

AYSO Davis World Cup 2023 Tournament Rules

Updated 5/17/2023

JURISDICTION

1. The following rules will be used in the AYSO Davis World Cup tournament. AYSO National rules will cover any situation not addressed here.
2. The Tournament Committee (including the Tournament Director and other members appointed by the Tournament Director) will have the final say on the interpretation and application of the rules.
3. No protests of any kind will be allowed.

APPLICATION / FEES / REFUNDS

4. The registration fee will be:
 - a. \$750 per 19U, 16U, 14U and 12U team.
 - b. \$700 per 10U
5. For all teams, all fees must be submitted by credit card.
6. USYSA and US Club teams must provide the Tournament Registrar with proof of approval to play in the form of a letter or email from their affiliated club.
7. Applications will not be accepted before February 15.
8. Applications will be accepted based on several factors, including the **ability of the team to supply quality referees**, the receipt date of the application, the completeness of the application, and the discretion of the tournament registrar.
9. Acceptances should be emailed by the end of March. Teams that are not accepted will have the option to be placed on a waiting list.
10. Teams withdrawing 30 days or more before the tournament date will be issued a full refund. Teams withdrawing after that date will only be issued a refund if a replacement team can be found.
11. We do *not* require "referee deposits".
12. If the tournament is canceled it will not be rescheduled. A full refund will be issued.
13. If a flight is canceled in any age group, a full refund will be issued to all teams registered in that flight.

TOURNAMENT FORMAT

14. Flights will be created in each age group for each gender unless specified as coed. Teams will only play games against teams in their flight
15. Separate flights will be created in 10U and 12U divisions based on available team records from league and tournament play. A minimum of 4 teams are needed to create a flight. Combined flights with Core/Select/Alliance teams and United/Extra teams may be created in 16U and 19U depending on the number of teams that register. Bronze-level Competitive brackets will be formed at 14U/16U/19U and AYSO United/Extra teams may be placed into this bracket.
16. In each flight, teams will be divided into brackets (pools), and will play a number of round-robin games in their bracket (usually three games). Based on the number of

brackets and teams in each flight, we hope that *all* teams will progress into elimination play.

17. After bracket play is completed all teams will be seeded into the elimination round (if possible) for their flight, based on points assigned in the bracket games. Seeding rules will vary by division/flight - for seeding rules see the tournament program.
18. Game Duration
 - a. **Divisions 14U, 12U and 10U** will play 20-minute halves with a 5-minute halftime break (and a short midway break each half for substitutions for 10U and 12U) for all bracket, elimination, quarterfinal, semifinal, consolation, and championship games.
 - b. **Division 16/19U** will play 30-minute halves in all bracket, elimination, quarterfinal and semifinal, consolation, and championship games. .
 - c. At the tournament director's discretion some or all of these games may be shortened.
 - d. **All games must end at least 5 minutes before the start of the next game** – if a game is started late, the referee will shorten the game so that it can be completed in the allowed timeframe.
 - e. A running clock will be managed by the center referee. No time will be added for substitutions or injuries *except* in championship and consolation games.
19. Game Tie Breakers :
 - a. If a bracket game is tied at the end of regulation time, the game is complete and is recorded as a tie.
 - b. Elimination, quarterfinal, semi-final, and consolation games that are tied at the end of regulation time will be decided by kicks from the penalty mark.
 - c. Championship games that are tied at the end of regulation time will continue with two overtime periods. These overtime periods will be **five** minutes each for **every division**. Both periods will be played; there is no "golden goal". If the game is still tied at the end of the second overtime period, the game will be decided by kicks from the penalty mark.
 - d. At the tournament director's discretion, if weather conditions warrant (such as excessive heat), the overtime periods can be skipped and a game that is tied at the end of regulation will proceed immediately to kicks from the penalty mark. This decision will be made prior to the start of the game.

20. Points will be awarded in bracket games as follows:
- 6 points for a win or forfeit
 - 3 points for a tie
 - 0 points for a loss
 - 1 point for each goal scored (maximum of 3 per game)
 - 1 point for a shutout (including 0-0 tie)
 - 1 point for each red card issued to a team.
 - 1 point for every two yellow cards accumulated by a team within a game (excluding yellow cards used to generate a red card for a player).
 - 1 point for unsporting run-up of score beyond 6 goal differential. Applies to 10U and 12U games only.
21. If there is a tie in points during seeding, the following tiebreakers will be used in sequence until a winner is determined:
- Head-to-head (how teams played against each other).
 - Fewest goals scored against.
 - Difference between "goals for" vs. "goals against" to a maximum of three points per game.
 - Lowest number of accumulated penalty points. This includes points taken off for red and yellow cards issued to players, AS WELL AS a point that will be taken off for each coach expulsion.
 - Coin toss conducted by the Head Scorekeeper.
22. In the case of an elimination, quarterfinal, semi-final, consolation, or championship game which ends in kicks from the penalty mark, the score will be reported as follows: One point will be recorded in favor of the winning team regardless of how many goals were scored by kicks from the penalty mark (KFTPM.) For example, a 3-3 game that goes to KFTPM will be recorded by the scorekeeping system as 4-3 in favor of the winning team.
23. Any player receiving a red card or any coach who has been expelled from a game will sit out the next game (including the championship game if applicable). The Tournament Committee will review all red cards and expulsions and may render additional discipline.
- ## PLAYERS
24. All AYSO players must have **registered for and played during the prior AYSO Core (primary) season**, or be current members of an **AYSO United, Alliance, or Extra team**. Registering players with AYSO for the sole purpose of participating in this tournament is strictly prohibited.
25. A maximum of 3 guest players are allowed. A guest player is defined by AYSO as follows: A player on an AYSO tournament team who comes from a different AYSO team or AYSO region than the team entering the tournament. A signed "guest player form" must be submitted, signed by the Regional Commissioners of both the player's home Region and the team's Region.
26. All AYSO players must be listed on a roster printed from the association platform by the region. The AYSO Regional Commissioner of the Region that the team represents must sign this roster. These rosters are due to the Tournament Registrar within one month of notification of acceptance to the tournament. If there are additions or deletions to the roster a new-signed copy must Rule 29be submitted no later than one week prior to the tournament.
27. If the team's Region approves, a player may play up one division. Players in 8U or lower age groups cannot participate under any circumstances. Coed teams are allowed, but must play in the Boy's division. The tournament follows AYSO National rules on gender identity.
28. All USYSA and US Club players and coaches must have appropriate credentials. USYSA & US Club player passes, an official team roster and signed medical release forms are required.
29. **A player must not use equipment or wear anything that is dangerous.** All items of jewelry (necklaces, rings, bracelets, friendship bracelets, watches, earrings, ear gauges, body piercings, decorative hair attachments, etc.) are forbidden and must be removed. Using tape to cover jewelry is not permitted. The use of soft and safe material for hair or sweat control will be allowed at the referee's discretion. *Medical alert bracelets* are allowed, as long as they are taped securely and safely. 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.
 - **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 Referee is the judge of whether or not the individual item in question is permissible to wear in the game.
30. Any serious injury to a participant, or damage caused by a participant, must be reported to the Tournament Director or Field Marshal as soon as possible. An Injury Report is REQUIRED.
31. In 10U and 12U divisions, deliberate heading of the ball will result in an indirect free kick being awarded to the opposing team.
32. The AYSO Davis World Cup follows the U.S. Soccer Player Development Initiatives as follows:
- Smaller field sizes for 10U and 12U
 - There will be a "build out" line for 10U
 - The goalkeeper shall not punt the ball in 10U.
33. Each player must have a picture ID card. AYSO ID cards must contain the player AYSO ID number, player birth date, and a signature of the players Regional Commissioner. The ID cards must use the official AYSO card or USYSA and US Club player passes. Cards must be approved by the Tournament Registrar when the team checks in to the tournament, and are provided to the Field Marshal when

the players are checked into each game. **Players will not be allowed to participate without player ID cards!**

34. Referees must notify a Field Marshal or tournament staff if a **player is suspected of having a concussion or head injury** and on the game report must identify the player by number and name and write “suspected concussion or head injury.” A player who is suspected by a parent, guardian, coach, referee, tournament official, or other AYSO volunteer of sustaining a concussion or other head injury shall be immediately removed from the game and shall not be permitted to play the remainder of the day. In order to return to play on a subsequent day, the player must be evaluated and cleared for return to play and full participation by an appropriately licensed medical professional who has received training in the evaluation and management of concussions. Such a clearance for return to play must be indicated by the medical professional’s signature on the AYSO Concussion Release Form; in addition, a parent or guardian must sign the AYSO Participation Release Form.

TEAMS

35. Each AYSO team will have a maximum of 12 players in 10U, 16 players in 12U, 18 players in 14U, and 22 players in 16U and 19U. USYSA and US Club teams must adhere to standard roster limits for their club.
36. 10U teams will play with 7 players per team on the field (7V7). 12U teams will play with 9 players per team (9V9).
37. Team Check-In:
- A representative of the team must check in at Tournament Headquarters at least one hour prior to the team’s first game, but **no later than 10:00 AM Saturday**. Tournament Headquarters will be open on Friday evening and early Saturday morning. Player and Coach ID cards will be presented and must match the official roster that has been filed with the Tournament Registrar. Players do NOT have to be present. **Changes to the roster will not be accepted at this time.**
 - IN ADDITION, at least 30 minutes prior to your FIRST game on EACH day of the tournament, the **entire team** must come to the **nearest tournament table** for player check-in. Players must be in uniform. The Field Marshal shall compare the official roster to the team player cards and check the player’s uniform and equipment. Each player will be stamped on the left forearm with a rubber stamp. **Players cannot participate in a game unless they are stamped.** If a player misses the first game of the day then the coach must bring the player to the tournament table before the next game.
38. The “home” team is designated in the tournament schedule and will provide three game balls. Coaches, players and spectators must remain on the side of the field as specified here. No spectators are allowed behind the goal lines at any time.
- In all divisions:** The coaches must be on the same side of the field (but on opposite sides of the halfway line) so that substitutions can be monitored. Parents must be on the opposite side of the field from the coaches. The field will be marked with a sign that designates which side of

the field the coaches will be on, and which the parents/spectators will be on. The parents must be on the same end the halfway line as the coaches (on the opposite touchline).

- During the course of the tournament a tournament official can change which side of the field is to be the team side and which is the parent side.
 - The center referee can change the location to be used for the coaches and the parents/spectators for the teams.
39. If there is a conflict in the color of the uniforms, the “home” team must either change uniform color or both teams must wear pinafores supplied by the tournament.
40. All AYSO teams must wear uniforms that meet AYSO requirements. At the discretion of the Tournament Director, teams that have non-compliant uniforms may forfeit their games. Logos used for check in and removed for games will result in forfeiture.
- Team members must wear a matching uniform consisting of a jersey, shorts, and socks. Such uniform shall be properly marked with the AYSO logo.
 - No AYSO uniform may bear a player’s name, team name, league name, program name, or inappropriate sponsor name.
41. Coaches must carry the Player Medical Release (or Registration) forms or digital equivalent with them at all times.
42. In the spirit of sportsmanship, noisemakers are not allowed at the tournament. Non-compliant spectators and participants will be asked to leave the area by the referee or tournament staff.

COACHES

43. Only two coaches from each team are allowed in the coaches’ area, and must remain within their coaches’ area during the match. The coaches’ area extends 10 yards from the halfway line, and is at least 1 yard from the touchline.
44. Each AYSO coach must have a picture ID card that contains the coach AYSO ID number and a signature of the coaches Regional Commissioner. The ID cards must use the official AYSO card or one supplied by the Davis World Cup. USYSA or US Club coaches must have a coach pass from the appropriate organization. Cards must be approved by the Tournament Registrar when the team checks in to the tournament, and are provided to the Field Marshal when the team is checked into each game.
45. Coaches shall participate in positive coaching that instructs and encourages players during the games. Negative comments and inappropriate behavior are not permitted and may result in a coach being expelled from the field of play. Coaches should remember that they are responsible for the actions of their players, parents and spectators. They can and will be disciplined for their actions.
46. AYSO Coaches must be listed on the official roster, **be Safe Haven/Safe Sport certified** and be AYSO trained/certified at the age-appropriate level or they will not be allowed to coach in this tournament. In addition, CDC training/certification is mandatory for all coaches regardless of what state their Region is located in.

REFEREES AND ASSISTANT REFEREES

47. Referees and assistant referees will self-assign for bracket play. Referees are discouraged from officiating matches in the same flight as a team they are involved with. Referees must record on the official game card any incidents resulting in disciplinary action.
48. All Davis World Cup tournament referees are volunteers. AYSO and Davis World Cup has a zero tolerance policy for verbal or physical abuse of youth referees.

GAME/ROSTER CARD

49. Rosters must be confirmed PRIOR TO THE TOURNAMENT by the Tournament Registrar. Changes will not be accepted when the team checks in for the tournament, nor during the course of the tournament.
50. Tournament game cards will be provided by the tournament staff and will contain the official roster. **Hand written changes are not allowed** (if there is an error in a game card the Tournament Registrar can give the Field Marshal approval to accept a player not on the game card). Coaches will be asked to fill in the player uniform number prior to each game.
51. Both coaches should sign the game card at the end of the match. **The coach of the team that wins the game is responsible for bringing the completed game card to the nearest tournament table, or to tournament headquarters.** This must be done as soon as the game is finished. In the case of a tie, the home team will bring the card in. Exceptions: First, if a player was cautioned or sent off or if a coach was expelled from the game, the referee should bring the card to the tournament table or headquarters. Second, if a field marshal is present, the field marshal will collect the game card.

SUBSTITUTION OF PLAYERS

52. Each player on a team must play a minimum of one-half of each game in accordance with AYSO rules.
53. For **Divisions 12U and 10U**, substitutions will be allowed ONLY at substitution breaks or to replace an injured player. All players must participate (play) at least three quarters of the game before any other player plays a 4th quarter (counting regulation time). In overtime, substitutions can only be made at the beginning of each overtime period. If a non-AYSO bracket is formed in these divisions, open substitutions will follow rule 54 below.
54. **In 14U, 16U, and 19U matches:** Substitutions can be made, with the referee's permission, at any stoppage in play.
55. Coaches should take special care to ensure that substitutions are not used as a tactic to delay the match. If, in the opinion of the referee, a team is using substitution to delay the match, the referee may caution the coach for unsporting behavior.

GAME FORFEITURE

56. If a team forfeits a game for any of the reasons listed below, the score of the game will be listed as a 1 – 0 victory for the opposing team, unless the score of a game in progress would yield a higher number of tournament points for the winning team. In that case, the score at that time will stand.

- a. Any team leaving the field during regulation play will forfeit the game, and the coach will be ejected, thus excusing him or her from the next game.
- b. Failure of a team to be ready within 5 minutes of the official kickoff time may constitute a forfeiture as determined by the referee.
- c. If a coach fails to play a player for at least one half (unless it is due to an injury reported to the referee or tournament committee), a forfeit can be declared by the tournament committee.
- d. If a player is determined to be ineligible by the tournament registrar, or participates in a game when that player was suspended, the team will forfeit any games in which the ineligible player participated.
- e. If a game is stopped due to **abusive** behavior by one team or that team's spectators, the tournament committee can declare that this team has forfeited the game.

Always remember, "It's for the kids"!