



# 2022 BEACH CUP

## RULES AND REGULATIONS

Updated November 6, 2022

# 2022 Beach Cup Rules and Regulations

1. **PURPOSE:** The AYSO Region 18 Beach Cup is an end of year playoff tournament designed to establish League Champions across 6 divisions: 10UB, 10UG, 12UB, 12UG, 14UB and 14UG. Each divisional tournament will consist of Pool Play and Elimination Round brackets to determine an overall Division Champion, Runner-up, and in some Divisions, a Third place team. Division winners will represent Region 18 in the AYSO Area 1D League Championship Playoffs.
2. **RULES:** The current AYSO National Rules and Regulations, Section 1 Rules and the current FIFA Laws of the Game will be used for this tournament, subject to the modifications contained herein.
3. **JURISDICTION:** The Regional Commissioner and applicable Division Commissioner shall have full authority over all matches played in the Beach Cup, including with respect to the scheduling, cancellation and termination of matches (including due to weather conditions, unsafe playing conditions, or schedule delays). The Regional Commissioner and applicable Division Commissioner shall also have full authority regarding the determination of points or awards for each match. **Referee calls are NOT subject to dispute or protest!**
4. **PLAYERS:** Players will not be permitted to wear jewelry of any kind. There will be a safety check done prior to all games to specifically check for jewelry, hair clips (other than flat clips or soft hair ties), casts, splints, or any other item that would be deemed to be unsafe to play. The Center Referee's decision is final.

All players present must play at least three quarters of each game, unless the division has teams that exceed the standard roster size, at which point they will use three quarter play modification.

Each coach or team representative must complete a game card and present it to the Center Referee or an assistant referee prior to the start of each match. Game cards MUST include ALL rostered players' names, first and last, whether the player is present or not.

5. **COACHES:** Each team is limited to a Head Coach and one Assistant Coach as listed on the game card. All Head Coaches and Assistant Coaches must be fully certified according to the requirements in each of the following: AYSO, Region 18 and their age division.

Coaches are expected to set the example for their teams by exhibiting proper AYSO Kid Zone behavior.

Coaches are expected to remain in the technical area which extends for 10 yards on either side of the center line (same as the diameter of the center circle) and a yard off the touchline during games and MAY only enter the field of play when requested by the Center Referee.

Coaches shall be held responsible for the actions of their teams' spectators and the Assistant Coach.

6. **REFEREES:** All referees must be properly certified (including Safe Haven, Concussion Awareness, and Cardiac Arrest Training) and may only fill positions for which they are qualified under AYSO and Region

rules. For 14U matches, only National or Advanced referees may serve as Center Referees. For 12U matches, only Intermediate or higher badge referees may serve as Center Referees. For 10U matches, Regional or higher badge referees may serve as Center Referees.

The guidelines for Coaches, Assistant Coaches, and team parent referees (i.e., parent of a player whose team is in the Beach Cup) to serve as referees are as follows:

**Coaches and Assistant Coaches:**

- Their own games: may not CR or AR
- Games in their pool: may not CR, and should try not to AR
- Games outside their pool, but in their division: may not CR, but may AR
- Games outside their division: may CR and AR

**Team Parent Referees:**

- Their own games: may not CR or AR (may fill in at AR at game-time if a spot is open)
- Games in their pool: should try not to CR or AR
- Games outside their pool, but in their division: may CR and AR
- Games outside their division: may CR and AR

The decision of whether to employ a club linesperson is solely within the Center Referee's discretion. Referees are reminded that, ordinarily, a club linesperson should be limited to calling the ball in or out of play only.

Referees may stop a match and ask a coach to remove anyone who cannot control physical or verbal outbursts. The match shall be abandoned if a coach is dismissed from the match and a properly certified assistant coach is not present and identified on the team card.

Any player sent off (verbal send off in 10U or red card in 14U/12U) may not play in the team's next scheduled match. Additional sanctions, including expulsion from the tournament, may be imposed against the player in the discretion of the Regional Commissioner or applicable Division Commissioner depending on the circumstances (for example, due to violent conduct). Any coach or spectator ejected from a match may not attend their team's next scheduled match and shall also be subject to additional sanctions, including expulsion from the tournament, at the discretion of the Regional Commissioner or applicable Division Commissioner.

- 7. SPECTATORS:** Spectators may not coach players, may only make positive and encouraging comments to players, and may not dispute or dissent (by words, gestures or actions) any call or non-call by any referee. Any coach or spectator ejected must immediately leave the field and will be prohibited from attending the next scheduled game. Spectators must remain on the side of the field designated for their team. Spectators are to remain at least one yard from the touchline and no closer to a goal line than the top of the penalty area (18 yards from the goal line on a standard field).

Throughout the match, spectators must remain on their appropriate side of the field – normally the West or North side of the field for Home team and East or South for Visiting team; except at Marine

Avenue Park (MAP) turf field, where the Home team is on East side and the Visiting team on the West side of the field.

**8. TOURNAMENT FORMAT (see Appendix A for details by division):**

Teams must be available at their field 20 minutes before game time for referee check-in. Teams should not expect to have time to warm up on the field. Teams should warm up prior to taking the field. Teams should be ready to take the field 5 minutes before game time.

9. **TEAM REQUIREMENTS:** A team that does not have the minimum number of required players at the start of the match, and can not field a team within 10 minutes of the start time, will incur a 2-0 forfeit loss. If during a match, a team drops below the minimum number of players required, said team will incur a 2-0 forfeit. Only players listed on original team roster are permitted to play. No guest players are allowed.

Division	Roster Size Maximum	Play Format	Minimum Number of Players Needed
10U	10	7 v 7	5
12U	12	9 v 9	6
14U	15	11 v 11	7

The home team is usually the higher seeded team and listed first on the schedule. The home team is responsible for providing three game balls. The home team will change jerseys or wear pinnies in the event of a color conflict with the opposing team. The referee will be the final authority on whether or not this will be necessary.

10. **GAME FORMAT:** Each qualifying pool game will consist of two equal halves with a five minute half time. There will be a running clock for all Tournament games.

**Substitutions** for all divisions shall be allowed approximately midway through each half and at halftime. There will be a running clock during substitution breaks and ordinarily, no time will be added for substitutions. Substitutions in overtime may be made at the beginning of each overtime period. All substitutions must be approved and recognized by the referee. Substitutions may be made for injured or cautioned players, however, the substituted 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, i.e. team plays shorthanded, may return to play in the match with the referee's permission). Players sent off to fix equipment violations may not be replaced and may return with the referee's inspection and permission.

**Elimination Round games ending in a tie will have two FULL overtime periods.** If tied after overtime play, the game shall be decided by FIFA Kicks From The Mark. (See **Appendix B for Overtime rules**)

**Rainouts** – Individual games may be rescheduled due to unplayable conditions. Rescheduled games may be held on the same day, later in the weekend, or during the week, as needed. Games that won't impact which teams advance out of pool play may be cancelled. Dates/times for rescheduled games will be determined by the Tournament Director, Referee Scheduler, Division Commissioner and Regional Commissioner.

**11. DURATION OF PLAY:**

<b>Division</b>	<b>Duration of each half (minutes)</b>
10U	25
12U	30
14U	35

**12. STANDINGS:** Pool Play standings will be determined as follows:

WIN = + 6 points

TIE = + 3 points

LOSS = 0 points

GOAL = + 1 point (one point per goal scored, up to three per game, win or lose)

SHUTOUT = + 1 point (0-0 tie constitutes as a shutout)

RED CARD = -2 point deduction for each red card and ejection of coach or assistant coach

Forfeit = Game will be scored a 2-0 loss. Winner receives 9 points.

Double Forfeit = Both teams will receive 0 points

**Referee Point Adjustments:**

**All teams are obligated to obtain a minimum amount of referee points during the Fall Season. Each division will set its minimum referee points based on the number of teams and games. Teams that fail to meet the following thresholds of required division referee points will incur a Referee Point Adjustment penalty in each Pool Play match.**

Percentage of Required Points	Point Deduction
< 75%	(-1)
< 50%	(-2)
< 25%	(-3)

**13. TIE BREAKERS** - Pool Play standings that result in Ties will be decided by the following:

1. Head to head competition record (team who won in pool play advances)
2. Highest Adjusted Goal Differential\*
3. Fewest Adjusted Goals against\*
4. Most Adjusted Goals for\*
5. Most Wins
6. Fewest Losses
7. Coin Toss

\*Goals for, Goals against and differential are adjusted to a max of 3 per game

**14. WILDCARD TEAMS** are determined by Pool Play points and tie breaker rules stated above across all pools in division.

**15. TEAM CANNOT CONTINUE**

All efforts shall be made in good faith for a team to play in their scheduled match. Any team that is found to collude with another team to create a forfeit scenario benefiting one of the teams will result in the termination of both teams from the tournament. If for any reason, foreseen or otherwise, a team cannot continue play in the Beach Cup and ample time is provided, another team may be selected as a replacement. The Regional Commissioner, Tournament Director and Assistant Regional

Commissioner shall first discuss with the Division Commissioner before choosing either the pool runner-up or another qualified wild card team from all pools.

**16. PROTESTS:** Protests will be considered only for the following reasons:

- (a) An Ineligible player has played
- (b) One or more registered player(s), present and in uniform, have not played the required three quarters of regulation time and/or half of overtime.

All protests must be presented to the Division Commissioner, Tournament Director, Regional Commissioner or Assistant Regional Commissioner within one hour after the completion of the game.

All protests will be heard by a Protest Committee of three persons selected by the Tournament Director. In all cases, the three people selected will be unrelated to either team involved in the protest or from within the Division in which the protest occurs.

**ALL PROTEST COMMITTEE DECISIONS ARE FINAL!**

## **Appendix A – Tournament Dates and Format**

- **10UB**
- **10UG**
- **12UB**
- **12UG**
- **14UB**
- **14UG**



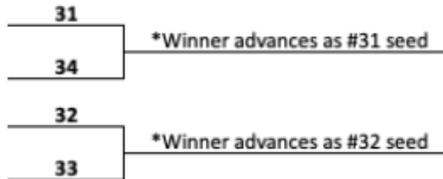
# 2022 Beach Cup

## 10UB TOURNAMENT



### Play In Games

Sunday, 11/6



### Pool Play

A	B	C	D	E	F	G	H
1	2	3	4	5	6	7	8
16	15	14	13	12	11	10	9
17	18	19	20	21	22	23	24
32	31	30	29	28	27	26	25

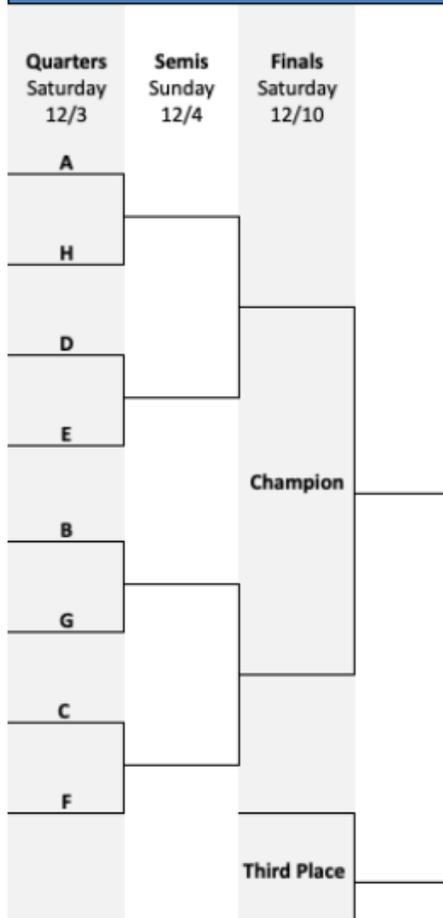
Pool Game #1 Saturday 11/12

Pool Game #2 Sunday 11/13

Pool Game #3 Saturday 11/19

Pool Winners advance

### Elimination Round





# 2022 Beach Cup



## 10UG TOURNAMENT

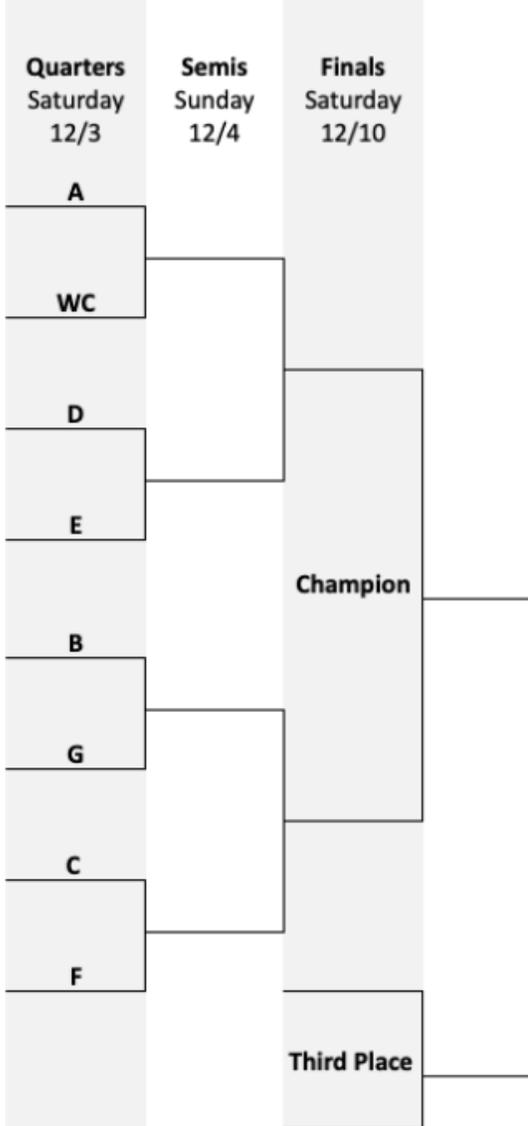
### Pool Play

A	B	C	D	E	F	G
1	2	3	4	5	6	7
14	13	12	11	10	9	8
15	16	17	18	19	20	21
28	27	26	25	24	23	22

Pool Game #1 Saturday 11/12  
 Pool Game #2 Sunday 11/13  
 Pool Game #3 Saturday 11/19

Pool Winners advance plus one WILD CARD

### Elimination Round



WILD CARD will be decided by next highest point total after Pool Winners. If WC is from Pool A, WC will be switched with Pool G Winner.



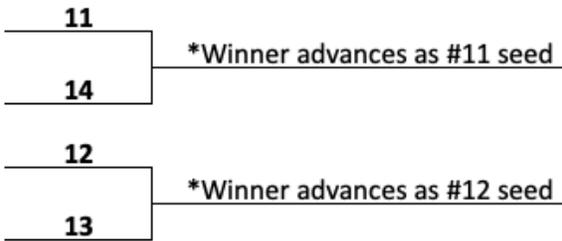
# 2022 Beach Cup



## 12UB TOURNAMENT

### Play In

Monday, 11/7



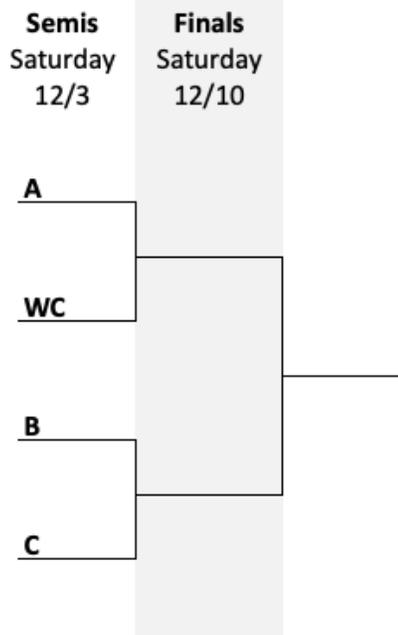
### Pool Play

A	B	C
1	2	3
6	5	4
7	8	9
12	11	10

Pool Game #1 Saturday 11/12  
 Pool Game #2 Sunday 11/13  
 Pool Game #3 Saturday 11/19

WILD CARD will be decided by next highest point after Pool Winners.  
 If WC is from Pool A, WC will be switched with Pool C Winner.

### Elimination Round





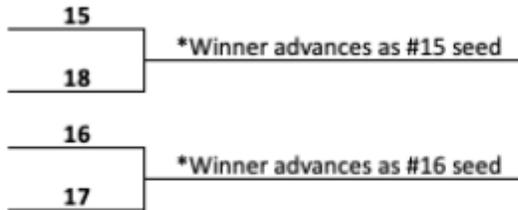
# 2022 Beach Cup



## 12UG TOURNAMENT

### Play In

Sunday, November 6



### Pool Play

A	B	C	D
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13

Pool Game #1 Saturday 11/12  
 Pool Game #2 Sunday 11/13  
 Pool Game #3 Saturday 11/19

Top 2 in each pool advance

### Elimination Round





# 2022 Beach Cup

## 14UB TOURNAMENT

### Pool Play

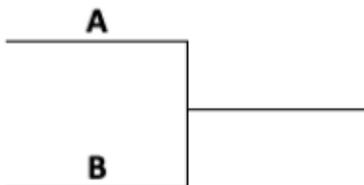
A	B
1	2
4	3
5	6
8	7

Pool Game #1 Saturday, December 3,  
Pool Game #2 Sunday, December 4,  
Pool Game #3 Saturday, December 10,

WINNER in each pool advance to Final

### Elimination Round

**Finals**  
Sunday  
12/11





# 2022 Beach Cup



## 14UG TOURNAMENT

### Pool Play

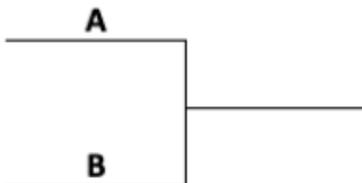
A	B
1	2
4	3
5	6
8	7

- Pool Game #1 Saturday, December 3,
- Pool Game #2 Sunday, December 4,
- Pool Game #3 Saturday, December 10,

WINNER in each pool advance to Final

### Elimination Round

**Finals**  
Sunday  
12/11



## Appendix B – Overtime Rules and Procedures

The following procedures for Extra Time and Kicks From The Mark shall be used **only** for Play-In and Elimination Round matches (which cannot end in a tie). These procedures shall **not** be used for Pool Play matches (which can end in a tie).

These rules are based on the AYSO Edition of FIFA Laws of the Game per the Area 1D and Region 18 Guidelines.

### 1. EXTRA TIME, a.k.a OT (Overtime)

In the event that the match score is tied at the end of regulation play, the teams will play two “OT Periods”. Both OT Periods must be played in their entirety. **There is no “Golden Goal” or “Sudden Death”**. The duration of the OT Periods are identified by division as follows:

Division	Duration of each OT Period (minutes)
10U	5
12U	7
14U	9

The first OT Period is started with a coin toss just as at the start of the match. The Center Referee will assign each team “heads” or “tails” to avoid the appearance of favoritism for either team. The team that wins the toss decides whether it wants to kick-off or choose the goal to attack in the first OT Period.

Each OT Period must be played in its entirety and without a substitution break. After the first OT Period has elapsed, a brief (approximately 1 minute) substitution break will be taken, teams will switch sides, and the team that received the kick-off in the first OT Period will kick-off to start the second OT Period.

*Each eligible player must play at least one of the two OT Periods.*

If the match is still tied upon completion of the second OT Period, then the winner of the match will be determined by kicks from the penalty mark (i.e., “Kicks From The Mark” or “KFTM”).

*Only players who were on the field at the end of the second OT Period are eligible to take Kicks From The Mark.*

### 2. KICKS FROM THE MARK, a.k.a. “Shootout”

Coaches are temporarily allowed onto the field at the end of overtime play to help determine the shooting order of their teams. Once the kicking order is set or a reasonable time for that task has passed and before the first shot is taken, all coaches must return to and remain in their respective Technical Areas.

**No one shall be allowed to stand or sit behind the Goal Line or any closer to the goal than the edge of the penalty area.**

**Definitions:**

*Player:* A team member who was on the field at the end of the second OT Period *and is eligible to participate in Kicks From The Mark.*

*Substitute:* A team member who is not on the field at the end of the second OT Period and who would otherwise be eligible to participate.

*Team Members:* All eligible players and eligible substitutes.

**Order of Play**

1. The Center Referee will conduct a coin toss to determine which goal will be used for KFTM. However, the Center Referee may choose the goal to be used for KFTM if necessary based on weather, safety and/or field conditions which makes one of the goals unacceptable to use (in the Center Referee's sole discretion).
2. When a team finishes the match with a greater number of players than their opponent (including due to the opposing team's inability to field a full complement of players, an injury during the match, or a Red Card (Send-Off) during the match), the team shall reduce its player numbers to equate with that of its opponent and shall inform the Center Referee of the name and number of each player excluded.
3. Before the start of KFTM, the referees shall ensure that only an equal number of players from each team remain within the center circle, and those players shall take the kicks. (Referees may use their discretion to allow non-eligible team members to be present in the Center Circle, but differentiated from eligible players by wearing pinnies.)
4. The Center Referee conducts a second coin toss prior to starting KFTM. The Center Referee will assign each team "heads" or "tails" to avoid the appearance of favoritism for either team, and the team that wins the toss decides whether to take the first or second kick.
5. The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken (at the intersection of the goal line and penalty area boundary line).
6. The referees shall keep a record of the kicks being taken and the goals scored.
7. Subject to the conditions explained below in points 11 and 12, both teams shall take five (5) kicks.
8. The teams alternate taking kicks.
9. The ball may only be played once by the kicker. Rebounds from a post or crossbar may not be played. However, a ball that deflects from the goalkeeper, crossbar, or post, and enters the goal on its own momentum shall be a goal.
10. KFTM are not delayed if a player leaves the field of play (e.g., to go to the restroom). If the player is not back in time for his/her kick, the kick is forfeited (considered a "missed kick").
11. If, before both teams have taken five kicks, one team has scored more goals than the other team could score even if they were to complete five kicks, no more kicks are taken and the team that has scored more goals shall be declared the winner.
12. If, after both teams have taken five kicks, both have scored the same number of goals or have not scored any goals, single kicks continue to be taken, alternating by team until one team has scored one goal more than the other from the same number of kicks.

13. An eligible player may change places with the goalkeeper at any time when KFTM are being taken. A goalkeeper who is injured during KFTM and is unable to continue may be replaced by any team member. The injured goalkeeper, once replaced, is not able to return.
14. With the exception of the foregoing case (#13), only players who are on the field of play at the end of the match, which includes extra time, are allowed to take kicks from the penalty mark.
15. *ANY team member may be selected to be the goalkeeper, though if they were not on the field at the end of OT, they cannot take kicks (subject to overriding situation in #13 above).*
16. The order in which players take kicks is determined by the team; however, each kick is taken by a different player and all eligible players must take one kick before any player can take a second kick. The second round of kicks need not be taken in the same order as the first round of kicks.
17. Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when KFTM are being taken.

### **Referee Responsibilities**

1. The Center Referee will keep track of players and score (Assistant Referee #1 will back-up the Center Referee). Regardless of how many goals are scored, the winner of KFTM will be awarded a 1 goal advantage (win) on the scorecard.
2. The Center Referee should hand the ball to kicker and let the kicker place the ball on the Penalty Mark.
3. The Center Referee should remind the goalkeeper that he/she must have at least part of one foot on, above, or behind the goal line when the ball is kicked.
4. The Center Referee should stand to the left side of the kicker (near the corner of the penalty area) so that the kicker and Assistant Referee (AR #1) are in sight.
5. When AR, goalkeeper, and Center Referee are ready, the Center Referee should ask the goalkeeper if he/she is ready and, if confirmed, should blow the whistle to signal that the kicker may take the kick.
6. One AR (AR #2) should be designated at the Center Circle to control players who are not kicking and send a kicker from alternate teams in the kicking order when needed.
7. AR #1 will stand on the goal line at the intersection of the goal line and goal area to judge (1) if the ball completely crosses the goal line and (2) if the goalkeeper improperly moves forward before the ball is kicked. The goalkeeper may move side-to-side, but not improperly jump forward or move forward off the goal line *until the ball is kicked* (i.e., must have at least part of one foot on, above, or behind the goal line when the ball is kicked).
8. If the goalkeeper moves forward improperly and a goal is scored, then the goal is awarded. If the goalkeeper moves forward improperly and a goal is not scored, the kick is retaken.
9. Feinting a kick to confuse the goalkeeper is allowed, *but only when such feinting is not considered unsportsmanlike conduct by the Center Referee*. In making this evaluation, the

Center Referee should consider the following examples of behavior by the kicker that AYSO & U.S. Soccer has deemed *not acceptable* and, therefore, should be judged as unsporting behavior (USB):

- a. Unnecessary delay in taking the kick;
- b. Running past the ball and then stepping backward to perform the kick;
- c. Feinting to kick the ball after the player has completed his/her run-up;
- d. Excessively changing directions or taking an excessively long run to the ball (thus causing an unnecessary delay);
- e. Making a hand or arm gesture which obviously distracts or deceives the goalkeeper.

If the kicker is penalized for an offense committed after the Center Referee has signaled for the kick to be taken (whistle), that kick is recorded as missed.

If both the goalkeeper and the kicker commit an offense at the same time, the kick is recorded as missed.