





Sponsored by AYSO Region 68 Camarillo, California

28th Annual California Strawberry Cup AYSO Invitational Tournament Rules



CATEGORY	RULE
1) JURISDICTION	<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, Safety Director, and other designated staff) will have jurisdiction over all games played. Disputes will be resolved by the end of the soccer day. Referee judgment calls are NOT subject to dispute or protest!</p>
2) FEES	<p>A. Entire fee and referee deposit must accompany tournament application and will be returned if application is not accepted. Fee must be a single check issued from the respective Region's account (no personal checks).</p> <p>B. Total Fees are: 10U \$900 (entry fee \$600 plus referee deposit \$300), 12U \$950 (entry fee \$650 plus referee deposit \$300), 14U/16U/19U \$975 (entry fee \$675 plus referee deposit \$300).</p>
3) ACCEPTANCE	<p>A. <u>Applications are due on March 31st, 2023.</u></p> <p>B. Applications will be considered upon receipt of complete information. Teams will be notified of acceptance status by e-mail. Incomplete applications will be notified of their deficiencies by e-mail.</p> <p>C. No more than four teams will be accepted from any one Region in 10U or 12U and two teams in 14U, 16U and 19U unless flights cannot be filled.</p> <p>D. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list or will have their entire registration packet, including check, mailed back upon request.</p> <p>E. 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>
4) REFUNDS	<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, less any cost to register the replacement team.</p> <p>C. If the tournament is cancelled 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 30 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>
5) RAINOUT/ FIRE EVENT/ OTHER EVENTS CANCELLATION	<p>A. Should the tournament be rained out, or the Fields are closed due to a Fire Event or other events on the original date, it will not be rescheduled at a later date.</p> <p>B. If the tournament is cancelled due to weather, or the Fields are closed due to a Fire Event or other events 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 refund will be sent to all teams, less the cost of any pre-ordered items. Pre-ordered items will be sent to the team.</p>
6) PLAYERS/TEAMS	<p>A. Players on participating teams must be properly registered to play in AYSO, and have played in the Fall 2022 season. Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p>B. The team roster must be in the AYSO sports connect™ format and approved by each player's Regional Commissioner. Roster changes may be submitted (with the signed approval of the Regional Commissioner); however, these changes must be received by the Tournament Registrar prior to the tournament. Roster changes will be allowed on tournament day (prior to the team's first game) provided all required signatures are provided. Players may play for only one team.</p> <p>C. 3 Guest Players (players from a different 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 NOT be accepted.</p> <p>E. Divisions 16U and 19U will play 11-v-11, and there will be a roster limit of 18 players per team. 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 forfeiture of game and possible disqualification from tournament at the discretion of the Tournament Director.</p> <p>G. B16U, B19U, G16U, & G19U will be monitored free substitutions per FIFA guidelines. You will be provided with and responsible for turning in an official time sheet.</p>

<p>7) COACHES</p>	<p>A. Each team is limited to one Head Coach and one Assistant Coach only (must have one of each). These coaches must be the ones listed on the Official Team Roster.</p> <p>B. Each coach must be a current AYSO registered volunteer, completed Live Scan and have their risk status current. They must have completed Safe Haven, CDC Concussion, Sudden Cardiac Arrest, and be SafeSport certified and must provide their AYSO Identification Number. Only  rosters will be accepted and will serve as proof of appropriate training level.</p> <p>C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kid 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>D. <u>Only Strawberry Cup supplied game cards may be used.</u> Game cards will be mailed to Coaches prior to the Tournament. <u>Each Coach must sign their game card at the end of each match.</u></p>
<p>8) REFEREES</p>	<p>A. <u>Each team in the tournament will be expected to complete 9 referee assignments, with three of those assignments in the center as center referee or standby center referee. No referee can represent more than one team each weekend.</u></p> <p>B. Each referee must be a current AYSO registered volunteer, completed Live Scan and have their risk status current. They must have completed Safe Haven, CDC Concussion, Sudden Cardiac Arrest, and be SafeSport certified</p> <p>C. Only the left diagonal system of control will be used to referee the games.</p> <p>D. Referee assignments for all games will be self-sign up.</p> <p>E. Youth referees cannot be playing in the tournament on the weekend they are refereeing.</p> <p>F. All referees must be in full Uniform as defined by AYSO and USSF, including the Referee Badge. Referees not in uniform may not be permitted to referee games, and their team's referee deposit may be subject to forfeiture.</p> <p>G. If all assignments are successfully completed, the Referee Deposit will be refunded (see REFEREE PLAN for more details).</p> <p>H. <u>Referees signed up for game assignments are expected to check in at the Referee Station at least 30 minutes prior to their assigned games. Referees signed up for standby assignments shall be expected to be at the Referee Tent at the time of the assignment and be prepared to be assigned to a game for 30 minutes and to complete the game. Failure to appear on time may result in a replacement referee being assigned to the field. Once a replacement referee has been assigned, they will have priority and the original referee must report to the Referee tent for alternative assignment. This can affect a team's referee deposit.</u></p> <p>I. Referees will be expected to uphold the tournament rules, AYSO guidelines and FIFA laws. Any willful 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>J. At the conclusion of each game, the match referees must have coaches sign game cards, fill out their appropriate information on back and then the center referee immediately return the completed game cards to the Referee Tent.</p>
<p>9) FIELDS</p>	<p>A. All fields will be set up and taken down by the tournament staff.</p> <p>B. Trash can's will be provided near each field. Teams will be expected to clean up all trash in their area before leaving.</p> <p>Please observe the following Facility Use Rules while attending the tournament. NO PETS ARE ALLOWED! For the safety of our players as well as the animals, pets are <u>NOT</u> allowed on Pleasant Valley Fields. The only animals allowed are service animals that are approved by the Americans with Disability Act (ADA). Emotional Support and Therapy animals are <u>NOT</u> covered by the ADA and are <u>NOT</u> allowed.</p>
<p>10) FORMAT</p>	<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, barring any unforeseen circumstances. Where there are sufficient teams, divisions will also be separated into multiple competition flights. In the event there are five teams in a flight, play will be 4 round robin matches and the champion will be determined by points.</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>
<p>11) CHECK-IN</p>	<p>A. Coaches must check in 60 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 first name-last name in uniform order. The players listed on the game cards must match the approved roster submitted with the team's application. Players do not need to attend Coach check in.</p> <p>B. Each coach must provide AYSO Player Registration forms with original ink signatures 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 checked in by the Tournament Staff before participating in any games.</p>

<p>12) FIELD MONITORS</p>	<p>A. There will be a tournament Field Monitor assigned to each field, and will report to the Tournament Director or Assistant Tournament Director.</p> <p>B. 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 radio. 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>
<p>13) GAMES</p>	<p>A. Pool play and Championship games will be full length 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 pool play. Games will be 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 played until there is a winner (see Medal Round rules below).</p> <p>C. Game duration shall be as follows: Division 10U: 25 minute half 12U 30 minute half 14U: 35 minute half 16U: 40 minute half 19U: 45 minute half</p> <p>D. The “home” team will be the first team or top team listed on the game schedule and will be responsible for providing three (3) game balls. The home team will be situated on the North or East side of the field, and the visitor will be situated on the South or West 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 regarding a color conflict, the referee will determine whether this is necessary.</p> <p>E. There will be limited time for warming up on the field and teams must lineup for check-in as soon as the referee calls for equipment check. Teams should 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. FORFEITS: There will be a five-minute grace period at the start of the game 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 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 the Fields are closed due to a Fire Event, 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>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>
<p>14) SUBSTITUTIONS</p>	<p>A. Substitutions shall be allowed approximately mid-way through each half, at halftime, and injury for ALL divisions 10U through 14U and will be recorded on the game cards by the referee. B16U, B19U, G16U, & G19U will have Monitored Free Substitutions that will be recorded on official tournament provided time sheets by each team. <u>Players must play at least half of each game.</u></p> <p>B. All substitutions must be approved and recognized by the referee. Substitutions, 10U through 14U 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 in 10U, 12U, & 14U will be at the beginning of the periods only.</p>
<p>15) STANDINGS</p>	<p>A. Standings for pool play games will be determined on the “ten-point system” as follows:</p> <ul style="list-style-type: none"> WIN = 6 points TIE = 3 points LOSS = 0 points GOAL = 1 point (one point per goal scored up to a maximum of 3 per game, win or lose) SHUTOUT = 1 point (for an <u>earned</u> shutout, including a 0-0 tie) FORFEIT = 7 points (scored as a 1-0 win, no shutout points as it is not an “earned” shutout) RED CARD = 2 point deduction (includes two yellow cards to same person) COACH/TEAM PERSONNEL EJECTION = 2 point deduction for each person SPECTATOR EJECTION = 2 point deduction for each person <p>B. Winners of ties in standings will be determined as follows:</p> <ul style="list-style-type: none"> Head to head play Most wins Goal differential (max 3 per game) Fewest goals allowed Number of shutouts Most goals scored (max 3 per game) Fewest red cards received

	<p>Kicks from the penalty mark</p> <p>C. Standings will be updated periodically at the Tournament Scoreboard and online (link will be available on the California Strawberry Cup website). The deadline to challenge the posted results will be at the conclusion of Pool Play.</p>
16) ADVANCEMENTS	<p>A. Pool winners and runners up will advance to medal round play.</p> <p>B. Pool winners will play for Championship and second place. Pool runners up will play for third and fourth place.</p> <p>C. Final standings for pools with 5 teams will be determined by total points.</p>
17) MEDAL-ROUNDS	<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 kicks from the penalty mark.</p>
18) AWARDS	<p>A. Trophies or medals will be presented to coaches and players from the first place, second place, third place, and fourth place teams in each flight.</p> <p>B. A tournament pin will be presented to each player and coach.</p> <p>C. Souvenir gifts will be presented to players and Coaches.</p>
19) CONDUCT	<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. Referees 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>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 their 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 is suspended from participation in the next game. There will be penalty point deductions for all send-offs (see Standings rules).</p> <p><u>D. Any player violent conduct or serious foul red card, or violent conduct by a coach/parent ejection will result in that player/coach/spectator being barred from the remainder of the tournament.</u></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>
20) MEDICAL/FIRST AID	<p>A. There will be a First Aid station at each information tent where participants may receive ice, etc. for minor injuries.</p> <p>B. There will be an EMT staff available to respond to injuries on the field. Field Monitors will communicate via radio to call the EMT staff to the field where first aid is requested.</p> <p>C. If an injury is serious, the EMT or Safety Director will have a mobile phone to 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>
21) UNIFORMS/SAFETY	<p>A. All players must wear the approved AYSO uniform only, and all players on the same team must wear matching uniforms (except the goalkeeper).</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 (including earrings and visible piercings), casts, and splints of any kind or hard metal or plastic clips on clothing or hair will not be allowed.</p> <p>E. AYSO will allow use of knee braces by players in AYSO events and programs; providing that they are safe in the judgment of the referee or Safety Director.</p> <ul style="list-style-type: none"> • Knee braces-OK if safe • Casts or splints-NO • Earring or visible piercings-NO • Shoes Ok if safe (Cleats are not required) • Toe cleats-OK if safe • Medical Alert Bracelets-OK if taped to the wrist • Religious Headwear-OK if safe

	F. Removal of any type of cast or splint at the field or surrounding area in order to participate shall disqualify team member from match participation.
22) PROTESTS	A. Protests will not be considered.
23) RULES INTERPRETATION	The Tournament Director or Assistant Tournament Director and or the Regional Commissioner retains the right to interpret, apply, or modify the tournament rules to the optimum benefit of all tournament participants.