



**2023 BEACH CUP**

**RULES AND REGULATIONS**

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**Tournament Directors:**

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# Beach Cup Rules and Regulations

- 1. RULES:** The current AYSO National Rules and Regulations, Section 1 Rules and the current IFAB Laws of the Game will be used for this tournament, subject to the modifications contained herein. Violation of these rules makes a team subject to forfeiture of games and possible disqualification.
- 2. JURISDICTION:** The Tournament Director(s), Regional Commissioner, Assistant Regional Commissioner, Coach Administrator, Scheduler, and Referee Administrator will have jurisdiction over all games played. They may instruct Referees to end matches early if field schedule is behind due to game delays or interference, or if weather conditions provide unsafe playing conditions, and may distribute awards according to games played and points earned. Disputes will be resolved by the end of the soccer day. Referee judgment calls are NOT subject to dispute or protest!
- 3. FEES:** None
- 4. Eligibility:** By invitation of the Regional board to R34 10U, 12U, and 14U Core teams based on their volunteering and their sportsmanship. For teams that are invited based on 'future' volunteering obligations but neglect to fulfill their obligation, those teams may face possible forfeiture or possible last-minute expulsion from the tournament.

## **5. PLAYERS AND COACHES:**

### **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 referee's decision is final.

Players must wear shin guards and may also wear soccer cleats – no baseball or football cleats will be allowed. Cleats are not mandatory.

All players present must play at least three quarters of each game, except in the case of a 12U team with 13 on the roster or a 14U team with 15 on the roster, where the modified  $\frac{3}{4}$  rule applies (where every player must sit once before any player sits a second time).

Each coach or team representative must complete a game card and present it to the referee or assistant referee prior to the start of each match.

### **COACHES:**

Each team is limited to a Head Coach and one Assistant Coach as listed on the game card. Each coach must wear their coach badge in order to be in the coaches' box and to participate in coaching the team. Coach badges shall be openly displayed on a lanyard worn around the coach's neck throughout each match.

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 (i.e. coaches' box) during games and should only enter the field of play when requested by the referee.

## 6. 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 be ready to take the field 5 minutes before game time. Teams should warm up prior to taking the field. Teams are not allowed to warm up on the field between games.

GAME TIME IS FORFEIT TIME!! There will be no grace period to wait for a team during tournament play - If you are late, you forfeit! Forfeiting teams may be excluded from advancing from Pool Play at the discretion of the Tournament Director(s). See 9. Standings for additional information.

The West side or infield side at AVP shall be designated "home" and the other side shall be designated as "visitor" at each field. The home team is usually the higher seeded team in the tournament, is the team listed first on the schedule and is responsible for providing three game balls. Coaches and spectators must remain on the side of the field designated for their team. 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.

THERE WILL NOT BE A COIN TOSS BEFORE MATCHES. THE TEAM DESIGNATED 'VISITOR' WILL SELECT EITHER TO KICK OFF OR WHICH GOAL IT WISHES TO ATTACK. (Assume Visitor wins the toss.)

7. **GAME FORMAT:** Each qualifying pool game will consist of twenty or twenty-five minute halves (depending on the age division) with a five-minute half time. There will be a running clock for all pool play games. There will be no added time for substitutions or injuries, **except in cases where the referee observes the winning team wasting time.** Semi-Final, Championship and Consolation matches will be full length for that division as designated by AYSO National Rules (See DURATION OF PLAY for exceptions).

Substitutions for all divisions shall be allowed approximately midway through each half and at halftime. 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. Substitutions in overtime may be made at the beginning of each overtime period.

Quarter-Final, Semi-Final, Championship and Consolation games ending in a tie will have two FULL overtime periods of five minutes in length with teams changing field direction after the first five---minute period. **All players must play in at least one of the 5-minute overtime periods (1/2 play).** If tied after overtime play, the game shall be decided by FIFA Kicks from the Mark. Only the players who play the 2<sup>nd</sup> overtime period will be eligible to participate in Kicks from the Mark.

Rain-Outs – 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(s).

**8. DURATION OF PLAY:** Game duration shall be as follows:

|                          | U10         | U12         | U14         |
|--------------------------|-------------|-------------|-------------|
| Pool Play                | 20 Min Half | 25 Min Half | 25 Min Half |
| Quarter-Final            | 20 Min Half | 25 Min Half | 30 Min Half |
| Semi-Final               | 25 Min Half | 30 Min Half | 35 Min Half |
| Championship/Consolation | 25 Min Half | 30 Min Half | 35 Min Half |

**9. 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)

SHUT-OUT = 1 point (0-0 tie does constitute a shutout, as does a forfeit win)

RED CARD = 2 point deduction for each red card

Coach Ejection = 2 point deduction for each coach (or assistant coach) ejection

Forfeit = Greater of 8 points (1-0 score) or average points earned per game for the non-forfeiting team.

~~Teams with perfect sportsmanship and/or teams leading their division in sportsmanship points start tournament pool play with 1 Standings Point (for teams in multiple pool groupings, they will start each pool with 1 point).~~

**TIE BREAKERS** - Winners of ties for pool play/qualifying rounds will be decided by the following:

- Head to head competition record (team who won in pool play advances)
- Wins (team with most wins advances)
- Goals allowed (team with least goals allowed advances – max three per game)
- Goal differential (goals scored less goals allowed up to three per game --- high team advances)
- Coach & Player Behavior (Team with least point deductions for player and coach Red Cards advances)
- Sideline Behavior (Team with least point deductions for Spectator behavior advances)
- IFAB Kicks from the Mark (shoot-out, winner advances. In the event that both teams will advance, a coin toss will be used to determine which team is placed as the higher seed.)

**WILDCARD TEAMS** - Determined by the non-first-place team from all pools in division, bracket or flight with highest standings point total. Ties will be decided as stated above for pool play.

**10. CONDUCT:** Coaches are confined to their team's side of the field within the technical area, which extends for 10 yards either side of the center line (8 yards in 10U), same as the diameter of the center circle. Spectators must stay within the spectator area and out of the technical area; if not drawn, the spectator areas are 6' back from the touch line and extend no further than the top of the Penalty AREA. Coaches shall be held responsible for the actions of their teams' spectators. **Spectators may not coach players.** Any coach or spectator ejected must immediately leave the field and will be prohibited from attending the next scheduled game.

Red or yellow cards may be given by a referee to coaches or players in any division for reasons as defined in the IFAB Laws of the Game. Any coach or player sent off (red card) must immediately leave the match and may not coach or play in the next scheduled game. Any violent red card or ejection may result in the player, coach or spectator being expelled from the tournament at the discretion of the Tournament Director(s), Regional Commissioner, Assistant Regional Commissioner or Coach Administrator.

PLAYERS ARE TO REMAIN ON FIELD DURING WATER BREAKS.

**11. REFEREES:** All Referees must be AYSO-certified, Regional or higher. A team of referees is defined as three AYSO---certified referees versed in the Laws of the Game, including current law changes, capable of applying the laws according to the spirit of the game. All referees must be Safe Haven certified.

All Teams are expected to fill a minimum of two referee assignments for each scheduled pool play game. Names and email addresses of team referees are to be provided to the Referee Administrator one week prior to the start of the tournament.

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

- An ineligible player has played.
- One or more registered player(s), present and in uniform, have not played the required three quarters of the game.

All protests must be presented to the Tournament Director(s), 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(s). In all cases, the three people selected will be unrelated to either team involved in the protest.

ALL PROTEST COMMITTEE DECISIONS ARE FINAL!

Referee judgment calls are FINAL and are not grounds for, or subject to, protest or dispute!

## Appendix A – Tournament Dates and Format

### Tournament Dates

| Division  | Pool Play                          | Semi-Finals & Finals |
|-----------|------------------------------------|----------------------|
| 10U       | Pool Play 11/3-11/5<br>11/10-11/12 | 11/13 – 11/16        |
| 12U & 14U | Pool Play 11/10 – 11/12            | 11/13-16 If Needed   |

### Tournament Format by Division

| Division  | Bracket Format   |
|-----------|--|
| Boys 10U  | <p>1<sup>st</sup> Round: 6 bye, two pools of 4 teams</p> <ul style="list-style-type: none"> <li>● Each team plays three pool play games.</li> <li>● Winners of each pool advance to semis.</li> </ul> <p>2<sup>nd</sup> Round: two pools of 4 teams</p> <ul style="list-style-type: none"> <li>● Each team plays three pool play games.</li> </ul> <p>Semis / Finals</p> <ul style="list-style-type: none"> <li>● Winner of A plays B2, winner of B plays A2</li> <li>● Winners of semis advance to Finals</li> </ul>                |
| Girls 10U | <p>1<sup>st</sup> Round: 5 bye, two pools of 4 teams</p> <ul style="list-style-type: none"> <li>● Each team plays three pool play games.</li> <li>● Winners of each pool plus Wild Card advance to semis.</li> </ul> <p>2<sup>nd</sup> Round: two pools of 4 teams</p> <ul style="list-style-type: none"> <li>● Each team plays three pool play games.</li> </ul> <p>Semis / Finals</p> <ul style="list-style-type: none"> <li>● Winner of A plays B2, winner of B plays A2</li> <li>● Winners of semis advance to Finals</li> </ul> |
| Boys 12U  | <p>1<sup>st</sup> Round: one pool of 6 teams</p> <ul style="list-style-type: none"> <li>● Games are as follows: 1v3,1v5,1v6,2v4,2v5,2v6,3v4,3v6,4v5.</li> <li>● Winner and 2<sup>nd</sup> place of pool advance to Finals.</li> </ul>  |
| Girls 12U | <p>1<sup>st</sup> Round: two pools of 4 teams</p> <ul style="list-style-type: none"> <li>● Each team plays three pool play games.</li> <li>● Winners of each pool plus Wild Card advance to Finals.</li> </ul>   |

## Appendix A – Tournament Dates and Format, continued

### Tournament Format by Division

| Division  | Bracket Format   |
|-----------|--|
| Boys 14U  | <p>1<sup>st</sup> Round: one pool of 6 teams</p> <ul style="list-style-type: none"><li>• Games are as follows: 1v3,1v5,1v6,2v4,2v5,2v6,3v4,3v6,4v5.</li><li>• Winner and 2<sup>nd</sup> place of pool advance to Finals.</li></ul>                             |
| Girls 14U | <p>Four teams, one pool</p> <ul style="list-style-type: none"><li>• Each team plays the other three teams:</li><li>• Top two teams advance to Finals, unless 1 team beats all 3 opponents in pool play.</li><li>• Championship game only, if needed.</li></ul> |