Department of Parks & Recreation of the City of Victorville. All games will be played on city parks/school fields provided by the City of Victorville. The primary locations will be Hook Community Park, located at 14973 Joshua Road, Victorville, CA and Mesa Linda School / Park, located at 13151 Mesa Linda Road, Victorville, CA. Game schedules will show the exact location of games. Region 665 will supply goals, goal nets, corner flags and field markings. Each coach is responsible for general clean up of the field area after each match.

8 TEAMS

To be eligible for participation in this tournament, the following conditions apply:

Division	Format	Minimum Number of Players on Field to Play	Minimum Number of Players on Roster	Maximum Number of Players on Roster
U10	7-v-7	5	7	10
U12	9-v-9	6	9	12
U14	11-v-11	7	12	15

The home team is the team listed first on the game schedule. They shall occupy the NORTH or WEST side of the field, with the visiting team occupying the opposite side of the field. When a color conflict exists, as determined by the referee, the home team shall change jerseys or don pinnies. If necessary, pinnies may be borrowed from the tournament administration tent in exchange for a valid drivers' license.

Each player on the team must wear a shirt with a different number and may not exchange it with another player for the duration of the tournament, not to include the goalkeeper shirt. All uniforms shall be in accordance with AYSO National rules and regulations and must display the AYSO logo. Shin guards of appropriate length are mandatory and must be worn under and completely covered by the uniform socks. Casts, splints of any kind, jewelry, hard hair restraints, or anything the center referee may view as a hazard to player safety will not be allowed.

9 COACHES

Each team is permitted one (1) Coach and one (1) Assistant Coach, both of whom shall conduct themselves in a manner becoming members of AYSO. They shall at all times encourage clean competition and good sportsmanship, and will coach in a positive manner that instructs and encourages players. Negative comments or complaints about referees are not permitted.

Coaches must carry the medical emergency release form with a parent or guardian's original signature for each player at all times. Forms will be inspected at check in, and must be kept in the coach's possession during games in order for a player to be eligible to participate. No exceptions.

Only two (2) coaches are allowed on the sidelines. They must remain on their side of the field and are restricted to the coaches' box located on yard off the sideline and not to exceed 10 yards from either side of the halfway line. Coaches and substitute players shall allow enough room for the assistant referee to carry out his/her designated duties. Only players and coaches are allowed on the field. All spectators must be at least two (2) yards off the sideline and no closer to the corner of the field than the 18-yard line.

Coaches are responsible for reading and knowing the tournament rules. Ignorance of tournament rules is not the responsibility of the Coyote Classic Tournament.

10 REFEREES

Each team is responsible to provide a crew of three (3) qualified referees, who will be charged with officiating three matches. The Tournament staff shall make referee assignments, making every effort to

avoid assigning crews that are affiliated with the regions involved in the match being played. Referees are responsible to read and know the tournament rules as provided on the Referee Information sheet. Matches will be officiated by the 3-referee diagonal system, and referees shall at all times impose the rules and regulations of competition as defined by AYSO, FIFA Laws of the Game and the Coyote Classic.

11 REFEREE DEPOSIT REFUNDS

Referee deposits will be refunded within fourteen (14) days of the completion of the tournament for those teams that fulfilled all of their officiating duties by providing three qualified referees for three matches.

12 CHECK-IN

Teams must check-in with the tournament staff at the information tent a minimum of one (1) hour prior to the start of their first scheduled game. All teams will check-in at the park where they are scheduled to play their first match. When a team is ready to check-in, the coach will bring to the information tent **five (5) completed line up cards**. The cards must have all players' first and last names, listed in numerical order by jersey, and must match the commissioner-approved roster. Any player not available to participate must be annotated on the card with the reason for absence. **New this year – Coaches must present signed official AYSO Player Identification cards with photographs to check-in personnel for each participating player.**

Teams will line up, game ready, in numerical order by jersey for check-in. Each player will hold his/her originally signed medical release form during the check-in process. Upon being checked-in, each coach and player will receive a wristband. The wristband signifies eligibility to participate in the match, and must be worn for the duration of the tournament. Players without wristbands will not be allowed to participate. Any player arriving late or after the team has been checked-in, must be accompanied by the coach or assistant coach to the tent for late check-in in order to participate.

14 GAMES

All matches will be played on fields designated by the tournament director. Games shall be played as scheduled, with a grace period of ten (10) minutes allowed for first round games ONLY. All remaining matches shall start on time with NO GRACE PERIOD. Failure by a team to be ready at kick off time shall constitute a forfeit, and points shall be awarded as stated in section 16.

Division	Pool Play	Quarter, Semi-Final	Championship/Consolation
U10	20-minute half	20-minute half	25-minute half
U12	20-minute half	20-minute half	30-minute half
U14	25-minute half	25-minute half	35-minute half

The home team will provide the game ball. In divisions U10 and U12, the ball shall be size 4; U14 shall use size 5. The color of the ball is not mandated by the tournament. Referees shall inspect the ball for proper inflation and the acceptance of the game ball is final.

14 SUBSTITUTIONS

Substitution of players in all games will be halfway through each half of the game. In the event of an injury, the coach has the option to replace the injured player with a substitute. In this case, the injured player may not return until the beginning of the next quarter. Only the injured player is credited with playing time for that quarter.

15 INJURIES

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

16 TOURNAMENT FORMAT

All teams will be scheduled to play three (3) round robin matches within their pool. The maximum number of points possible per game is ten (10), with the breakdown as follows:

Result	Points Earned	TERMS
Win	6 points	-
Tie	3 points	-
Loss	0 points	-
Shutout	1 point	In event of a 0-0 tie, each team receives 1 point
Goal differential	1 point per goal	Up to a maximum of 3 points for each goal scored above opponent's score
Forfeit	0 points to forfeiting team 7 points to winning team	- Recorded at 1-0 win, with no shutout point earned
Red Card	MINUS 2 points	Whether given to player, substitute or coach

All games count fully toward determining the winners of each pool within the division. There is no overtime in pool play. Ties will be recorded as such. Teams will advance based on the number of points accumulated as compared to other teams within their pool. The number of pools in the division determines the number of teams advancing as follows:

Number of Pools	Teams Advancing
2	Top two teams from each pool
3	Top team from each pool, plus the second place team accumulating the highest number of points among all second place teams
4	The top team from each pool
5	Top team from each pool, plus the second place team accumulating the highest number of points between all second place teams. Of these six teams, the top two by points will receive a Bye while the remaining four will play quarterfinal matches. The quarter winners and Bye teams will advance to the semis.

In the event of a tie in pool play, tiebreaker will be used in the order listed below:

1. Head to Head Play
2. Most Number of Wins
3. Goals Allowed – not to exceed five (5) goals per match
4. Goals Scored – not to exceed five (5) goals per match
5. Coin toss

If there are more than two (2) teams tied in points at the end of pool play, the above tiebreakers will be applied to all teams simultaneously. If any of the teams involved in a tie won any game by forfeit, tiebreakers 3 and 4 will not be used, but will proceed to a coin toss.

17 SEMI-FINAL, CHAMPIONSHIP GAME & CONSOLATION FINAL ENDING IN A TIE

In case of a tie at the end of regulation time during a semi-final, championship or consolation game in any division, two full five (5) minute overtime periods will be played. There is a five-minute break between the end of regulation play and the start of overtime. If a team is playing short due to ejection(s), that team will continue to play short in the overtime periods. After the first overtime period, teams will switch sides for the second period. There is no break between periods.

In the event of a tie following the overtime periods, the teams will take kicks from the penalty mark. The goalkeeper may be changed after any penalty kick.

Medals will be presented to the teams placing first through fourth in each division.

18 PARTICIPANTS SENT FROM THE FIELD

Players and coaches who have received a red card or otherwise sent from the field must be reported to the Chief Referee immediately after the completion of the game by the referee. The referee will fill out a misconduct report and turn it in to the Chief Referee. A parent or other responsible adult must accompany any player sent from the field. The penalty for a player or coach sent from the field shall be a one (1) game suspension (the following game), unless otherwise directed by the tournament committee.

Any player receiving two (2) red cards during the tournament shall be suspended from the remainder of the tournament and a copy of the misconduct reports will be forwarded to their regional commissioner. Any team receiving three (3) red cards will be suspended from further play, and a copy of the misconduct reports will be forwarded to their regional commissioner. Stronger penalties may be imposed depending on the circumstances.

19 PROTESTS

No protests will be considered for referee calls. Protests will only be considered in two cases:

- i) An ineligible player played in a game; and
- ii) A player who was present and not disabled by injury or illness did not play at least one half a game

Protests must be submitted in writing to the Tournament Director within 30 minutes of the end of the game in which an alleged violation as specified above occurred. All decisions by the Tournament Director and the Tournament Committee are final.

20 MISCELLANEOUS

The Tournament Director will address any situation or subject not specifically covered in the above rules, and reserves the right to interpret and apply rules to the best possible benefit of all teams.