

# Lompoc AYSO Region 77

## 2025 Fall Classic Rules

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| <b>COACHES</b>        | <p>A. Each team is limited to one Head Coach and one Assistant Coach only. These coaches must be the ones listed on the Official Team Roster.</p> <p>B. Each Coach must have current green risk status, livescan, be Safesport, Safe-Haven, Concussion &amp; Sudden Cardiac Arrest Certified and Coach certified for the division they are coaching.</p> <p>C. Coaches will be expected to set the example for proper conduct, exhibiting AYSO TEAM behavior and Kid Zone philosophy.</p> <p>D. 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. Coaches are responsible for playing all players <math>\frac{3}{4}</math> of the game.</p> <p>F. If roster size limits <math>\frac{3}{4}</math> play, then players who play <math>\frac{1}{2}</math> the game must be rotated.</p> |
| <b>FIELDS</b>         | <p>A. All fields will be set up and taken down by league volunteers.</p> <p>B. Trashcans will be provided at each field. Teams will be expected to clean up all trash in their area before leaving.</p> <p>C. No dogs, other pets, smoking/vaping or alcohol allowed on/or near soccer fields at parks.</p> <p>D. All canopies must be staked down and at least 10 feet from the sidelines.</p>   |
| <b>FORMAT</b>         | <p>A. Each age division will be bracketed into playing pools. Each team will play a minimum of 2 preliminary games within their respective pools, if division size permits. Where there aren't sufficient teams, the tournament may be one single elimination bracket.</p> <p>B. 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.</p>  |
| <b>CHECK-IN</b>       | <p>A. Teams must check in 60 minutes prior to their first game and must present Game Cards for as many games as the team is guaranteed to play in the tournament. The Game Cards must be properly completed with the player's listed first name-last name in numerical uniform # order.</p> <p>B. Each coach or team representative must provide original AYSO Player Registration forms for verification by tournament officials.</p> <p>C. Coach must have these Player Registration forms with them at all times and ready for presentation to Tournament Officials.</p> <p>D. Late arriving players must be escorted to the check-in station by a team official along with their Player Registration Form and be cleared by the Tournament Staff before participating in any games.</p>   |
| <b>FIELD MONITORS</b> | <p>A. There will be a Tournament Field Monitor assigned to each field (as available). Field Monitors will check in teams prior to each game, and present the verified game cards to the match referees.</p> <p>B. At the conclusion of the game, the match referees must return the completed game cards to the Field Monitor or check-in tent.</p> <p>C. Field Monitors will be the first to respond to any incidents or injuries, and will be in contact with the rest of the tournament staff by cell. Tournament participants are encouraged to report any concerns immediately to the Field Monitor, and also to respectfully follow any instructions given by the Field Monitor.</p>  |

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| GAMES         | <p>A. Pool play games will consist of 20 to 30 minute halves depending on the age division (see chart below), with a five-minute half time. There will be a running clock during the match including substitutions. There will be no time added on for injuries or time wasted in qualifying rounds. Games are expected to end on time, and may be shortened if they started late. Pool play games may end in a tie.</p> <p>B. Championship games will be full length for that division (see chart below). Championship games will be played until there is a winner (see Medal Round rules below).</p> <p>C. Game duration shall be as follows:</p> <table><tr><td>D.</td><td>Division</td><td>Pool Play</td><td>Semi, Final Rounds</td></tr><tr><td></td><td>10U:</td><td>20 minute half</td><td>25 minute half</td></tr><tr><td></td><td>12U:</td><td>25 minute half</td><td>30 minute half</td></tr><tr><td></td><td>14U</td><td>30 minute half</td><td>35 minute half</td></tr></table> <p>E. The “home” team will be the first team or top team listed on the game schedule and will be responsible for providing (3) game balls. The home team will be situated on the North or West side of the field. Spectators must remain on the side of the field designated for their team.</p> <p>F. There will be no warming up on the field. Teams must warm up prior to taking the field. As soon as the previous game has ended, teams must clear the field and the teams for the next game must take their places.</p> <p>G. FORFEITS: Teams must check in at the designated Field Coordinator Station 60 minutes prior to the start of the game. There will be a five-minute grace period before a forfeit is declared. The score for a forfeit match will be 1-0 for the remaining team (See STANDINGS for the points to be awarded). For 10U division teams, there is a minimum of 5 players on the field to continue a game, for 12U division teams the minimum number is 6 players, and for 14U division teams 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>H. 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 single game which is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.).</p> <p>I. 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 games 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 a late start.</p> | D.             | Division           | Pool Play | Semi, Final Rounds |  | 10U: | 20 minute half | 25 minute half |  | 12U: | 25 minute half | 30 minute half |  | 14U | 30 minute half | 35 minute half |
| D.            | Division   | Pool Play      | Semi, Final Rounds |           |                    |  |      |                |                |  |      |                |                |  |     |                |                |
|               | 10U:   | 20 minute half | 25 minute half     |           |                    |  |      |                |                |  |      |                |                |  |     |                |                |
|               | 12U:   | 25 minute half | 30 minute half     |           |                    |  |      |                |                |  |      |                |                |  |     |                |                |
|               | 14U  | 30 minute half | 35 minute half     |           |                    |  |      |                |                |  |      |                |                |  |     |                |                |
| SUBSTITUTIONS | <p>A. Substitutions shall be allowed approximately mid way through each half for ALL divisions 10U, 12U and 14U, and will be recorded on the game cards by the referee.</p> <p>B. All substitutions must be approved and recognized by the referee. Substitutions may be made for injured players; however, they 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>C. Substitutions in all overtime periods of medal round matches will be between overtime periods.</p> <p>D. Every player must play at least ¾'s of the game. Coach does not have to substitute in medal round overtimes.</p>  |                |                    |           |                    |  |      |                |                |  |      |                |                |  |     |                |                |

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| <b>STANDINGS</b>    | <p>A. Standings for pool play games will be determined on the “ten-point system” as follows:</p> <p style="margin-left: 100px;">WIN = 6 points<br/>TIE = 3 points<br/>LOSS = 0 points</p> <p style="margin-left: 100px;">GOALS = 1 point (one point per goal scored, up to 3 goals max.)<br/>SHUTOUT = 1 point (for an earned shutout, including a 0-0 tie)<br/>FORFEIT= 7 points (scored as a 1-0 win, no shutout points as it is not an “earned” shutout)<br/>YELLOW CARD = 1 ½ point deduction for team<br/>RED CARD = 3 ½ point deduction for team</p> <p>B. Winners of ties in standings will be determined as follows:</p> <p style="margin-left: 40px;">Least number of sportsmanship point deductions (1 ½ point per spectator incident, card does not have to be issued)<br/>Head to head winner, if applicable<br/>Most number of wins in tournament<br/>Goals allowed – total (up to a maximum of six per game; fewest number advances)<br/>Goal differential (goals scored to six per game less total goals allowed; highest differential advances)</p> <p style="margin-left: 40px;">Kicks from the mark if determining medal round advancement. Coin toss if determining medal round seeding only.</p> <p>C. Wildcard teams will be the team(s) with the highest points from all teams in the division who are not advancing.</p> <p>D. Standings will be updated as soon as possible at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.</p>  |
| <b>MEDAL-ROUNDS</b> | <p>All medal round matches 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. In these matches, if still tied after overtime play, the game shall be decided by FIFA kicks from the mark. Players on the field at the end of the second overtime will be the only players allowed to participate in the kicks from the mark.</p>   |
| <b>AWARDS</b>       | <p>Medals will be presented to coaches and players from the first-place through the fourth-place teams in 10U and 12U divisions and first-place through second-place in the 14U division.</p>   |
| <b>CONDUCT</b>      | <p>A. 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. Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from midfield).</p> <p>B. At the conclusion of each match, the referees will indicate on the reverse of the game cards any point deductions for poor sportsmanship. Point deduction's will be used as tie-breakers should that become necessary. Referees will be required to complete a game misconduct report for all misconducts during the game, as well as any incidents of interference by spectators.</p> <p>C. Any coach or spectator ejected must immediately leave the vicinity of the playing field 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 a 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. There will be penalty point deductions for all send-offs (see Standings rules).</p> <p>D. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of the tournament.</p> <p>E. 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>F. 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 region's Coach Administrator.</p> <p>G. All conduct problems and Serious Incidents will be reported to the respective Regional Commissioner.</p> |

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| <b>MEDICAL<br/>FIRST AID</b>    | <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. If an injury is serious, the Safety Director will have a mobile phone to call 911 for emergency response.</p> <p>C. Any player attended by the coach for an injury must come off field. If the player is substituted for, the player will be benched until next substitution time. Coach can play a player down till next chance to re-enter player. (i.e. throw-in, goal kick, or corner kick)</p>  |
| <b>UNIFORMS<br/>SAFETY</b>      | <p>A. All players must wear the approved AYSO uniform only, and all players on the same team must wear matching uniforms (goalkeeper exempt).</p> <p>B. Each player's uniform must be marked with a permanently-affixed 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. Undergarments may be worn during inclement weather, however the match referee will be the judge of what should be allowed or not.</p> <p>D. Jewelry, hard casts, or hard metal or plastic clips on clothing or hair will not be allowed.</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> |
| <b>PROTESTS</b>                 | <p>A. Protests will be considered for the following reasons ONLY:</p> <ul style="list-style-type: none"> <li>• An ineligible player has played.</li> <li>• One or more registered player(s), present and in uniform, has not played the required <math>\frac{3}{4}</math> of the game (except for illness, roster size limitation, or injury, as recorded by the game referee).</li> </ul> <p>A. All protests must be presented in writing to the Director within <math>\frac{1}{2}</math> hour of the completion of the game.</p> <p>B. All protests will be heard by a Protest Committee of at least three persons selected by the Director. In all cases, the members of the Protest Committee will be unrelated to either team involved in the protest.<br/>ALL PROTEST DECISIONS ARE FINAL!</p> <p>C. Referee judgment calls are FINAL and are not grounds for protest or dispute!!!</p>  |
| <b>RULES<br/>INTERPRETATION</b> | The Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.  |

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| <b>TOURNAMENT<br/>PURPOSE</b> | <p>A. Winners of the tournament MAY advance to the Area's League Playoff Invitational.</p> <p>B. The winners in each division must have a fully certified Head Coach and Assistant Coach, in order to be eligible to advance to the Area Invitational.</p> <p>C. The winners in each division must have 3 fully certified referees, willing to referee a minimum of 2 games at the Area Invitational.</p> <p>D. The Regional Commissioner reserves the right to decline a team from advancing to Area League Playoffs.</p> |
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