



Hosted by AREA 12/A

30th AYSO Annual Old Pueblo Invitational Tournament Tucson, AZ 25-26 February 2012 Tournament Rules



CATEGORY	RULE
1) JURISDICTION	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 12 Guidelines and FIFA Laws of the game will be used for this tournament. The following rules are intended specifically for this tournament ONLY!</p> <p>B. The Tournament Committee (incl. Tournament Director, Assistant Director(s), Field Director, Director of Officiating and other designated staff) will have jurisdiction over all games played. Disputes will be resolved by the end of the soccer day. Referee judgment calls are NOT subject to dispute or protest!</p>
2) FEES	<p>A. Entire fee must accompany tournament application and will be returned if application is not accepted. Fee must be a check issued from the respective Region's NAP/ Club account (no personal checks).</p> <p>B. Fees are: U-10 \$300, U-12 \$325, U-14 \$350, U-16/19 \$375. Additionally, a \$100 referee deposit applies to each team entry.</p>
3) ACCEPTANCE	<p>A. Applications are due on <u>January 30, 2012</u>.</p> <p>B. Applications will be accepted on a first-come basis, based on completed application (see Team Application Form for criteria). Teams will be notified by email within 2 business days of the receipt of their applications.</p> <p>C. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list. If a team chooses not to be on a waiting list, the application and entry fee will be returned within 48 hours of notification.</p> <p>D. The primary form of communication between the Tournament and applying teams will be email and the Tournament website. Teams must designate a Team Contact on their application who has email and Internet access.</p>
4) REFUNDS	<p>A. Teams withdrawing 30 days or more before the tournament will be issued a full refund.</p> <p>B. Teams withdrawing less than 30 days before the start of the tournament will only be issued a refund if a replacement team can be found.</p> <p>C. If the tournament is cancelled and cannot be rescheduled a refund will be issued.</p>
5) RAINOUT/ CANCELLATION	<p>A. Should the tournament be rained out on the original date, it will be rescheduled to the weekend of March 10-11, 2012. All teams will be expected to return on that date to resume the tournament. Any team not able to return will only receive a refund if a replacement team can be found, less the cost of any pre-ordered items (items for sale by the tournament which are not included with the registration fee). Any pre-ordered items will be sent to the team.</p> <p>B. If the tournament is cancelled due to weather after partially completing and it cannot be rescheduled to be completed, refunds will be made to teams on a prorated basis, based on the number of actual games played.</p> <p>C. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, then a full refund will be sent to all teams, less the cost of any pre-ordered items (items for sale by the tournament which are not included with the registration fee). Any pre-ordered items will be sent to the team.</p> <p>D. In event of inclement weather, the Tournament Director of Officiating (or designee) shall be responsible for deciding if games are to be played as scheduled.</p> <p>E. Games will be cancelled at game time only. Assume all games will be played as scheduled.</p> <p>F. If a game is terminated because of inclement weather, the following shall apply:</p> <ol style="list-style-type: none"> 1) For all games; if half or more of the game has been played, the game shall be considered complete and the score shall stand. 2) In the event that games are cancelled, those teams with more games shall, as much as possible, have the same game number or numbers deleted to determine team standings.
6) PLAYERS/TEAMS	<p>A. Players on participating teams must be properly registered to play in AYSO or their respective club, and have played in the Fall 2011 season in a minimum of one-half of the games for which they were eligible. Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p>B. The team roster must be verified, approved and signed by each player's Regional Commissioner or Club President/Registrar. Roster must include player's name, birth date and their AYSO/Club ID number. Roster changes may be submitted (with the written approval of the Regional Commissioner or the Club President/Registrar);</p>

	<p>however, these changes must be received by the Tournament Registrar prior to the tournament. There will be no roster changes allowed on tournament day.</p> <p>C. At the time of check in, non-AYSO Teams must submit proof of insurance equal to or greater than that provided by AYSO.</p> <p>D. AYSO Guest Players will be required to have the approval of both the Guest Player's regional commissioner and the Host Team regional commissioner (see Guest Player Form). Non-AYSO Guest Players will be required to have the approval of their Club President/Registrar.</p> <p>E. Coed teams will be accepted; however they must play in the boy's divisions only.</p> <p>F. Divisions U-16 and U-19 will play 11-v-11, and there will be a roster limit of 18 players per AYSO team and 20 players per Club team. These divisions will be Open Invitational. Division U-14 will play 11-v-11 and there will be a roster limit of 15 players per team. Division U-12 will play 9-v-9 and there will be a roster limit of 12 players per team. U-10 thru U-14 Divisions will be Invitational. Division U-10 will play 7-v-7 with a roster limit of 10 players per team.</p> <p>G. All players must play at least half of each game. Violation of these player rules exposes a team to protest and renders them subject to forfeiture of game and possible disqualification at the discretion of the Tournament Director.</p> <p>H. A TIME PLAYED MONITOR SYSTEM will be used for all U-16 and older Division games. During each game, a Monitor from the tournament staff will fill out a Time Played Report to insure that each player has played ½ of the game. If it is determined by the Tournament Director that a coach has violated this time played requirement, a deduction of ½ point for each player out of the total pool points for a player that does not play ½ of a game.</p> <p>I. If approved by their region, players may play up a division from their primary program division, but they may not play down – unless they only played up at the request of the primary season (e.g. high school players). In no case may a player that played in U-8 in the primary program participate in this tournament.</p>
<p>7) COACHES</p>	<p>A. Each team is limited to two coaches but must have two – one Head Coach and one Assistant Coach. These coaches must be the ones listed on the Official Team Roster. The Head Coach and the Assistant Coach must present a photo ID at each game on the same type and format as the players.</p> <p>B. Each Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified, AYSO trained at the age-appropriate level. Proof of coach certification and training will be verified by the coach and assistant coach attaching their training record from eAYSO to the roster. Non-AYSO coaches must present the equivalent from their governing organization.</p> <p>C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kid Zone behavior. Coaches are expected to remain in the technical area during games and only enter the field of play as requested by the referee.</p> <p>D. Coaches should verify the score with the Field Marshal or referee prior to leaving the field area.</p>
<p>8) REFEREES</p>	<p>A. Each team in the tournament should provide a crew of 3 referees. These referees may be assigned up to 3 games, based on their qualifications.</p> <p>B. All referees must be an AYSO registered and trained volunteer and be Safe-Haven Certified. USSF Referees that are AYSO cross certified are acceptable.</p> <p>C. Each Referee will be selected by the Tournament Director of Officiating or by the Regional Referee Administrator at the request of the Tournament Director of Officiating.</p> <p>D. Each Referee will be qualified, according to his/her Regional Referee Administrator, for the age division of that game.</p> <p>E. A referee crew will consist of a Referee and two Assistant referees. The Assistant referees may be AYSO Assistant Referees or Club Linespersons. Club Linespersons shall signal ball out of play only.</p> <p>F. Only the diagonal system of control will be used to referee the games. Two Center Referees shall not be used.</p> <p>G. Referees for U-16/U-19 games should be National level. Referees for U-14 games should be Advanced level or above. Referees for U-12 games should be Intermediate level or above. Referees for U-10 games should be Regional or above.</p> <p>H. Youth referees (center referees) must be at least 2 years older than the age group they are refereeing.</p> <p>I. All referees must be in full Uniform as defined by AYSO and USSF, including the Referee Badge. Referees not in uniform will not be permitted to referee games.</p> <p>J. Referees are expected to check in at the Referee Station at each pre-game staging area at the Field Marshal table at least 30 minutes prior to their assigned game. Failure to appear on time may result in a replacement referee crew being assigned to the field. Once a replacement crew has been assigned, they will have priority and the original crew must report to the Referee station for alternate assignment.</p> <p>K. Coaches and players in the tournament will not be allowed to referee in the same pool they participate in.</p>

	<p>L. Referees will be expected to uphold the tournament rules, AYSO Rules and Regulations and FIFA laws. Any failure of the referee to uphold these rules may be cause for dismissal from the tournament.</p> <p>M. Referee's Responsibilities:</p> <ol style="list-style-type: none"> 1) The Referee has final authority over all phases of game and crowd control. 2) The Referee will be the sole timekeeper and scorer. <p>N. All game officials shall sign both game cards. The Referee must verify the score and fill out the sportsmanship section completely. The Referee shall give the completed and signed cards to the Field Marshal, who shall confirm the score with each coach and the Referee. Coaches are not to leave the area of the field until the score is confirmed in writing with the Field Marshal.</p> <p>O. The game card documents completion of game assignment. Each official will print their name, region number.</p> <p>P. Any "electronic communication devices" are not allowed on the field by referees during a game. In case of an emergency, a cell phone may be used to call 911.</p>
9) FIELDS	<p>A. All fields will be set up and taken down by the tournament staff.</p> <p>B. Trash cans will be provided at each field. Teams shall clean up all trash in their area and place in trash cans before leaving.</p> <p>C. Please observe the following Facility Use Rules while attending the tournament: No smoking or use of tobacco or alcoholic beverages at any park facility. Violators will be asked to leave.</p>
10) FORMAT	<p>A. This is a pool-play/round robin tournament for all Divisions.</p> <p>B. Sportsmanship medals will be awarded to the team with the most sportsmanship points awarded by the referees for each game for each division.</p> <p>C. Each age division will be bracketed into playing pools. Each team will play 3 games within their respective pools. Where there are sufficient teams, divisions will also be separated into multiple flights.</p> <p>D. At the end of tournament play, the top team from each pool will play each other for 1st and 2nd place. The second place team from each pool will play for 3rd. If there are more than 4 teams in a pool, team standings within the pool will be determined by point standings.</p>
11) CHECK-IN	<p>A. Teams are to be checked in by the Coach on Friday night February 24, 2012 at Mountain View High School from 6PM to 9PM. Teams not from Tucson are encouraged to check in on Friday night, but can check in early Saturday morning February 25, 2012 at the main OPI Tournament tent at Arthur Pack.</p> <p>B. Each coach or team representative must provide AYSO Player/Club player registration forms with original ink signatures for verification by tournament officials.</p> <p>C. Coach must have these Player Registration forms with them at all times and ready for presentation to Tournament Officials.</p> <p>D. For identification purposes, each player, coach and assistant coach must have a laminated identification card with name, picture, AYSO/Club ID# and the signature of their Regional Commissioner or Club President/Registrar. These ID cards must be presented for inspection at check-in time or upon request by any tournament official or match referee.</p> <p>E. Teams must check in 30 minutes prior to each game with the designated Field Marshal at the proper pre-game staging area. There shall be a designated pre-game staging area at each tournament site. The coach must present an official Old Pueblo Invitational Game Card at each check-in for each game (including medal-round games). The Game Cards must be properly completed with the players listed first name-last name in uniform order. The players listed on the game cards must match the approved roster submitted with the team's application. Coaches must completely fill out the game card, including but not limited to, game time and day, game number, coach's name, etc.</p> <p>F. The Field Marshal shall conduct player and equipment checks, pre-game comments and introductions at the pre-game staging area for all games.</p> <p>G. Late arriving players must be escorted to the check-in station by a team official along with their Player Registration Form and be cleared by the Tournament Staff before participating in any games.</p>
12) FIELD MARSHALS	<p>A. There will be a tournament Field Marshal assigned to each pre-game staging area, and will report to the Tournament Field Director. Field Marshals will check in teams prior to each game, and present the verified game cards to the match referees.</p> <p>B. At the conclusion of the game, the match referees must return the completed game cards to the Field Marshal.</p> <p>C. The Field Marshal will keep all red-carded players' and ejected coaches' I.D. cards and turn them in to the Tournament Director of Officiating at the Main Site. As a minimum, the player/coach will not be permitted to play in the next game.</p> <p>D. If the whole team is sent off, all the Tournament Directors and Section Directors must be notified.</p>

	<p>E. Field Marshals will be the first to respond to any incidents or injuries, and will be in contact with the rest of the tournament staff by cell phone. Tournament participants are encouraged to report any concerns immediately to the Field Marshal, and also to respectfully follow any instructions given by the Field Marshal.</p>
<p>13) GAMES</p>	<p>A. Games will consist of 25 to 40 minute halves depending on the age division (see chart below) with a five minute half time. There will be a running clock during the match including substitutions. There will be no time added on for injuries or time wasted. Games will expect to end on time, and may be shortened if they started late. Games may end in a tie.</p> <p>B. Game duration shall be as follows: Division: Game Duration: U-10: 25 minute half U-16: 35 minute half U-12: 25 minute half U-19: 40 minute half U-14: 30 minute half</p> <p>C. The "home" team will be the first team or top team listed on the game schedule and will be responsible for providing three (3) game balls for their game. If the referee deems it necessary, each team will be asked to provide one volunteer to retrieve balls from out of bounds to facilitate play. The home team will be situated on the North or East side of the field, and the visitor will be situated on the South or West side. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or don pinnies in the event of a color conflict with the visitor team. The referee will determine whether this is necessary.</p> <p>D. There will be no warming up on the field. Teams must warm up prior to taking the field. As soon as the previous game has ended, teams must clear the field and the teams for the next game must take their places.</p> <p>E. FORFEITS: Teams must check in at the designated Field Pre-Game Staging Area 30 minutes prior to the start of the game. There will be a five-minute grace period at the start of the game for a team to take the field before a forfeit is declared. The score for a forfeit match will be 2-0 for the remaining team (See STANDINGS for the points to be awarded). For U-10 division teams, there is a minimum of 5 players on the field to continue a game. For U-12 the minimum number is 6 players For U-14 thru U-19 the minimum number players is 7. If a team cannot field the minimum number of players, prior to or during the game, the game will be abandoned and a forfeit will be declared. If neither team can continue, each team will be assigned a zero point score for the game by the Tournament.</p> <p>F. SUSPENDED GAMES: The Tournament Committee may determine to end matches early if field schedule is behind due to game delays, interference, or if weather conditions provide unsafe conditions; and may distribute awards according to games played and points. The Tournament Committee will determine the outcome of any single game that is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.).</p> <p>G. ABANDONED GAMES: If any pool play games cannot be played due to circumstances beyond the control of the tournament, the final standings of the pool will be determined by applying the Winning Percentage formula (Total Points Earned in all Game Played divided by Total Points Possible for the Number of Games Played) to each team in the pool. Note: This does not apply to games that were shortened due to a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p> <p>H. During games, playing time on the field shall be strictly limited to the scheduled time on the field. Playing time shall not be stopped except in the event of serious injury, inclement weather, darkness or other similar events. If and when the Referee deems it necessary to stop time, he/she shall note the time play stopped and play resumed.</p> <p>I. If, in the opinion of the Referee, a player appears to be seriously injured, the Referee will immediately stop the game and may allow the player's Coach onto the field to check the player's condition. During games, the Referee will not stop his clock except in the event that the player cannot be removed from the field with a reasonable period of time. If time was stopped for such an injury, the Referee shall note the time play was stopped and play resumed on the game card. The restart shall be in accordance with the Laws of the Game.</p> <p>J. There will be a running clock during all games. There will be no time added on for injuries or time wasted during substitutions. Each coach is urged to have their team ready at the start of each half and to conduct substitutions in as expedient a manner as possible.</p>
<p>14) SUBSTITUTIONS</p>	<p>A. Substitutions shall be allowed approximately mid way through each half and at half time for divisions U-10 thru U-14, and will be recorded on the game cards by the referee.</p> <p>B. Monitored substitution is allowed in U-16 and older Divisions. A TIME PLAYED MONITOR SYSTEM will be used for all U-16 and older Division games as noted in section 6 above.</p> <p>C. All substitutions must be approved and recognized by the referee. Substitutions may be made for injured players; however, they may not return until the beginning of the next quarter and will be considered as having played the current quarter (exception: an injured player not replaced may return to play at any time with the referee's permission).</p> <p>D. All substitutes shall enter and leave the field at the halfway line after approval of the Referee. Players leaving the field shall stand at the halfway line with their backs to the Referee to allow rapid identification. The clock does not stop for substitution at quarters.</p>

<p>15) STANDINGS</p>	<p>A. Standings for pool play games will be determined on the “ten-point system” as follows:</p> <ul style="list-style-type: none"> WIN = 6 points TIE = 3 points LOSS = 0 points GOAL = 1 point (one point per goal scored up to a maximum of 3 per game, win or lose) SHUTOUT = 1 point (shutout points are not awarded for 0-0 ties) FORFEIT = 9 points (scored as a 2-0 win) YELLOW CARD = 1/2 point deduction for each (includes 1/2 point for each player, substitute, or coach) RED CARD = 1 point deduction for team (includes 1 point for each player, substitute, or coach) <p>Time Monitor Card = 1/2 point deduction for each player that does not play 1/2 a game.</p> <p>Winners of ties in standings will be determined by “TB “ (Tie Breaker) as follows:</p> <ul style="list-style-type: none"> TB1- Head to head competition TB2- Common opponent, the team that won would win the tie TB3- Goals allowed – total (up to a maximum of five per game; fewest number advances) TB4- Goal differential (goals scored to three per game less total goals allowed; highest differential advances) TB5- Least number of sportsmanship point deductions (1 point per misconduct, 1 point per spectator incident) TB6- Coin toss at the end of pool play <p>B. Standings will be updated throughout the day at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.</p>
<p>16) ADVANCEMENTS</p>	<p>A. If due to the number of teams in a Division, the Round Robin format may change to where the 4th game of the Tournament may be a semi-final or championship match.</p> <p>B. Determination of the teams in the semi-final or championship match will be determined by their standings in the Division per total points earned.</p>
<p>17) AWARDS</p>	<p>A. Medals will be presented to coaches and players from the first-place through the third-place teams in each flight for each division.</p> <p>B. There will be a Sportsmanship Winner for each age division. At the conclusion of each game, Referees will score players, coaches and team spectators in different categories.</p> <p>C. A tournament pin will be presented to each player and coach.</p> <p>D. Payne Keeper’s trophies will be awarded to one male and one female goal keeper for skill and exhibiting good sportsmanship towards both teams as rated by the match referees.</p>
<p>18) CONDUCT</p>	<p>A. Coaches will be expected to set a positive example for the team, and will be held responsible for the actions of their team including spectators. All spectators must remain behind the control line and between the 18-yard lines (penalty areas in small fields). Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from halfway line).</p> <p>B. All players, coaches, and spectators are expected to demonstrate good sportsmanship throughout the Tournament.</p> <p>C. Coaches are responsible for the conduct of their players, parents, and spectators on and off the field. This includes behavior at hotels and host families. The Tournament Committee reserves the right to immediately suspend from the Tournament any team that causes damage, injury or disturbance, on or off the field.</p> <p>D. Each team (substitute players, coaches and spectators) shall remain on its own side of the field throughout the games.</p> <p>E. Coaches shall not enter the field of play unless requested to do so by the referee.</p> <p>F. Negative or derogatory comments or gang related gestures or attire will not be permitted from the players or from the sidelines, by substitutes, coaches, players or spectators. Cautions or send offs issued by the Referee because of such conduct shall be issued to 1) Coach or 2) Assistant Coach if the Coach is not in attendance for any reason on the offending side of the field. The Coach or Assistant Coach shall not be shown the card as a sign of respect, but will be verbally notified by the Referee.</p> <p>G. Consumption of alcoholic or possession of alcoholic beverages by players, coaches, spectators or officials shall not be permitted at any of the Tournament sites.</p> <p>H. Use of any tobacco materials is prohibited within the Tournament field sites by coaches, referees, team parents, spectators or any AYSO official.</p> <p>I. Coaches are responsible for cleaning up of their own sidelines after each of their games.</p> <p>J. At the conclusion of each match, the referees will indicate on the reverse of the game cards any point deductions for poor sportsmanship. Point deductions will be used as tie-breakers should that become necessary. Referees will be required to complete a game misconduct report for <u>all</u> misconducts during the game, as well as any incidents of</p>

	<p>interference by spectators.</p> <p>K. At the end of games, players shall immediately leave the field of play, allowing the next scheduled game to begin promptly. It shall be the responsibility of the ended game's officials and coaches to ensure that the field is cleared. Post-game congratulations are to be made off the field and in a courteous manner.</p> <p>L. Any coach or spectator ejected must immediately leave the vicinity of the playing field (out of sight and sound) and will be prohibited from attending the next scheduled game. Any player sent off (red carded) must immediately leave the vicinity of the game (under supervision of their parent or Safe Haven-certified adult), and may not return to the field of play during the current game, including for the post-game handshake, and may not be substituted for, and is suspended from participation in the next game. The team shall play short for the remainder of the game as well as any overtime periods or kicks from the penalty mark that may be necessary. Gross misconduct can result in a player being suspended from the remainder of the Tournament. There will be penalty point deductions for all send-offs (see Standings rules).</p> <p>M. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament.</p> <p>N. If it is determined that an ineligible player has participated in a game, the team will forfeit all games in which that player participated illegally. Furthermore, if it is determined that the coach knowingly played a player illegally, that coach will be barred from further participation in the tournament.</p> <p>O. It is mandatory to play a scheduled game. If it is determined that a coach willfully fails to have his team participate in a scheduled game, the coach will be dismissed from the tournament and the incident will be reported to the respective Regional Commissioner.</p> <p>P. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>Q. All Serious Incidents involving AYSO teams will be reported to the respective Regional Commissioner, Area Director, Section Director, and National Support & Training Center. Those involving non-AYSO teams will be reported to the appropriate Club President/Registrar.</p> <p>R. The Tournament Committee may, at its sole discretion, suspend any individual player or team for multiple games or the entire Tournament if they deem it appropriate.</p>
<p>19) MEDICAL/FIRST AID</p>	<p>A. There will be a First Aid station at the main tent where participants may receive ice, etc. for minor injuries.</p> <p>B. There will be a roving first aid response staff member to respond to injuries on the field. Field Marshals will communicate via cell phone to call the first aid staffer to the field where first aid is requested.</p> <p>C. If an injury is serious, the first aid staffer or Safety Director will have a mobile phone to call 911 for emergency response. Any injury to a participant or damage caused by a participant must be reported to the Tournament Director.</p> <p>D. Directions to the nearest hospital/urgent care center will be available at the First Aid station.</p>
<p>20) UNIFORMS/SAFETY</p>	<p>A. All AYSO players must wear the approved AYSO uniform only. All non-AYSO teams must wear their approved club uniform only. All players on the same teams must wear matching uniforms (goalkeeper excepted – may have a different jersey).</p> <p>B. Each player's uniform must be marked with a permanently-affixed unique number that matches the uniform number on the Game Card, and may not exchange numbered jerseys with any other player during the game including the goalkeeper.</p> <p>C. Shin guards of appropriate length are mandatory on each player when on the field and completely covered by the socks.</p> <p>D. Garments may be worn under the uniform (i.e. long sleeves, etc.) during inclement weather, however the match referee will be the judge of what should be allowed or not.</p> <p>E. Cycling type shorts of the same color as the uniform shorts may be worn under the uniform, but they may not extend beyond the top of the knee, they must be hemmed and without lace trim. If sweats are worn, they need to be under shirt and/or shorts.</p> <p>F. Jewelry or hard metal or plastic clips on clothing or hair will not be allowed. Team members shall not be allowed to participate in any game with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify the team member from game participation.</p> <p>G. AYSO will not prohibit the use of knee braces by players in AYSO events and programs; providing 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.</p> <p>H. A player not in conformance with any Tournament rule shall not be allowed to play until he/she is in compliance with all Tournament rules.</p>
<p>21) PROTESTS</p>	<p>A. Protests will be considered only for the following reasons:</p>

	<ul style="list-style-type: none"> • An ineligible player has played. • One or more registered player(s), present and in uniform, has not played the required one half of the game (except for illness or injury as recorded by the game referee). <p>B. All protests must be presented in writing to the Tournament Director within 1/2 hour of the completion of the game.</p> <p>C. All protests will be heard by a Protest Committee of at least three persons selected by the Tournament Director. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest. ALL PROTEST DECISIONS ARE FINAL!</p> <p>D. Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute!</p>
<p>22) RULES INTERPRETATION</p>	<p>A. The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.</p> <p>B. Questions concerning these General Rules or subsequent additions to them must be directed to the Tournament Director (or designee) only. All rulings, concerning the General Rules, by the Tournament Director shall be in writing.</p>