



## 22<sup>nd</sup> Annual North Valley Classic Tournament Rules



CATEGORY	RULE
<b>1) JURISDICTION</b>	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 10 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>Referee judgment calls are NOT subject to dispute or protest!</p>
<b>2) FEES</b>	<p>A. Entire entry fee and referee deposit must accompany tournament application and will be returned if application is not accepted. Fee and deposit must be a single check issued from the Region's account (no personal checks, money orders, credit cards, etc.).</p> <p>Fees are: 10U \$1,000 (\$650 entry fee plus \$350 referee deposit), 12U \$1,025 (\$675 entry fee plus \$350 referee deposit), 14U \$1,050 (\$700 entry fee plus \$350 referee deposit).</p>
<b>3) ACCEPTANCE</b>	<p>A. Applications are due on December 31, 2025.</p> <p>B. Applications will be accepted on a first-come basis, based on completed application (see Team Application Form for criteria). Teams will be notified by email within 48 hours of the application deadline or receipt of their applications whichever is later. Teams providing a qualified referee crew will be accepted before all others.</p> <p>C. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list. If a team chooses not to be on a waiting list, the application and entry fee will be returned within 48 hours of notification.</p> <p>D. The primary form of communication between the Tournament and applying teams will be email and the Tournament website. Teams must designate a Team Contact on their application who has email and Internet access.</p>
<b>4) REFUNDS</b>	<p>A. Teams withdrawing 30 days or more before the tournament will be issued a full refund.</p> <p>B. Teams withdrawing less than 30 days before the start of the tournament will only be issued a refund if a replacement team can be found.</p> <p>C. If the tournament is canceled and cannot be rescheduled a full refund will be issued.</p> <p>D. For teams that are eligible, referee deposit refunds will be mailed no later than 14 days after the end of the tournament. Referee deposit refunds will be on a prorated basis, comparing the number of assignments actually completed versus the number that were assigned.</p>
<b>5) RAINOUT/ CANCELLATION</b>	<p>A. Should the tournament be rained out on the original date, it will be rescheduled to the weekend of March 7-8, 2026. All teams will be expected to return on that date to resume the tournament. Any team not able to return will only receive a refund if a replacement team can be found.</p> <p>B. If the tournament is cancelled due to weather after partially completing and it cannot be rescheduled to be completed, refunds will be made to teams on a prorated basis, based on the number of actual games played.</p> <p>C. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, then a full refund will be sent to all teams, less the cost of any pre-ordered items (items for sale by the tournament which are not included with the registration fee). Any pre-ordered items will be sent to the team.</p>
<b>6) PLAYERS/TEAMS</b>	<p>A. Players on participating teams must be properly registered to play in AYSO and have played in the Fall 2025 season in a minimum of one-half of the games for which they were eligible. Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p>B. The official Association Platform JERSEY ORDER team roster must be verified and approved by each player's Regional Commissioner. Rosters MUST be from the Association platform and be in JERSEY NUMBER ORDER. Roster changes will be allowed up until Team Check-in; after that, no roster changes. All roster changes must have the written approval of the Regional Commissioner.</p> <p>C. 3 Guest Players (players from a <i>different</i> Region from the applying team's Region) will be allowed for each team. However, the Guest Player will be required to have the approval of both the Guest Player's Regional Commissioner and the Host Team Regional Commissioner (see Guest Player Form).</p> <p>D. Coed teams will be accepted; however, they must play in the boys' divisions only.</p> <p>E. Division 14U will play 11-v-11, and there will be a roster limit of 15 players per team. Division 12U will play 9-v-9, and there will be a roster limit of 12 players per team. Division 10U will play 7-v-7, and there will be a roster limit of 10 players per team.</p>

	<p>F. 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.</p> <p>G. Players may play up a division (except no players concurrently playing in or just completing the 8U primary program season may participate in the tournament).</p> <p>H. If players played up a division at the request of the Region in the primary season (e.g. high school players) they should not be required to play up in the secondary season.</p>
<b>7) COACHES</b>	<p>A. Each team is limited to two coaches but must have two – one Head Coach and one Assistant Coach. These coaches must be the ones listed on the Official Team Roster.</p> <p>B. Each Coach must provide his or her registration number, be a currently registered volunteer, trained at the age-appropriate level, Safe-Haven certified, Concussion training, Sudden Cardiac Arrest certified, Safe Sport, and Live Scanned. Proof of coach certification and training must be listed on the roster. Only Association Platform rosters will be accepted at this tournament.</p> <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>
<b>8) REFEREES</b>	<p>A. Each team in the tournament will provide a crew of 3 referees. These referees will be assigned up to 3 games, based on their qualifications (see REFEREE PLAN for more details).</p> <p>B. Names submitted on the approved Referee Information Form must match the names of the referees checking in. <b>IDs will be checked.</b> Referees checking in who are not on an approved form will only be allowed to participate at the discretion of the Tournament Director or designee.</p> <p>C. All referees must be a current AYSO registered and trained volunteer, and be Safe-Haven certified, Concussion trained, Sudden Cardiac Arrest certified, Safe Sport, and Live Scanned.</p> <p>D. Only the diagonal system of control will be used to referee the games.</p> <p>E. Referees for 14U games must be Advanced level or above. Referees for 12U games must be Intermediate level or above. Referees for 10U games must be Regional or above.</p> <p>F. Youth referees (center referees) must be at least 2 years older than the age group they are refereeing.</p> <p>G. 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. Referees are permitted to wear short black socks.</p> <p>H. If all assignments are successfully completed, the Referee Deposit will be refunded (see REFEREE PLAN for more details).</p> <p>I. 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>J. Players in the tournament will not be allowed to officiate.</p> <p>K. Coaches in the tournament are strongly discouraged from being a referee. Coaches who chose to referee will not be given special consideration in terms of their game assignments. Referee assignments may be either immediately before or after the team's game times and will be expected to fulfill that obligation.</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>M. Referees will be expected to referee at the level commensurate with the age group for the team they represent. Any referees submitted that do not meet this requirement, will not be considered an acceptable referee and may not be given any assignments. A referee determined to be ineligible under these circumstances, and thus not given any referee assignments, will not qualify the team for any portion of the referee deposit refund.</p>

9) FIELDS	<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. Please observe the following Facility Use Rules while attending the tournament: No pets, barbecues or any other cooking apparatus, alcoholic beverages, weapons, smoking (including electronic and simulated smoking devices, and all tobacco products) are permitted anywhere in the Granada Hills Youth Recreation Center Inc. (GHYRC) facility. Only barbecues owned and operated or contracted by AYSO Region 174 are permitted. The 5 mile per hour speed limit shall be observed by all individuals associated with AYSO at all times.</p> <p>D. <b>NO PETS ARE ALLOWED!</b> For the safety of our players as well as the animals, pets are <b>NOT</b> allowed anywhere in the GHYRC facility. The only animals allowed are service animals that are approved by the Americans with Disability Act (ADA). Emotional Support and Therapy animals are <b>NOT</b> covered by the ADA and are <b>NOT</b> allowed.</p>												
10) FORMAT	<p>A. This is a pool-play tournament.</p> <p>B. Each age division will be bracketed into playing pools. 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. 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>												
11) CHECK-IN	<p>A. Coaches only (no players) must check in 45 minutes prior to their first game and must present Game Cards for as many games as the team will play in the tournament (including medal-round games). The Game Cards must be properly completed with the players listed by first name-last name in jersey number order. The players listed on the game cards must match the approved roster submitted with the team's application. All players listed on the roster must appear on each game card, even if there is an expectation that one (or more) might miss a scheduled game.</p> <p>B. Each coach or team representative must provide AYSO Player Registration Forms with original ink signatures or e-signatures for verification by tournament officials.</p> <p>C. Coaches must have these Player Registration Forms with them at all times and ready for presentation to Tournament Officials.</p>												
12) FIELD MONITORS	<p>A. There may be a tournament Field Monitor assigned to each field and will report to the Tournament Field Director. Field Monitors may 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.</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. 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>												
13) 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 as follows 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>Division</td><td>Pool Play</td><td>Semi, Final Rounds</td></tr><tr><td>10U:</td><td>20-minute half</td><td>20-minute half</td></tr><tr><td>12U:</td><td>25-minute half</td><td>25-minute half</td></tr><tr><td>14U:</td><td>30-minute half</td><td>30-minute half</td></tr></table> <p>D. 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 South or West side of the field, and the visitor will be situated on the North 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 in the event of a color conflict with the visitor team. If there are any questions, the referee will determine whether this is necessary.</p> <p>E. 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>F. <b>FORFEITS:</b> Teams must check in at the designated Field Coordinator Station 30 minutes prior to the start of the game. There will be a five-minute grace period at the start of the game for a team to take the field before a forfeit is declared. The score for a forfeit match will be 1-0 for the remaining team (See <b>STANDINGS</b> 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 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. <b>SUSPENDED GAMES:</b> 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</p>	Division	Pool Play	Semi, Final Rounds	10U:	20-minute half	20-minute half	12U:	25-minute half	25-minute half	14U:	30-minute half	30-minute half
Division	Pool Play	Semi, Final Rounds											
10U:	20-minute half	20-minute half											
12U:	25-minute half	25-minute half											
14U:	30-minute half	30-minute half											

	<p>according to games played and points. The Tournament Committee will determine the outcome of any single game that is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.).</p> <p>H. <b>ABANDONED GAMES:</b> 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 that were shortened due to late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p>
<b>14) SUBSTITUTIONS</b>	<p>A. Substitutions shall be allowed approximately mid way through each half for ALL divisions 10U through 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 overtime periods of medal round matches will be at the beginning of each period only.</p>
<b>15) STANDINGS</b>	<p>A. Standings for pool play games will be determined on the "ten-point system" as follows:</p> <p>WIN = 6 points  TIE = 3 points  LOSS = 0 points  GOAL = 1 point per goal differential up to a 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)  RED CARD/ = 2-point deduction for team (includes 2 points for each player, substitute, coach, or  EJECTION spectator)</p> <p><b><u>Non-ADA service dog on your touchline = 2-point deduction. Coach must notify Tournament Staff if there is an ADA service dog to be on their touchline PRIOR to 1st game.</u></b></p> <p>B. Winners of ties in standings will be determined as follows:  Head-to-head competition  Least Red Cards  Least goals allowed  Kicks from the Penalty Mark</p> <p>C. If there are wildcard teams will be the team(s) with the highest standings points from all teams in the division who are not automatically advancing.</p> <p>D. Standings will be updated hourly at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.</p>
<b>16) ADVANCEMENTS</b>	<p>A. Pool winners (and in some cases wildcard teams) will advance to medal round play.</p> <p>B. Teams will play semi-final and/or championship final matches, depending on the number of teams in each pool and the format of play for that flight.</p>
<b>17) MEDAL-ROUNDS</b>	<p>A. 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 Penalty Mark. The tournament staff may decide to bypass overtime play and proceed directly to Kicks from the Penalty Mark.</p>
<b>18) AWARDS</b>	<p>A. Medals will be presented to coaches and players for first- through fourth-place teams in each division.</p> <p>B. A tournament pin will be presented to each player and coach.</p>
<b>19) 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 (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>B. At the conclusion of each match, the referees will indicate on the reverse of the game cards any point deductions for red cards or send offs. Point deductions will be used as tiebreakers should that become necessary. Referees will be required to complete a game misconduct report for <u>all</u> red cards or send offs 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 (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). The tournament director or his/her designate can prohibit the player, coach, or spectator from attending more than one game.</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 respective Regional Commissioner.</p> <p>G. All conduct problems will be reported to the respective Regional Commissioner.</p> <p>H. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.</p>
<b>20) MEDICAL/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. There will be an EMT to respond to injuries on the field. Field Monitors will communicate via radio to call the EMT to the field where first aid is requested.</p> <p>C. If an injury is serious, the EMT or Safety Director 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>
<b>21) UNIFORMS/SAFETY</b>	<p>A. All players must wear the approved AYSO uniform only according to the National Rules &amp; Regulations, and all players on the same team must wear matching uniforms (goalkeeper excepted – may have a different jersey, AYSO logo is recommended but not required.)</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. 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. Not allowed: jewelry (<b>covering jewelry doesn't make it legal – it must be completely removed</b>), hard metal or plastic clips on clothing or hair. 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 area 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>
<b>22) PROTESTS</b>	<p>A. Protests will be considered only for the following reasons:</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, have not played the required one half of the game (except for illness or injury as recorded by the game referee).</li> </ul> <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. <b>ALL PROTEST DECISIONS ARE FINAL!</b></p> <p>D. Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute! Video review of a contested Referee call is not allowed.</p>
<b>23) RULES INTERPRETATION</b>	The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.