



Sponsored by AYSO Region 114, Long Beach, California

2026 AYSO Battle at the Beach Tournament Rules



CATEGORY	RULE
A. JURISDICTION	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 11, 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, Referee Director and other designated staff) will have jurisdiction over all games played. Disputes will be resolved by the end of the soccer day.</p> <p>C. Referee judgment calls are NOT subject to dispute or protest!</p>
B. FEES	<p>A. Total fees (entry fee plus referee deposit) must be paid within two weeks of acceptance, or your spot may be forfeited. Fees must be made via region Zelle (pay to ayso114TournamentDirector@gmail.com), or team Check.</p> <p>B. Fees are: \$900 (\$650 entry fee plus \$250 referee deposit)</p>
C. ACCEPTANCE	<p>A. Teams will be accepted in rounds. Deadline for Round 1 is June 20th. Teams to be notified by June 27th. Round 2 deadline is July 12th. Teams to be notified by July 19th. After July 20th, rolling acceptance.</p> <p>B. This is not a "first-come-first-serve" tournament. First/second round offers go to teams who bring full ref crews.</p> <p>C. Once accepted, payment is due within two weeks, and paperwork is due the second week of August.</p> <p>D. Teams that do not submit payment by the above deadlines may forfeit their spot in the tournament.</p> <p>E. Teams not accepted into the tournament will be placed on a waiting list.</p> <p>F. The primary form of communication between the Tournament and applying teams will be email and Tournament website. Teams must designate a Team Contact on their application who has email and Internet access.</p>
D. REFUNDS	<p>A. Teams withdrawing before July 21st, will be issued a full refund if they have paid.</p> <p>B. Teams withdrawing after July 21st will only be issued a refund if a replacement team can be found.</p> <p>C. Prorated Referee deposit refunds will be mailed to teams based on # of completed referee assignments, no later than 14 days after the end of the tournament. (Prorated completed assignments versus # assigned.)</p>
E. RAINOUT/ CANCELLATION	<p>A. If any tournament matches must be canceled due to weather or other circumstances, the make-up matches will be played August 28 – 30th.</p> <p>B. A prorated refund will be issued for any pool play matches that cannot be rescheduled. If a match is rescheduled but your team is not available for the scheduled time, you will forfeit your refund for that match.</p> <p>C. If the tournament cannot be rescheduled on any weekend, and no games were played, then a refund will be sent to all teams, less the cost of any pre-ordered items (such as t-shirts pins). Any pre-ordered items will be sent to the team.</p>
D. COACHES	<p>A. Each team must have one Head Coach and may have one additional Assistant Coach. These coaches must be the ones listed on the Official Team Roster.</p> <p>B. Each Coach must:</p> <ol style="list-style-type: none"> Provide their AYSO Identification Number (found in the E4 Association Platform) Be listed on the signed roster (E4 Official Roster or Tournament Team Roster) which shows their certification levels. Be a currently registered volunteer with all AYSO required volunteer training completed (Safe Haven, SafeSport, Sudden Cardiac Arrest, Concussion Awareness, and Live Scan Finger Printing) Be AYSO trained at the age-appropriate level. <p>C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kids 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>E. PLAYERS/TEAMS</p>	<p>A. Players on participating teams must be properly registered to play in AYSO, for the upcoming Fall 2026 season (AYSO Membership Year 2026/2027). Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p>B. Teams will be assigned to age divisions based on the upcoming Fall 2026 season.</p> <p>C. The team roster must be verified and approved by each player's Regional Commissioner. Roster changes may be submitted (with the written approval of the Regional Commissioner); 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>D. 3 Guest Players (players from a different Region than the applying team's Region) will be allowed for each team. However, the Guest Player must be AYSO registered for the upcoming Fall 2026 season and must have the approval of both the Guest Player's Regional Commissioner and the Host Team Regional Commissioner (see Guest Player Form).</p> <p>E. Coed teams will be accepted; however they must play in the boys' divisions only.</p> <p>F. U14 (Aug 2012 - July 2013) play 11-v-11, with roster limit of 15 players per team.</p> <p>G. U13 (Aug 2013 - July 2014) play 11-v-11, with roster limit of 15 players per team.</p> <p>H. U12 (Aug 2014 - July 2015) play 9-v-9, with roster limit of 12 players per team.</p> <p>I. U11 (Aug 2015 - July 2016) play 9-v-9, with roster limit of 12 players per team.</p> <p>J. U10 (Aug 2016 - July 2017) play 7-v-7, with roster limit of 10 players per team.</p> <p>K. U09 (Aug 2017 - July 2018) play 7-v-7, with roster limit of 10 players per team.</p> <p>L. 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 or Tournament Executive Committee.</p>
<p>F. REFEREES</p>	<p>A. To receive a full referee refund, teams must cover six referee "slots" (e.g., 3-person crew covering 2 games).</p> <p>B. Teams will receive a prorated referee refund based on how many of the SIX REFEREE SLOTS they were able to fill. (For example, a two-person referee crew that officiates in three games will receive a 100% refund (for covering six slots). A one-person crew that referees two games will receive a 33% refund (two of six slots).</p> <p>C. All referee crews must be educated and capable of refereeing the age level of the team they represent. At least ONE member of a team's referee crew must be qualified to CENTER REFEREE at the age level of the team they represent.</p> <p>D. All referees must be an AYSO registered and trained volunteer and have completed AYSO required safety courses (Safe-Haven, SafeSport, Concussion Awareness, and Sudden Cardiac Arrest)</p> <p>E. Only the diagonal system of control will be used to referee the games.</p> <p>F. Referees for 13U and 14U games must be Intermediate level or above for Center or AR. Referees for 12U and 11U games must be Intermediate level or above for Center; Regional or above for AR. Referees for 10U and 09U games must be Regional or above for Center or AR.</p> <p>G. Youth referees (center referees) must be at least 2 years older than the age group they are refereeing.</p> <p>H. 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, and their team's referee deposit may be subject to forfeiture.</p> <p>I. If all assignments are successfully completed, the Referee Deposit will be refunded (see REFEREE PLAN for more details).</p> <p>J. Referees are expected to check in at the Referee Station 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 alternative assignment.</p> <p>K. Players in the tournament will not be allowed to referee.</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, and will place a team's referee deposit refund in jeopardy.</p>
<p>G. FIELDS</p>	<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 will be expected to clean up all trash in their area before leaving.</p> <p>C. Pets are not permitted near the fields or areas near tournament activities.</p>

<p>H. FORMAT</p>	<p>A. This is a pool-play tournament.</p> <p>B. Each age division will be bracketed into playing pools, based on their age for the upcoming Fall season. Each team will play a minimum of 3 preliminary play games within their respective pools. Where there are sufficient teams, divisions will also be separated into multiple competition flights.</p> <p>C. Where there are sufficient teams, teams will advance from qualifying pools based on pool play standings points. Number of teams advancing per pool will be determined by the number of pools in the division. In rare cases, such as five teams in a bracket, the teams will play 4 pool matches and the winner will be the top point earner.</p>																					
<p>I. CHECK-IN</p>	<p>A. A team representative must check-in at least 40 minutes prior to their first game at their designated check-in location. (See tournament website)</p> <p>B. At Check-in, teams must bring:</p> <ul style="list-style-type: none"> a. Roster signed by Regional Commissioner. <ul style="list-style-type: none"> i. If using guest players, must also bring signed Guest Player Form b. Four prefilled Lineup cards (including jersey # and full player name, listed in jersey # order) <p>C. All Game Cards must be generated through the Region Registration Platform (SportsConnect) or E4 (Association Platform). No handwritten Game Cards will be allowed.</p> <p>D. Coaches must have player ID cards or Official Photo Roster with them at all times. These must be presented upon request by any tournament or match official.</p> <p>E. Coaches must have physically-printed E4 (Association Platform) generated Player Application (medical) Forms with them at all times.</p>																					
<p>J. TENT STAFF</p>	<p>A. There will be Staff at the Referee Tents who will report to the Tournament Field Director. Referee crews should check-in to the Referee Tent to receive official tournament game cards.</p> <p>B. At the conclusion of the game, the match referees must return the completed game cards to the Referee Tent.</p> <p>C. Tent staff will be the first to respond to any incidents or injuries and will be in contact with the rest of the tournament staff by radio. Tournament participants are encouraged to report any concerns immediately to tent staff, and also to respectfully follow any instructions given by tent staff.</p>																					
<p>K. GAMES</p>	<p>A. Pool play games will have each half shortened by five minutes (see table below). There will be a five-minute half-time. Substitutions will follow the same procedure used by each age division for the upcoming Fall season. There will be no “stoppage” time added for any reason. Games will expect to end on time and may be shortened if they start late. Pool play games may end in a tie.</p> <p>A. Championship games will be full length for that division (see table below). Championship games will be played until there is a winner (see Medal Round rules below).</p> <p>B. Game duration shall be as follows:</p> <table border="1" data-bbox="440 1171 1230 1346"> <thead> <tr> <th>Division</th> <th>Pool Play</th> <th>Medal (Semi or Final) Rounds</th> </tr> </thead> <tbody> <tr> <td>U09</td> <td>20 minute half</td> <td>25 minute half</td> </tr> <tr> <td>U10</td> <td>20 minute half</td> <td>25 minute half</td> </tr> <tr> <td>U11</td> <td>25 minute half</td> <td>30 minute half</td> </tr> <tr> <td>U12</td> <td>25 minute half</td> <td>30 minute half</td> </tr> <tr> <td>U13</td> <td>30 minute half</td> <td>35 minute half</td> </tr> <tr> <td>U14</td> <td>30 minute half</td> <td>35 minute half</td> </tr> </tbody> </table> <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 game balls. The home team will be situated on the North or West side of the field, and the “Away” (visitor) will be situated on the South or East side. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or don pinnies/bibs in the event of a color conflict with the visitor team. If any questions, the referee will determine whether this is necessary.</p> <p>D. There will often be no warming up on the field due to tight scheduling. Teams must warm up prior to taking the field. As soon as the previous game has ended, teams must clear the field, spectators must clear the touchlines quickly, and the teams for the next game must take their places.</p> <p>E. FORFEITS: The score for a forfeit match will be 1-0 for the remaining team (See STANDINGS for the points to be awarded). If a match is rescheduled and a team is unable to make the time, they will forfeit the game.</p> <p>F. For U09 / U10 division teams, there is a minimum of 5 players on the field to continue a game. For U-11/U-12 the minimum number is 6 players. For all other divisions, there must be a minimum of 7 players to continue a game. If a team cannot field the minimum number of players the game will be abandoned and a forfeit will be declared.</p> <p>G. 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</p>	Division	Pool Play	Medal (Semi or Final) Rounds	U09	20 minute half	25 minute half	U10	20 minute half	25 minute half	U11	25 minute half	30 minute half	U12	25 minute half	30 minute half	U13	30 minute half	35 minute half	U14	30 minute half	35 minute half
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	<p>single game which is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.).</p> <p>H. 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 which were shortened due to late a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p>														
L. SUBSTITUTIONS	<p>A. Substitutions will follow the same procedure used by each age division in SCEDSL (AYSO EXTRA league) for the upcoming Fall season. (Typically quarters in U09-U14.) All substitutions must be approved and recognized by the referee.</p> <p>B. "Quarter substitutions" will be recorded on game cards by the referee. All players in "quarter substitution" divisions must play 50% of all quarters for which that player was available.</p> <p>C. Substitutions may be made for injured players; however, in "quarter substitution" divisions, if replaced the injured player 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. Substitutions in "free substitution" divisions will be allowed at a stoppage of play as allowed by the referee.</p>														
M. STANDINGS	<p>A. Standings for pool play games will be determined on the "ten-point system" as follows:</p> <table style="margin-left: 40px;"> <tr><td>WIN</td><td>= 6 points</td></tr> <tr><td>TIE</td><td>= 3 points</td></tr> <tr><td>LOSS</td><td>= 0 points</td></tr> <tr><td>GOAL</td><td>= 1 point, maximum of 3 per game</td></tr> <tr><td>SHUTOUT</td><td>= 1 point for a shutout, including a 0-0 tie</td></tr> <tr><td>FORFEIT</td><td>= 8 points (scored as a 1-0 win)</td></tr> <tr><td>SEND OFF/ EJECTION</td><td>= 2-point deduction for team (includes 2 points for each player, substitute, or coach)</td></tr> </table> <p>B. Winners of ties in standings will be determined in the following order:</p> <ol style="list-style-type: none"> Head-to-head competition (Used only if teams being evaluated have played an even # of games against each other) Most wins Greatest Goal Differential (Max 3 per game) Most Shut Outs Fewest Goals Allowed Fewest Send Offs (Red Cards/Ejections) Kicks from the Penalty Mark <p>C. If more than two teams are tied, the tiebreaker procedure restarts at Step 1 after a team is eliminated at any step.</p> <p>D. Standings will be updated at the Tournament website. It is up to each team to notify tournament officials of any errors in scores. The deadline to notify Tournament Officials is the end of pool play.</p>	WIN	= 6 points	TIE	= 3 points	LOSS	= 0 points	GOAL	= 1 point, maximum of 3 per game	SHUTOUT	= 1 point for a shutout, including a 0-0 tie	FORFEIT	= 8 points (scored as a 1-0 win)	SEND OFF/ EJECTION	= 2-point deduction for team (includes 2 points for each player, substitute, or coach)
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N. ADVANCEMENTS	<p>A. Pool winners (and in some cases wildcard teams) will advance to medal round play.</p> <p>B. Teams will play championship final matches if the number of teams in each pool allows for it. There may be multiple flights per division.</p>														
O. MEDAL-ROUNDS	<p>A. All medal round matches ending in a tie will proceed directly to penalty shoot-out. There are no overtime periods in any pool play or medal round match.</p> <p>B. In a "quarter substitution" division, only the players who officially began the quarter may participate in a penalty shoot-out. (Even if another player took their place on the field due to injury.)</p> <p>C. In a "free substitution" division, only players on the field at the end of the regulation time (or were temporarily off the field for treatment of injury or repair of equipment or other valid reason) may participate in penalty shoot-out.</p>														
P. AWARDS	<p>A. Medals will be presented to coaches and players from the first and second-place teams in each division.</p> <p>B. A Team Trophy will be awarded to the coach of the winning team in each age division.</p> <p>C. All players on teams that participate in one or more matches will receive t-shirt and pins.</p>														
Q. CONDUCT	<p>B. 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>C. 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</p>														

	<p>will be required to complete a game misconduct report for <u>all</u> misconducts during the game, as well as any incidents of interference by spectators.</p> <p>D. 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 his/her 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. In the alternative, the player may stay on the sideline under the supervision of the coach. There will be penalty point deductions for all send-offs (see Standings rules).</p> <p>E. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament.</p> <p>F. 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>G. 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>H. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>I. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
R. MEDICAL/FIRST AID	<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. All Tournament Tents will be equipped with radio or cell phone to communicate to the First Aid tent.</p> <p>C. If an injury is serious, the first aid staff or Tournament Official will call 911 for emergency response.</p> <p>D. Directions to the nearest hospital/urgent care center will be available at the First Aid station.</p>
S. UNIFORMS/SAFETY	<p>A. All players should wear the approved AYSO uniform according to the National Rules & Regulations. Dispensations may be granted by Tournament Director in case of uniform order delays. All players on the same team must wear matching uniforms (goalkeeper excepted – may have a different jersey).</p> <p>B. Each player's uniform must be marked with a 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. 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>D. Non-dangerous items will be permitted if safely and securely covered as specified by IFAB. No player will be allowed to participate with any type of cast or splint. Removal of any type of cast or splint at the field or surrounding are in order to participate shall disqualify that team member from participation.</p> <p>E. 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>
T. PROTESTS	<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, have not played the required one half of the game (except for illness or injury as recorded by the game referee, or "free substitution" level games). <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>
U. RULES INTERPRETATION	<p>The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.</p>