

5th Annual Summer Tournament

Guidelines / Manual



Port Huron, Michigan

June 14 – 15, 2025

Hosted by AYSO Region 161

PLAYSOCCER®

<https://www.ayso161.org>

1. NAME AND LOCATION

AYSO Region 161 – Summer Tournament

3344 Beach Rd, Port Huron, MI 48060

2. TOURNAMENT SCOPE

The tournament shall be an AYSO Area 8C tournament - **Open to Area 8C Regular Spring Core Program teams ONLY - NO Select, Alliance, Extra or “Travel” teams are Allowed.** Teams have had to play in the current fall season. Co-ed teams will compete in the boy’s division.

3. TOURNAMENT DATES

June 14 – 15, 2025

4. LENGTH OF GAMES

All divisions shall be in two-year age groupings with match length and team size as follows:

Division	Age	Competition Size	Preliminary Rounds	Final Rounds
DIV – 6	08 U	5 vs. 5 (No Keeper)	40 Minutes	
DIV – 5	10 U	7 vs. 7	40 Minutes	50 Minutes
DIV – 4	12 U	9 vs. 9	40 Minutes	60 Minutes
DIV – 3	14 U	11 vs. 11	40 Minutes	70 Minutes

5. REGISTRATION

The number of teams in each division is limited due to field availability and daylight hours.

- a.** The Tournament Committee will accept applications and payments through Stack Tourney. A team becomes an official tournament entry after reviewing the required registration fee, acceptance of the registration application and the team coaches meeting the minimum Coaching Certification. The Tournament Registrar or the designated representative will email team’s acceptance to the coach.
- b.** All teams must be registered on or before **June 1, 2025**. Registrations will only be accepted after this date if there is an opening in an age division.

- c. Teams selected for participation will be notified by email prior to the tournament and coach's packet / schedule distribution.

No refunds for any registered team selected for participation in this tournament that elects not to participate in the tournament will be given.

Any team not selected for participation will receive a full refund by letter postmark not later than June 13, 2025.

Age Divisions – Dates according to AYSO Guidelines

Division	Age	Max Players Per Roster Or Team Roster Total <u>WHICHEVER IS LESS</u>
DIV - 6	08 U	8
DIV - 5	10 U	10
DIV – 4	12 U	12
DIV – 3	14 U	15

The effective date of age determination shall be the player's age as of December 31, 2025; and shall be the effective date for play in this tournament.

6. PLAYER ELIGIBILITY

Each Head Coach is responsible for assuring the eligibility of all players on his/her team.

Each AYSO Player entering this tournament must have played in the regular (Core) season (current regional season) in that age group/division.

7. COACH ELIGIBILITY

Coaches need to have appropriate certification for the age-level coaching.

Coaches must wear ID badge at all times while on the field. ID Badge must always be visible.

Only certified coaches listed on tournament roster are allowed in the coach's area during any game.

First year coach waiver allowed. Talk to your Regional Commissioner.

8. TEAMS

Teams may have a maximum number of registered Players as indicated below, or the maximum number of players on your home roster, **whichever is lower**, fielding the maximum number of players according to and depending upon the division in which each player is registered:

Division	Age	Max Players Per Roster or Team Roster Total WHICHEVER IS LESS
DIV – 6	08 U	8
DIV – 5	10 U	10
DIV – 4	12 U	12
DIV – 3	14 U	15

If over player limit, all players must be from the original team roster and be preapproved by Tournament Director. In no case will the team roster exceed tournament guidelines (some exceptions will be allowed with Tournament Director approval). A copy of the original team roster must be provided at the time the team submits its tournament application.

A player **MAY NOT** play in the tournament registered on more than one (1) team.

If you have 60% of your home roster, **you can add additional players from another home region team not to exceed your roster total or tournament roster maximum; whichever is less.**

All members of the original home roster must be asked to participate prior to asking players from another team to join your team for tournament play.

Participation waiver must be signed by parent and regional commissioner for any player on the original home roster not participating in the tournament if you are adding players to your team. Coaches will need to submit these waivers in with their tournament application.

Teams discovered to have ineligible Player(s) shall be disqualified from further competition. Previous matches won by a disqualified team will be recorded as a 1-0 win for the opposing team.

An original roster signed by the regional commissioner must be submitted with the tournament application. Exceptions will require the Tournament Director's approval.

Note: Any roster submitted requires an original signature from the Region's Regional Commissioner and must come from the AYSO Association Platform, see Section 27 for example.

9. SCHEDULING

- All teams will be guaranteed a minimum of three (3) scheduled matches.
- All groupings will be conducted by random drawings.

In the event that unusual conditions necessitate rescheduling, curtailment or cancellation of games, the Tournament Director consulting with the host area director and tournament committee will have authority to make these changes in the best interest of the tournament. All schedules are final.

10. CHECK-IN GUIDELINES

Registration and Pre-Equipment Check-In:

Upon team registration, each coach must have in his/her physical possession a valid player medical waiver form. All teams, in **complete uniform (matching jerseys, shorts and socks for all players)**, will be checked at the playing site at least sixty **(60)** minutes prior to the start of their **first match each day**. Complete uniform must be visible and worn outside of any other garments (sweats, sweat-shirts, hoodies, coats...)

Team check-in – At least sixty (60) minutes prior to start of match

Late Teams will forfeit their match if they cause game delays.

Teams must re-check-in – At least sixty (60) minutes prior to start of the first match on Saturday and when returning for playoff games on Sunday

Pre-Game Check-In and Final Equipment Check-In:

Players have been confirmed to play prior to the match by a tournament official. The Referee will also briefly check Players for safety before each match. The Referee will have the final say on the safety of equipment before each match along with the proper uniform.

Note: No protest of players' equipment shall be allowed. AYSO Uniforms will meet the requirements of the Rules and Regulations.

****REMINDER****

Sunday Check-in for Semifinals – All teams must check in 60 minutes prior to first game on second day or tournament. No exceptions.

11. PLAYERS' EQUIPMENT CRITERIA

Players shall wear the necessary compulsory equipment in accordance with Law IV, The Players' Equipment. The Referee shall determine the safety of player's equipment in accordance with the Law.

If adding players to your team, they must have a matching uniform. (shirt, shorts and socks)

EQUIPMENT	CRITERIA
SHOES	Allowed: Soccer shoes; molded or screw in cleats; all turf shoes; tennis shoes Not Allowed: Baseball; football, street shoes that present any unreasonable danger to participants
SHIN GUARDS	Shin guards are MANDATORY for player safety; shall be age appropriate and shall be worn during matches at all times.
SOCKS	Shall be pulled up and over the shin guards at all times during the match and shall be matching and uniform in color. Socks must be visible during registration and during games.
SHORTS AND SHIRTS	Teams must have shirts that are uniform in color. Shirts must be properly marked; include the approved AYSO National logo (in contrasting color) and have a unique player number displayed. Sponsorship markings must comply with the AYSO Rules and Regulations. All Teams must have an alternate color jersey. In the event of a color conflict with two matched teams, the Visiting Team shall change jerseys. Alternate jerseys need not be numbered. Shorts should be of the same predominate color – shades and design may vary.
JEWELRY	Only religious and medical alert medals taped securely to the chest are allowed. No rings, earrings, body rings, or bracelets including friendship or string types are permitted. Eyeglass holders are recommended.
HAIR	No hard barrettes or bobby pins. Cloth or rubber bands are recommended. Soft scrunches are allowed.
HATS	Not hats or bandanas. Only the Goalkeeper may wear a soft-billed cap.
SLIDERS	Sliders, sliding shorts, or hip-padded shorts are allowed.
KNEE BRACES	Knee braces are allowed as long as no metal is showing, and all hard parts are sufficiently padded on all sides.
CASTS – SPLINTS	No players shall be allowed to play with a cast or splint of any kind. WITHOUT ANY EXCEPTIONS

12. DIVISIONS

Divisions 3 – 5 (14U through 10U) will be separated into divisions both for boys and for girls. Coed teams shall play in the boys' division.

Division 6 (08U) will play co-ed if enough teams per gender do not register.

13. HOME TEAM

The first team listed on the match schedule is the home team and must take the NORTH or EAST side of the field. Spectators must sit on the same side of the field as their respective team. In the example below, “Browns” and “Blues” are both the Home team.

Example: BROWNS VS. GREENS – BLUES VS. REDS

14. LAWS OF THE GAME

All matches shall be conducted in accordance with the current AYSO Edition – IFAB Laws of the Game and the decisions of the International Board in effect; with exceptions noted herein.

15. GAME CANCELLATION AND CONTINGENCY PLAN

Referees are to suspend their match in the event of lightning.

Tournament Officials will notify the referees in the event of other conditions that may arise that may cause match cancellations, i.e., tornado warnings, heavy rain, hail, lightning etc.

A match is considered official as soon as the second half begins. Matches must be started promptly. Move quickly if the weather turns bad.

16. CONDITIONS OF PLAY

Coaches (or other officials) shall not enter the field of play unless requested by the referee.

Only coaches and players will be allowed in the bench/team area.

All matches shall start on time. Teams are to have no more than two (2) coaches on the touchline coaching during the match.

If a team is not on the field of play and ready to start the match within five (5) minutes after scheduled time, the match shall be deemed a forfeit. A forfeit shall be recorded as a 1-0 win in favor of the opposing team.

A minimum of seven (7) players shall constitute a team (Full-Roster Team). A scheduled game shall not commence nor be continued if one or both teams cannot field seven (7) eligible players. If a game cannot be started as a result of both teams being unable to field seven (7) eligible players, each team is to be assessed a 0-1 loss. Short-sided games minimum player numbers is equal to the playing format. Example: 9V9 is six (6) players; 7V7 is five (5) players; 5V5 is four (4) players.

Teams shall play and advance in their brackets according to the following point system:

OUTCOME	POINT VALUE
WIN	3 Points
TIE	1 Points
LOSS	0 Points
FORFEIT	Recorded as a 1-0 Win for opposing team
BYE	Recorded as a 1-0 Win for playing team

Preliminary match rounds will be held.

There shall be no overtime periods in preliminary match rounds.

Brackets / Seeding

Each age division will be divided into one or more groups. The Tournament Committee shall have absolute authority to structure a division in the best interest of all participating teams. Each team in each group will play qualifying games within their group. Based on the number of brackets, advancement to later rounds will be determined as follows:

4 Brackets	4 – First Place Teams
3 Brackets	3 – First Place Teams and One Wild
2 Brackets	2 – First Place Teams, 2 – Second Place Teams
1 Bracket	4 – Top Teams. In the event of a shortened tournament, playoffs may not be played. In this case, the awards will be based on final standings after preliminary play.

Wild Card Selection

For brackets with wild cards, wild cards will be selected from the second-place teams who have accumulated the most points. Ties on points will be broken in accordance with the rules listed below.

Seeding will be determined based upon points after preliminary play.

Play in Semi Final / Final rounds will be determined as follows:

Semi Final Rounds	The First Seed Team will play the Fourth Seed Team. The Second Seed Team will play the Third Seed Team.
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Final Rounds	Winners of the Semi Final Rounds will advance to the First/Second Place Match. Losers of the Semi-Final Rounds will advance to the Third/Fourth Place Match.
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Tie Breakers for preliminary play

In the event that a tie exists when determining the top teams in each group/division, the following tie breakers will be used:

FIRST TIE BREAKER	Head-to-head competition (not applicable if the tie involves more than two teams)
SECOND TIE BREAKER	If still tied after the first tie breaker, the team having the fewest goals scored against will have a better record.
THIRD TIE BREAKER	If still tied after the first and second tie breaker, the team with the most goals scored in the preliminary round will have the better record.
FOURTH TIE BREAKER	If still tied penalty kicks will be taken in accordance with IFAB Laws of the Game.

Tie Breakers in Semi-final and Championship matches

When matches end regulation time in a tie in semi-final and championship The following procedures shall be used:

Overtime **periods** shall be comprised of two (2) full and equal 10-minute periods. If neither team scores in the overtime periods, the winner shall then be determined by penalty kicks taken in accordance with IFAB Laws of the Game.

17. SUBSTITUTION

All matches will be played according to the AYSO substitution breaks or break system.

Except as noted below, all registered players in attendance at games must participate and play at least one half of each match **including overtime**.

Substitution Procedure

The referee will stop play approximately halfway through the first and second halves for a one (1) minute break. These stoppages are for substitutions only.

Approximately halfway through the first half and approximately halfway through the second half, the referee will halt the game and note on the lineup card those players substituting. The players are at the halfway line and ready to play. Stoppage is made when the ball is out of play: such as a throw-in, goal-kick, or following a

goal. Additionally, substitutions may be made at half-time. Coaches of each team may substitute as many players (or none) during such interruptions as long as all substitutes have played at least one-half of the game by game's end.

Note: During Preliminary Play, NO Stoppage Time for Substitution Breaks will be added to the playing time of 40 minutes. ONLY in Semi-Final and Final games

will time expended for substitution may be added to each half by the referee as "stoppage time;" the amount of which being at the discretion of the referee.

Substitution for Injury

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 of play regardless of the actual time played.

The coach may choose to play short, thereby allowing the injured player to return during the quarter in which he/she was injured at the next appropriate stoppage of play as determined by the referee. Note: "The next stoppage of play" may be any stoppage of play – including a free-kick.

The player must be recognized by the referee to legally return to the game.

Substitution of Late Arriving Player

Players not present (or expected to be present) when the match begins must be identified on the line-up card.

Late arriving players shall be substituted as follows:

- If the player arrives during the first quarter, the player must play a minimum of two (2) of the remaining three (3) quarters.
- If the player arrives during the second or third quarters, the player must play a minimum of one (1) quarter.
- Any team not found to be following the rules governing substitutions may be subject to immediate disqualification.

18. GAME CARDS

Supplied game cards must be provided before the match by each coach. If the five-minute delay rule is broken because of no game card, the offending team will forfeit the game. Players should be listed in number order.

Coaches are responsible for turning in completed cards, which have been signed by the referee, to the Tournament Official at the main tent at each site. The winning coach must turn in both game cards as soon as possible so that the scoreboard can be updated.

In the event of a tie, both coaches are to turn in the game cards independently as soon as possible. Failure to turn in cards will result in forfeiture of points.

19. MISCONDUCT

If a caution or send-off is given during the match, the Referee will make out a report at the Referee Tent immediately after the match. A misconduct report will be available at the Referee Tent.

Send-Offs (Ejections)

Two yellow card cautions to any one player or team official during the tournament may result in ineligibility for one game. That suspension must be served at the next playable match.

One red card will eliminate that player from the remainder of the match in which he/she is sent off and may result in one or more games as determined by the Tournament Director. No substitutions can be made for the sent-off player during the match.

If a coach is ejected (sent off) from any match, the minimum penalty for an ejection is that he/she may not be permitted at the discretion of the Tournament Director at the immediate next tournament game of his/her team.

20. PROTESTS

NO PROTESTS WILL BE ENTERTAINED / ALLOWED.

21. FIELD OF PLAY

Dimensions, the field of play, marking goal area, penalty area, corner area, build out lines, and goal area will conform to IFAB and AYSO requirements. All efforts will be made to conform to IFAB requirements.

The field shall be marked where possible, with spectator control lines. These lines shall be parallel to the touch lines at a distance of least three (3) yards from the touch lines. All coaches, referees, assistant referees and other tournament and league officials are to ask and ensure that spectators remain behind this line.

Coaches on the touchline must remain within 10 yards of the center line and three feet back from the touchline.

With the exception of photographers who have received authorization from the Referee, Assistant Referee, receive a press pass from tournament officials; spectators shall not be allowed behind the goal line.

Note: Photographers must remain quiet and sufficiently back from the goal line and away from the goal.

22. OFFICIATING

Referees shall at all times impose the rules and regulations of competition as defined by AYSO and the IFAB Laws of the Game.

Referee Abuse Prevention by USSOCER is in effect for this tournament.

All AYSO referees must be Safe Haven certified and trained.

The Diagonal System of Control shall be used for all tournament matches; utilizing a referee and two assistant referees wherever possible.

Referees shall at all times put great emphasis on the welfare of players and officiate the match in a manner conducive to clean competition and good sportsmanship.

If a player is injured, the referee at his/her discretion may stop play to ensure the welfare of the player even if the ball has not gone out of play.

23. DUTIES AND RESPONSIBILITIES OF COACHES AND OFFICIALS

It shall be the duty of each coach and official to:

- Conduct him/herself in a manner promoting good sportsmanship
- Encourage clean competition and fair play at all times
- Teams are encouraged to provide a three-person referee team for the tournament
- Coach their respective teams to the best of their abilities
- Uphold the Tournament Rules and Regulations
- Participate in Positive coaching that Instructs and Encourages players
- Present a healthy and athletic environment for players
- Safe Haven, Safe Sport and CDC Concussion Awareness Certified.
- Coaches must be trained age commensurate (effective August '08)
- Safe Haven and various other training can be completed online at
- Coaches and referees shall not consume alcoholic beverages nor use tobacco products during games or in the immediate vicinity of the soccer fields.
- The coaching area shall be marked by two (2) lines perpendicular to the touchline
- Negative comments and complaints about the officiating, tournament officials, or opposing teams will not be allowed.
- Upon team registration, each coach must have in his/her physical possession a player registration form and photo for each player assigned to the team; Roster must be signed by the Regional Commissioner.
- Completed line-up card is to be given to the Referee prior to the start of the match,
- The first team listed on the schedule is the home team. The Home Team will be responsible for providing the proper match ball.

24. SPECTATORS

Spectators shall remain three (3) yards from the touchline; between the eighteen (18) yard lines (penalty areas) and on the same side with their team.

No Spectators shall be allowed at the ends of the field, nor in the areas behind either goal.

Spectators are expected to behave in an appropriate manner and shall be a positive influence on the players during the tournament. Spectators will not be allowed to be disruptive during the game or to make negative comments, noises or gestures towards officials, referees, coaches, players or opposing teams at any time during the tournament.

Inappropriate behavior will be subject to penalty up to and including dismissal from the tournament.

25. ALCOHOL, SMOKING AND PET POLICY

No alcohol, smoking or pets are allowed in the vicinity of the fields. This policy will be enforced, and violators will be asked to leave.

26. TOURNAMENT STAFF

The tournament staff is to be comprised of the necessary volunteers to provide a fun and organized event. Representatives shall include specialties involving the following: concessions, treasurer, risk management/safety/ first aid, fields, coaching, officiating, scheduling, fund raising and various other needs.

When multiple field locations or venues are utilized a tournament staff capable of administering the responsibilities of the tournament shall be at each location.

27. TOURNAMENT ROSTER EXAMPLE (From Association Platform)

Team Roster

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League Name and #: Area 8C

Club Name and #: Region 161

Team Name : 14U - Girls Storm

Team ID : 088C-61AG4U-0001

Play Level : Alliance

Gender : Girls

Age Group : 14U

Status : Not Active

League Code : 8C

Club Code : 61

Number of Players : 18

Number of Admins : 2

Team Home Color :

Team Away Color :

Head Coach : Szczepkowski, Joseph

Team Manager(s) :

Admins

Admin ID	Last Name	First Name	DOB	Address	City	Zip	Phone	Cert Level	License #	Risk Status	Role
62748-222392	Szczepkowski	Joseph			North Street	48049-4203		A		Green	Head Coach
										Green	

Players

Player ID	Last Name	First Name	DOB	Address	City	Zip	Phone	Rank	Transfer	Ren Date
	Aguinaga	Mia			Port Huron	48060-5508				06/14/2024
	Anderson	Lydia			Fort Gratiot	48059-3769				06/13/2024
	Chandler	Ava			Fort Gratiot	48059-4055				06/23/2024
	Collins	Lauren			Fort Gratiot	48059-3763				06/13/2024
	Costanzo	Olivia			Fort Gratiot	48059-4113				06/10/2024
	Evenson	Jillian			Port Huron	48060-2915				06/10/2024
	Grant	Megan			Marysville	48040-2589				06/20/2024
	Halmich	Natalie			Carsonville	48419-9297				06/20/2024
	Kaski	Adrienne			Marysville	48040-1668				06/13/2024
	Kelly	Amelia			North Street	48049-3322				06/10/2024
	Magneson	Katelyn			Port Huron	48060-7794				06/10/2024
	Maher	Kari			Fort Gratiot	48059-3952				06/10/2024
	Markley	Jordan			North Street	48049-4526				06/10/2024
	Orlando	Kiersten			Port Huron	48060-1711				06/23/2024
	Pontine	Myla			Fort Gratiot	48059-3774				06/10/2024
	Steptoe	Allison			Port Huron	48060-1639				06/10/2024
	VanBuskirk	McKinley			Jeddo	48032-1816				06/20/2024
	Wallace	Taylor			Fort Gratiot	48059-1208				06/12/2024

Signatures:

Head Coach : _____

Team Manager : _____

Registrar : _____

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