



Area 10D High Desert Communities

Invitational Tournament & Intra-Area Play Guidelines

(Revised: April 9, 2022)

Welcome to the Area 10D Invitational Tournament or Intra-Area Play. These events will bring together AYSO teams (10U through 18-19U) from Area 10D and we hope you will have an enjoyable soccer experience.

These Guidelines have been established to set a standard under which all teams will compete during tournament or intra-area play. All coaches, players, and spectators are urged to read these Guidelines. In order to provide an atmosphere with a positive and sporting spirit, for the benefit of all the young people who participate and play soccer in our respective programs – teammates and opponents alike, these Guidelines will be enforced. These Guidelines do not supersede AYSO National Rules and Regulations, but are intended to cover situations not addressed in the AYSO National Rules and Regulations, which shall prevail in case of conflict. Should you have any questions after reading these Guidelines, please do not hesitate to contact the Area 10D Director, at RK.Area10D@gmail.com

Please remember the Intra-Area program is designed to allow regions to play games in divisions when they may not have enough players to field enough teams to make intra-region play practical.

The tournaments are one element of AYSO's Secondary Programs as defined in the AYSO National Policy Statement Article 2.2. Please remember the tournaments are only secondarily a competition. They first are an opportunity to celebrate your team's success during the regular primary season.

Please remember to have fun, and to do your best to make sure your team and all the other teams have a fun time, too.

1. **Conduct:** The Regional Commissioner shall be responsible for the conduct of their coaches, who in turn shall be responsible for the conduct of their players and spectators, all of whom shall display the most positive aspects of good sportsmanship and conduct in keeping with the AYSO philosophy. All our young people deserve the best examples of sportsmanship, goodwill toward all players and participants (including opponents), and respect always for all referees and officials. Please join us in making this an exceptionally good program for all our young people – competitively, emotionally, and in all other ways.
2. **Coordination:** The Area Director, Area Tournament Director, Intra-Area Play Coordinator, Area Referee Administrator, Area Coach Administrator, and staff are responsible for coordinating these games. They will prepare the game schedules for each division, and coordinate with the regions for game locations. The Regions are responsible for scheduling the fields for their home games with their local park and recreation programs, school districts, or other entities. All decisions concerning fields, schedules, re-play, or re- scheduling of games due to emergencies, discipline, eligibility, etc., shall be made by and within the discretion of the Area Director or designee, and shall be final.

The Area Referee Administrator will assist the regions in scheduling referees, if the region cannot provide referees qualified to manage games of this level, or if qualified referees are not available.

Whenever possible, the 16U-18/19U games should have an Advanced referee or higher as the referee. Referees/coaches are **NOT** to officiate in the same division that they coach or where their children play.

3. **Eligibility:** Each Region will be entitled to enter at least one team for each division in the tournament or intra-area play program. Additional “wildcard” teams may be invited, provided there are positions available within the playoff brackets. Preference for wildcard teams will be given to those regions with the highest percentage of their regional board members being trained and certified in their board positions. All efforts will be made to accommodate as many teams as is practical within field space and referee resources available.
 - a. Each Regional Commissioner is responsible for ensuring the eligibility of each player from his or her respective programs (See National rule III.F. and Section 10 Article 7).
 - b. Only eligible and registered players may participate in this program. Teams playing non-eligible players shall be subject to discipline, forfeit of games, or elimination at the discretion of the Area Director or designee.
 - c. To be eligible for this program, all coaches, teams, and players must follow the AYSO National Rules & Regulations, Section 10 Rules & Regulations, and Area 10D Guidelines.

Coach Eligibility

All coaches MUST be registered for the current season and have completed the new AYSO Safe Haven course. The Safe Haven for Coaches is no longer valid. All coaches must have successfully completed the age-specific coach course for their team (or they must be making progress* toward this goal).

* In Area 10D "**making progress toward this goal**" relates to the age specific training only, and is interpreted as follows:

In the case of 14U, 16U, and 18/19U teams only, the coach must have taken the prerequisite course within the last twelve months.

For all Area tournaments ALL coaches listed on the team roster MUST:

- Be registered in the current Membership Year.
- Have completed the AYSO's Safe Haven course within the last two years.
- Have completed the CDC Concussion Awareness Training within the last two years.
- Have completed the Sudden Cardiac Arrest (SCA) training (once only).
- Have completed LiveScan printing for AYSO (once only...this is a California mandate).
- Be current on SafeSport training (US Soccer mandate).
- Be trained at the age level of the team as defined in these Guidelines.
- Wear their Section 10 Coach Badge during check in, team warm up, and games.
- Anyone in the Technical Area (Coaches Area) without a badge will be asked to leave this area, and refrain from coaching.

For a 14U coach, the requirement is to have passed the Intermediate Coach Course. To be eligible, the coach, within the last twelve months, must have completed the 12U Coach Course. For a 16U or 18/19U coach, the requirement is to have passed the Advanced Coach Course. To be eligible, the coach, within the last twelve months, must have completed the Intermediate Coach Course (with a passing score of 70% or better).

The practical situation is that sometimes coaches have not had the opportunity to be certified at the appropriate age-specific levels. In these cases, coaches may seek the approval of the Area Director to coach. The coaches must be taking courses and making reasonable progress toward complying with the Area and Section policies. Coaches not in compliance will not be eligible for Area or Section Tournaments.

This "**making progress toward this goal**" terminology applies to all league coaches listed on the league roster. This terminology **DOES NOT** apply to All-Star play. **Coaches on All-Star teams MUST be FULLY qualified.**

16U and 18/19U - Advanced Coach Course

14U - Intermediate Coach Course

12U – 12U Coach Course

10U – 10U Coach Course (The z10U Online Coach Course does not fulfill this requirement. The coach MUST have the field component of this course as well.)

Coaches without the correct certifications listed in the EtrainU (ETU) system may not coach in these programs. It is the responsibility of each Region to make sure the information in ETU is correct. It is the policy of Section 10 & Area 10D to **NOT** allow "stand-in" or substitute coaches when the regular season coach is not certified or trained at the age-appropriate level for the team, or in cases where the regular season coach is unable or unwilling to attend tournament games. The regular season coaches are those listed on the official team roster, and they must have attended at least half the regular season games. Any exceptions MUST be pre-approved by the Area Director.

4. **Roster Changes and Additions:** No roster changes or additions may be made without the approval of the Regional Commissioner, and in accordance with Area 10D Guidelines. The rosters are limited to the following: 16U-18/19U - 22, 14U – 15 players, 12U – 12 players, and 10U – 10 players. For 16U-18/19U teams the rosters are due in the National Association Platform (e4) by August 15. The League teams must be entered by October 15. The 10U-14U All-Star teams must be entered into e4 by December 15.

On 14U or younger league teams, no roster changes or additions may be made after November 1, and on All-Star teams, no roster changes or additions may be made after December 15, except with the approval of the Area Director. All-Star teams SHOULD have BOTH a Coach and an Assistant Coach.

5. **Player Registration Forms**

a. Coaches must always have in their possession a valid Player Registration Form (Medical Release Form) for each player on the team. Forms without an original signature will not be accepted, and the player or players affected will not be allowed to play. E-signed forms are acceptable.

b. At check-in, and if requested by the referees at any other time, the coach will present the Player Registration Forms of all players shown on the lineup card.

c. NO FORM, NO PLAY, NO EXCEPTIONS, NO FOOLING!

6. **Game Cards/Official Roster**

a. Each team must use the National Association Platform (e4) Official Roster Form. This form can only be printed from e4 after a team has been "activated" in the e4 system.

b. Cards must include all players on the official team roster *in jersey number order with BOTH First and Last Names*. For any players not present, the reason for their absence *must* be noted on the lineup card.

7. Number of Players, Game Times, Grace Period, and Rescheduling

a. The minimum number of players for a team is as follows:

10U - 5

12U - 6

14U and Older - 7

b. A scheduled match shall not begin, nor be continued, if one or both teams cannot field a team. All matches shall start on time, except in the case of field unavailability due to prior game delay.

c. All games played during Area 16U-18/19U Mini-Tournament play in August will be 60 minutes for both 16U and 18/19U with a five-minute half time interval. There will be no overtime periods. Games played during the balance of the season between Regions will be regular times for 16U (80 minutes) and 18/19U (90 minutes) with a five-minute half time interval.

Referees may abandon matches according to the Laws of the Game in Law 5 - The Referee in Decision 1. "Such decisions may include: ...a decision to abandon a match for whatever reason". This would include the interpretation that a referee may adjust the time of the match so that it may finish before darkness makes the playing of the match dangerous for the players.

d. During Intra-Area play due to the travel required to reach some field locations, there will be a maximum grace period of **fifteen (15) minutes**. If the game starts late, the referees are to deduct the grace time expired from the total game time. **There is NO GRACE period during tournament play.**

e. The games during Area 16U-18/19U Mini-Tournament play in August play will be played as specified on the published game schedules. If Mini-Tournament games are cancelled, all reasonable attempts will be made to re-schedule them. Games played during the balance of the season between Regions will be re-scheduled by decision of the Regions' Regional Commissioner or designee.

f. Matches canceled due to weather or other natural causes will be rescheduled, if possible, at the discretion of the Area Director or designee.

g. All other questions regarding rescheduling, including all decisions regarding forfeits will be at the discretion of the Area Director or designee, whose decision will be final.

8. **Forfeits:** Any team that is not ready to play at the end of the grace period will forfeit the match.
9. **Good Sportsmanship:** The Area expects all coaches to display good sportsmanship and make any necessary changes to their lineup, or game strategy, to prevent lopsided scores. Teams winning by seven or more goals will be sanctioned as described in Section 17.c.vi Sportsmanship, and 17.d. Pool Play Tiebreakers.
10. **Players Under Medical Care:** Upon a return to active play after treatment *for any injury*, all players under medical care must present a parent/guardian signed “**AYSO Participation (Return to Play) Release**” form to be able to return to active play. Such releases shall be presented to the Regional Commissioner (or Safety Director) who has the responsibility of informing and certifying to the Area Director that the child may return to active play. In the same vein, any child, after being treated by a medical professional for exhibited signs or symptoms of a concussion, must present an “**AYSO Concussion Release**” form signed by the evaluating medical professional. This form should also be presented to the Regional Commissioner or Safety Director prior to return to active play. Both forms can be found on www.AYSO.org .

11. Uniforms

- a. Every player shall wear a team uniform consisting of matching jersey, shorts, and socks as provided by the Regions in accordance with AYSO Rules and Regulations. Goalkeeper jerseys should include the AYSO logo.
- b. In accordance with the IFAB Laws, metal braces, studs, earrings, hair ornaments and any other hard or metal jewelry or other objects are not allowed.
- c. No hard-brimmed caps, headbands, or bandannas are allowed. In the case of cold or inclement weather, soft, knit headwear will be allowed.
- d. Commercially manufactured shin guards of the appropriate size are MANDATORY and must, in the judgment of the referee, afford a player a reasonable amount of protection.
- e. Bicycle shorts must be of the same color as the team's uniform shorts.
- f. Uniform tops must be tucked in at the waist always beginning at team check-in. Uniform shorts must be worn with the waistband at waist level.
- g. No face or hair painting or other body decorations of any kind are allowed, except that soft hair ribbons, rubber bands, or “scrunchies” for hair grooming are allowed and may be colored.

h. Excessively long fingernails of any kind are not allowed unless the player wears knit gloves during the match.

i. In case of inclement weather, gloves, mittens, sweat pants and sweatshirts (including turtlenecks) may be worn at the discretion of the referee. Sweatshirts with hoods must have the hood tucked into the shirt at all times during the game. Such additional garments shall be of the same color and general style for all teammates who choose to wear them. Pants shall be worn over the shorts and shirts shall be worn under the jersey.

j. Goalkeeper jerseys shall not have advertisements for alcohol, cigarettes, etc. nor have obscene, suggestive, insulting, or profane language or artwork on them.

12. Home Team/Uniform Conflicts

a. The Home team is the first team listed on the schedule.

b. All coaches, players, substitutes, parents, and spectators for each team shall occupy the opposite side of the field from the other team. The Home Team shall occupy the *west side* of the field. Some fields are laid out North-South. For these fields, the Home Team will occupy the *north side*.

c. The Home Team also is responsible for supplying the game ball(s) and changing jerseys or wearing overlays in the event of a color conflict. The referee shall make all decisions regarding color conflicts.

13. Field Responsibility

a. It's always the responsibility of all teams, coaches, players, substitutes, parents and spectators to clean up their trash at the end of each match, and to leave the sideline promptly after each game so the next game can start on time.

b. Noisemakers and loud music are not allowed.

14. Coaching Limitations

a. Coaches always are expected to set examples of good sportsmanship and shall be responsible for the conduct of their players, parents, and spectators.

b. *Coaching shall be limited to positive instruction and encouragement only. Negative comments about referees, officials, players, or opponents, or abusive language or behavior as judged by the referee or tournament officials will not be tolerated, and may subject the coach to discipline or expulsion at the discretion of the Area Director or designee.*

c. Sideline participation shall be limited to two coaches from each team who always shall remain in the designated coaches' area which extends ten yards on either side of the halfway line and is one yard behind the touchline.

d. Coaches and spectators shall not enter the field of play at any time unless requested by the referee. Once on the field, coaches shall absolutely refrain from providing coaching instruction to the team, except for player replacement for an injury.

15. Substitution Opportunities: These are NOT time outs, coaching opportunities, or mini-half times. Players coming out will leave the field BEFORE the new players enter the field.

a. For 10U-14U tournaments ONLY, substitution of players will follow the "Equitable Play" policy adopted by the Area Board (Area Director and Regional Commissioners):

During an individual match, no player shall participate in a fourth consecutive quarter of play unless or until all other players from that team have already participated or are participating in their third quarter of play.

Roster sizes may require that some players be substitutes for two (2) quarters. No player may be a substitute for two (2) quarters more than once during the tournament.

Coaches and referees must work together to assure equitable play is accomplished. Coaches shall sign their game card after each match to signify agreement with the substitutions marked. Game cards will be treated as being verified by the coach once the game card reaches the scorekeeper in tournament headquarters.

Any coach found to have violated this rule will be immediately suspended for a minimum of one game. This penalty will carry over to any additional post-season participation by the coach should the suspension occur during the last game of the tournament. Additional penalties may also apply, such as forfeiture of the game and/or expulsion from the tournament.

- If a **team wins a match** where the players have been improperly scheduled in violation of "Equitable Play", that match will be recorded as a forfeit loss for that team and a forfeit win for the opponent.
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- If a **team ties a match** where the players have been improperly scheduled in violation of "Equitable Play", that match will be recorded as a forfeit loss for that team and a forfeit win for the opponent.
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- If a **team loses a match** where the players have been improperly scheduled in violation of "Equitable Play", that team will lose one point toward the final standings in pool play.

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- If the **coaches of both teams** in a match have improperly scheduled their players in violation of "Equitable Play", both teams will receive a forfeit loss. If a team lost the match, that team will lose one point toward the final standings in pool play.

If a player is injured or is unable to play due to a physical limitation, they should be listed on the game card as injured. Any questions or special situations should be brought to the attention of the Tournament Director, Area Director, or designee.

b. Regular Substitutions:

i. ALL substitutions during play will be done approximately midway through the first half, at the half, a p p r o x i m a t e l y midway through the second half, and for injuries. The referee team will, at a normal stoppage of play, halt the game and note on the lineup cards the substitutions. A stoppage of play shall be when the ball is out of play, such as just after an injury or a goal, prior to a free kick, throw-in, or a goal kick. **This is NOT a time-out, nor is it a coaching opportunity. It is for substitution ONLY!**

ii. Each team may substitute as many players, or none, during such substitution opportunities, if all players meet the minimum play requirements.

iii. Players substituting in and out at any time must report to the assistant referee at midfield.

iv. A goalkeeper may change with another player on the field at any stoppage of play if the referee is informed prior to the change. When possible, the referee should add time lost because of this change.

v. If a coach enters the field to attend to an injured player, the player must leave the field to ensure the player's ability to continue in the match. If the player is able to continue, the player may re-enter the match once play has resumed and with the permission of the referee. If the Goalkeeper and another player are injured at the same time, neither player is required to leave the field of play.

If the player is injured and not able to continue, the team may provide a substitute for the player, in which case the injured player may not return until the next substitution opportunity. The substitute player must be recognized by the referee prior to entering the field. Only the player who is injured is credited with play for that period, regardless of the actual time played.

16. Area Invitational Tournament Teams

Each region will develop its own procedures to determine which teams will be eligible for the Area Invitational Tournament

17. Invitational Tournament Schedule/Format

- a. The 16U-18/19U Invitational Tournament teams will play a single elimination format. There will be medals awarded for 1st and 2nd place teams. Games will be full length – 16U, 40-minute halves; 18/19U, 45-minute halves. If the match is tied at the end of regulation time the teams will proceed to Kicks from the Penalty Mark (KFTPM). There will be no overtime periods due to schedule times.
- b. The 10U, 12U, and 14U Invitational Tournament will consist of pool play and an elimination round to determine the 1st through 4th place teams. Medals will be awarded to 1st through 4th place teams. All games will be 60 minutes for 14U, 50 minutes for 12U, and 40 minutes for 10U, all with a five-minute half time interval. Any non-pool play games tied at the end of regulation play will be decided by two **FULL** five-minute overtime periods. If the game is still tied at the end of the overtime periods, the taking of Kicks from the Penalty Mark (KFTPM) will decide the game winner.
- c. **Points for pool play will be earned as follows:**
- i. Three points for each win.
 - ii. One point for a tie.
 - iii. One point for a shutout (including ties).
 - iv. Zero points for a loss.
 - v. A forfeit win is scored as a 1-0 win worth three points (shutout point not “earned”).
 - vi. Sportsmanship:
 - There will be no point deductions for Cautions issued to players throughout the tournament.
 - Any Send Off of a player, or expulsion of a coach, or spectator will result in a two-point deduction from the team points.
 - **If a team wins by a margin of seven or more goals, one point will be deducted from the team points.**
- d. **Pool Play Tie Breakers:**
- i. **Least number of games won by a margin of seven or more.**
 - ii. Winner of head-to-head play.
 - iii. Number of shutouts.
 - iv. Least goals allowed.
 - v. Least number of Sendings-Off.
 - vi. Least number of Cautions.
 - vii. Kicks from the Penalty Mark (teams must be readily available)
 - viii. Coin toss. (Only if KFTPM cannot be completed: weather, darkness, field condition, etc.)

- e. **For League and All-Star Tournaments:** 14U and older will play 11 v 11. 12U will play 9 v 9. 10U will play 7 v 7.

Check-In

- a. The teams will check-in adjacent to the Tournament administration area.
- b. ALL TEAMS MUST CHECK IN AT LEAST **FORTY-FIVE (45) MINUTES** BEFORE THEIR FIRST GAME OF THE DAY.
- c. Player Registration/Medical Release Form. PLEASE have your team ready to check in at the appropriate time. Coaches must have in their possession a Player Registration/Medical Release Form for each player, containing:
 - i. An ORIGINAL signature of the parent or guardian, or an E-Signed form.
 - ii. Photocopies of registration forms are acceptable only if the parent/guardian re-signs the copy in colored ink, or it is an E-Signed form.
 - iii. The player's uniform number, printed by the coach, should appear in the upper right-hand corner of each form.
- d. Each team should be lined up at their designated check-in area, on time, dressed, and ready for play.
- e. Each player should be lined up, in uniform number order, holding his or her own medical release form for check-in. Please remember not to interfere with games in progress.
- f. During the team check-in, the coaches will receive instructions about the handling of the line-up (Game) cards.
- g. Game cards must include all players on the official team roster *in Number Order with BOTH First and Last Names*. For any players not present, the reason for their absence *must* be noted on the lineup card.
- h. *NO CARDS, NO PLAY.*

18. Disciplinary Action

- a. Violent, abusive, negative, and/or disruptive conduct toward players, spectators, opponents, referees, or officials will not be tolerated. It is the responsibility of each coach to

counsel his or her players and spectators regarding positive and sportsmanlike conduct always.

b. *It is not the referee's responsibility to control unruly players and spectators. IT IS THE JOB OF THE COACH TO DO SO!* And, we expect coaches to do so by setting the best possible example with his or her own behavior. Any violation of these conduct guidelines may result in discipline, including expulsion from the program, at the discretion of the Area Review Board.

c. Players and substitutes who are sent-off from a match for violent conduct, and coaches, or spectators who engage in violent behavior will be suspended for, at least, two games. The Area Review Board will review the incident. Additional sanctions may apply, including suspension for the balance of the tournament or season.

d. Players and substitutes who are sent-off from a match for any other reason, and coaches or spectators who are asked by any official to leave a game, will be suspended from the remainder of the match, and from the entire next match in which they are eligible to participate, including league and all-star tournaments. If the next scheduled match is forfeit for any reason, that match will NOT be considered for the suspension. Serious foul play incidents will be reviewed by the Area Review Board for further disciplinary action.

e. Players, substitutes, coaches, or spectators seeking another player, spectator, referee or official for fighting or harassing another player, spectator, referee or official after a match either on or in the vicinity of the playing fields, will be suspended from the entire next match in which they are eligible to participate, including league and all-stars tournaments.

f. Players and substitutes accumulating a total of three Send-Offs (red cards) during the season, and coaches accumulating a total of three match expulsions will be ineligible for any further participation for the remainder of the season, including league, and all-star tournaments.

g. Any player sent off for any reason must immediately leave the vicinity of the playing fields accompanied by a parent or responsible adult, and that player's team must play short-handed for the remainder of the match.

h. Any coach or spectator expelled for any reason must immediately leave the vicinity of the playing fields. If the team does not have an assistant coach or other qualified volunteer present, the game will be terminated.

i. Any player or substitute committing a second cautionable offense (yellow card) in the same match will be sent off for the remainder of the match, and the participant will be ineligible for the next match in which the player otherwise would be eligible to play,

including league and all-star. If the next scheduled match is forfeit for any reason, that match will NOT be considered for the suspension.

j. If a player is guilty of two Send-Off offenses or the equivalent, or a coach is expelled twice, they will be suspended from further AYSO activity pending a hearing of the Area Review Board within seven days.

k. The Area Referee Administrator will keep a record of all Cautions and Send-Offs.

l. Any player or coach, suspended under these Guidelines, who is found to have participated in a match from which he or she was suspended, shall be suspended for the next match in which he or she is eligible to play, including league and all-star play, and the game may be forfeit at the discretion of the Area Review Board. If the next scheduled match is forfeit for any reason, that match will NOT be considered for the suspension.

m. Any offending player or coach may also be suspended for the balance of the season, including league and all-star play at the discretion of the Area Review Board.

n. Any team causing the termination of a match by any demonstration or disruption shall forfeit that match. Any team causing the termination of two matches for disciplinary reasons will be suspended for the remainder of the season, including league and all-star play.

19. Referee Reports

a. Referees shall submit a written report in the event of:

i. All Cautions (yellow cards) and Sendings-Off (red cards).

ii. Violent conduct of the players, and any conduct of coaches or spectators interfering with the control of the match.

iii. Abuse of AYSO Equitable Play rules which may come to the attention of the referee.

iv. Any other action, which the referee may determine merits a report.

v. Referee reports must be sent (email preferred) to the Area Referee Administrator within twenty-four hours of the game.

20. The Taking of Kicks from the Penalty Mark (KFTPM)

The following procedures shall apply if the taking of kicks from the penalty mark is necessary to decide the winner of a tied match as indicated by the Area Tournament tie-break rules:

- i. The taking of kicks from the penalty mark (KFTPM) will be conducted according to the IFAB Laws of the Game.
- ii. Only those players on the field of play at the conclusion of the final overtime period (or regular game period if no overtime period is specified) are eligible to participate in KFTPM.
- iii. If, due to injury or Sendings-Off, one team has fewer players than the other, the team with the greater number of players shall reduce their numbers so they have the same number of players eligible to participate. The name and number of each player excluded shall be provided to the referee.
- iv. For safety reasons, the referee shall choose which goal to use. Team captains shall participate in a coin-toss to determine which team kicks first. The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
- v. Five players from each team shall take alternate kicks until one team has scored more goals than the opposing team has players left to kick.
- vi. If the match remains tied after the first five kicks from each team are completed, the taking of kicks shall continue in the same alternating order, until such time as both have taken an equal number of kicks (not necessarily five more kicks) and one team has scored a goal more than the other.
- vii. If the score remains tied after all players from each team eligible to participate in the KFTPM have taken their respective kicks, the teams shall continue to alternate the taking of kicks and any eligible player can kick again. It is not necessary that they follow in the same order in taking their second kicks as they had for the first series of kicks.

Protests While constructive input is always welcome, THERE WILL BE NO PROTESTS!

Area Staff:

Rocky Kovar, Area Director	Charlie Johnson, Assistant Area Director
Dave Coleman, Area Tournament Director	Jon Suchovsky, Area Safety Director
Tonya Clark, ACA - East	Scott Jones, ACA - West
Jack Rust, Area Coach Trainer	Jeremy Mueller, Area Referee Administrator
Rodney Jacobson, ADRA	Tim Haddad, ADRI - West
Trinidee Coleman, Area Treasurer	Jill Gousman, Area CVPA
Linda Kovar, Area Secretary	