

American Youth Soccer Organization
Region 84 Mission Viejo
2016 Mission Viejo Classic
missionviejoclassic.com

Updated 05 -31-16

Dear Mission Viejo Classic Coach and others,

As the Tournament Directors and on behalf of the Tournament Committee, we look forward to your participation in the 26th Mission Viejo Classic on June 4/5 and June 11/12.

We are also pleased to say that all the teams that had their team application in were accepted into the event.

To allow the event to be well run and on time, the following information is provided:

- 1) It is essential that games start and end on time. Do not plan on having any warm-up time on the fields; the first game kicks off at 8:00 am and the last game starts at 6:00 pm and finishes under the lights on Sat. All games are slotted for 1 hr, 15 mins, which means the teams can get in 2 X 30 mins of playing time, but the clock runs during the halves and there is only a 5 min halftime.
- 2) A key procedure for games to start on time is that Referees check-in at the Referee tent at least 30 mins prior to game time. If your team is providing a Referee team, please remind them of this. This includes Referees assigned as Stand-by Referees. Please also remind them to allow adequate time for travel and walking to the referee check-in tent.
- 3) **Bring 4 completed Game Lineup cards** (posted on the website) to the Team Check-in for comparison against the submitted Roster. Players should be listed in ascending Player number order (facilitates Referee substitution validation). The Field Marshals will verify all players against the Tournament approved game cards before each game. Players not approved by the Tournament will not be allowed to play. Player Check-in will be allowed for all Play games,. All games scheduled at the Main Complex will have player check-in only at the Tournament Headquarters tent.
- 4) Because of the Main tent location for team check-in for games at the Oso Complex, you may drop off players at the circle and are advised to then park nearest to your field of play. The player drop off point is treated like the airport curbside = no unattended vehicles allowed. The walk from Tournament Headquarters to any field is about 5-8 mins. There is plenty of free parking, but you may need to walk some distance to get to your field, especially for teams arriving for the 3rd time slot forward.
- 5) Coaches should have in their possession the signed Medical Release forms
- 6) If you faxed any information in to the Tournament, you should have received an email acknowledgement from the Registrar. If you did not, this likely means it was NOT received = please contact the applicable Registrar immediately. If the Tournament does not have your **approved** paperwork, the player does NOT play.
- 7) A single Referee card for each game will be supplied and used by the Tournament to record all game outcomes. Please be sure and confirm the score and winning/losing team before signing, as this is the official game outcome record and will be used to calculate standings.

- 8) The game schedule posted on the website is the official one and is planned for posting about a week before each event weekend. We do not expect any changes, but please check it on Friday in case there are any unexpected changes (broken sprinklers, etc). The Referee Assignment schedule will likely be posted 3 – 4 days later (Referees can't be assigned without a game schedule)
- 9) There are plenty free parking spaces(please check the fields map on MV Classic website for parking area), as there is no excuse for missing a game and zero time for make-ups. Consult the venue/city map for field locations. As some teams will have to go to 2 different fields for the Pool Play games, please be sure and map out your route in advance to get from 1 field to another including the Main Complex.
- 10) There are red curb zones, handicap and no parking areas that will be enforced by the City Police (they will be on bicycle patrol at the Oso Complex). Vehicles will be subject to tickets and/or towing for illegal parking at all locations. Reserved parking is only for Tournament officials/staff and vendors so that the event can be well managed.
- 11) The Tournament Headquarters (at the Oso Complex) will have food and other vendors.
- 12) For Final games on Sun afternoon, **ALL** teams should have at least one representative check the standings boards at the Tournament Headquarters. We do this so there is no chance for any misunderstandings where a team misses a final game. Final game standings are planned to be promptly posted, but please allow up to 30 mins after the games end. There will be no standings posted at the remote fields. Some of the final games (Championship & Consolation) may be played at the remote fields. As Sunday morning into the afternoon will be very busy at the Main complex with parking, we suggest you drop off a team representative at the Player Drop-Off location and have them walk a short distance to the Tournament HQ Standings Boards. The game schedule that will be posted on the website will show you when the Final games by Division by Flight will be played. The Final game assignments are prepared on site and will specifically list which team plays who when and where.
- 13) All medals will be distributed at the field for teams playing in Final games.
- 14) Coaches and all Spectators are to be respectful of the Volunteer Referees at all times; the volunteer Referees are assigned from those that are available, so please be understanding on this. The Referees calls/non-calls stand (i.e. no protests of any kind are allowed). If there are concerns regarding officiating, contact the field marshal. If at any time a coach or parent is concerned about the safety of a player, please remove that player or team from the field. Verbal abuse is NOT the answer and the Tournament has **NO tolerance** for this. Any coach or parent ejected will serve a minimum 1 game suspension and points will be deducted from the team total score
- 15) All fields will have Field Marshals under the tents who are there to help you. They can contact Headquarters as needed.
- 16) Referee refund checks will if apply will be mailed after the event. All checks are made payable to your Region in accordance with AYSO National policy.
- 17) Kindly read the Tournament Rules & Regulations and the Referee Plan found on the website so that you are familiar with the event as this will answer a lot of questions. Copies will be available with the Field Marshals.
- 18) **The Mission Viejo Classic Games will be enforcing the “HEADING THE BALL” rule for U10/U12 as published by AYSO National in February, 2016, and as stated below**

19) The weather in Mission Viejo can be anywhere from cool & damp to very pleasant to hot and sunny. Some fields have trees whereas others have none. Please plan accordingly.

We look forward to you attending our event. If you have any additional questions, please contact us.

Yours in soccer

Effie Azran
Mission Viejo Classic
Tournament Director

I. HEADING THE BALL

1. Consistent with the US Soccer mandates on heading the ball, heading is banned for all division players U11 (U12 and below for programs without single age divisions) and below in both practices and games. Heading for players in U14 is limited to a maximum of thirty (30) minutes per week with no more than 15-20 headers, per player. There is no restriction on heading in matches.
2. An indirect free kick will be awarded to the opposing team if a player age 10 or younger, deliberately touches the ball with his/her head during a game.
 - a. The indirect free kick is to be taken from the place where the player touched the ball with his/her head.
 - b. An indirect free kick awarded to the attacking team inside the opposing team's penalty area, must be taken on the penalty area line at the point nearest to where the player touched the ball with his/her head.
3. **Neither cautions nor send-offs shall be issued** for persistent infringement or denying an obvious goal scoring opportunity related to the heading infractions.