



Fall
2023

*AYSO REGION 47
REGIONAL TOURNAMENT*

AYSO Region 47
Riverside, California



Regional Tournament Rules – Fall 2023

I. TOURNAMENT POOL PLAY (Weeks {Matches} 7-9)

1. Tournament pool play will be:

Day	Date	Division
Saturday	October 21	(10U, 12U, 14U)
Saturday	October 28	(10U, 12U, 14U)
Saturday	November 4	(10U, 12U, 14U)

NOTE: 12U and 14U matches may be scheduled on weeknights or play twice in one week or day.

EXCEPTION: Divisions with an odd number of teams will have their last four (4) matches count for this tournament. (It's difficult to have an even number of matches in three weeks with an odd number of teams).

Divisions

2. Structure

- a. Teams will be formed into Flights within each Division (see chart below).
- b. Teams will play three matches each. Teams may have byes or play two matches in one day (with the exception of divisions with an odd number of teams).
- c. All matches will count, assuming each match has a qualified certified referee. If not, then no points will be earned by either team for that particular match.
- d. Matches can end in a tie.
- e. The total points each team earns from their three matches, added to the total Team Participation Incentive Points (TPIP), (i.e. the “Fourth, fifth and sixth matches”), will determine each team’s placement in their flight. TPIP is explained in detail in the Regional Volunteer Update. TPIP points are counted for the all 10 weeks.

Example:

Team #	Record	Match 1	Match 2	Match 3	TPIP	Total
1058	2-1-0	24	24	3	35	86
1060	0-3-0	3	2	3	80	88

Team 1058 has a better record and scored twelve points more during their three team matches, but Team 1060 advances due to higher overall points when their TPIP (volunteer points) are factored in.

3. Match Durations:

Division 10U	50 minutes	25-minute halves
Division 12U	60 minutes	30-minute halves
Division 14U	70 minutes	35-minute halves

4. Qualification for Regional Playoffs:

Division	# of Flights in Pool	How Many Teams Advance
Up to 4 teams	1 Flight	Max of 2 Teams may advance
5 teams	1 Flight	Max of 4 Teams May advance
Up to 8 teams	2 Flights	Max of 4 Teams May advance
Up to 12 teams	2 or 3 Flights	Max of 6 Teams May advance
Up to 16 teams	3 or 4 Flights	Max of 8 Teams May advance
Up to 25 teams	4 or more Flights	Max of 12 Teams May advance



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26 or more teams	6 or more Flights	Max of 16 Teams May advance
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5. How They Advance:

a. Scoring during the tournament will be on a 30-point system, as follows:

Win	18 points
Tie	9 points
Shut-out	3 points (0-0 ties earn each team a shut-out)
Goals Scored	3 points per goal (to a maximum of 3 goals)
Forfeit	21 points (scored as a 1-0 win for the opposing team; no shutout points for a forfeit win)
Ejection	Minus 3 points per send-off/ejection (includes players, coaches, and spectators)
Team Participation	Team Participation Incentive Points (No Maximum)

b. Ties: In the unlikely event of a tie in which both teams cannot move on, the team to advance to the playoffs will be decided as follows:

- i. Team Participation (Volunteer) Incentive Points (9 matches Fall season)
- ii. Head-to-head competition (last 3 matches)
- iii. Lowest goals against (last 3 matches)
- iv. Least number of cautions and ejections of players, coaches, and spectators. Each caution or ejection count as 1. (last 3 matches)
- v. Goal Differential (Per match, goals scored minus goals against, a maximum differential of 5 per match, team with the highest score advances) (last 3 matches)
- vi. By a flip of a coin

EXCEPTION: Divisions with an odd number of teams will have their last four (4) matches factored in.

II. DISCIPLINE

1. Coaches have the primary responsibility for their behavior and the behavior of their players, other coaches, parents and spectators on their side of the field. Players, parents, and spectators will typically follow the type of behavior set by the coach.
2. The referee may issue cautions (yellow card) or send-offs (red card) before, during, or after the match to players or substitutes. The referee may also order unruly coaches, parents, and/or spectators to leave the “area of the match” (defined as at least 100 yards from the field). Coaches, parents, and/or spectators who are ordered to leave the area of the match must do so immediately and may not return, even after the match is over. Failure to immediately comply with the send-off or an order to leave the area of the match is possible grounds for termination of the match.
3. Players who are sent-off must retire to the team area under the direct supervision of the coach and may not return to the field for the remainder of the match, neither immediately after the match nor during the post-match handshake. Any player who continues to be disruptive or returns to the field must be escorted away from the field by their parent or a



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Safe-Haven certified adult volunteer.

4. Players, coaches, parents, and/or spectators receiving a send-off or an order to leave the area of the match may not attend or participate in the team's next scheduled match that is actually played. If the team's next scheduled match turns out to be a non-played forfeit by either team, the suspension will carry over to the next match that is actually played.
5. Any participant (player, coach or spectator) who has been reported as involved in violent conduct, fighting, or spitting will typically be suspended for a minimum of 2 matches. Any incident, violent conduct, fighting, or spitting may carry additional disciplinary measures from the Region or Area. Each case will be handled on an individual basis.
6. A team allowing an ineligible player, coach, or spectator to participate will forfeit all matches in which the player, coach, or spectator was involved and may also forfeit participation in the Tournament. If it is determined that a coach knowingly played an illegal player, he/she may be suspended immediately and subject to further discipline by the Region. Any match in which the illegal player, coach, or spectator participated generally will be recorded as a forfeit to the opposing team, unless the opposing team won the match by a score greater than 1-0, in which case the match result will stand. In all cases, a total of 3 points will be deducted in the standings for each illegal player, coach, or spectator who participated in the match.
7. The following rules apply to all matches:
 - a. If a team is a "no-show", it is recorded as a 1-0 forfeit
 - b. If a team behind in score abandons or causes termination of the match, the current score at the time of abandonment is recorded as the final score.
 - c. If a team ahead in score abandons or causes termination of the match without notifying the Tournament Director and stating a valid reason for abandonment, the match is recorded as a 1-0 forfeit by the abandoning team.
 - d. If the match is tied, the team that abandons or causes termination of the match without notifying the Tournament Director and stating a valid reason for abandonment, will have the match recorded as a 1-0 forfeit by the abandoning team.
8. Send-Offs (Red Cards) or Ejections: Each team's coach is responsible to record and monitor the cumulative total of send-offs (red cards) and ejections for each of the players, coaches and spectators during the Tournament. An accumulation of red cards (or ejections) will have the following consequences: First red card (or ejection) - ineligible to play, participate, or observe the team's next match. Second red card (or ejection) will be ineligible to play, participate, or observe the team's next two matches. Thereafter, they will miss two matches for every additional red card (or ejection) received.
9. Further discipline for violations of these Guidelines may include a longer suspension, a deduction in points in the team's standings or a ban from further participation in the Tournament.



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10. WEAPONS WILL NOT BE ALLOWED IN THE VICINITY OF THE FIELDS. WEAPONS WILL BE VIEWED AS VIOLENT MISCONDUCT IN THE MOST SERIOUS OFFENSE AND ARE SUBJECT TO CRIMINAL PROSECUTION!

III. PROTESTS

1. There will be no protests of a referee's decision (including a referee's judgment calls or non-calls). Protests will only be allowed for the following suspected conditions:
 - a. Use of an illegal player
 - b. Violation of Region or AYSO rules and regulations
2. In the case of protests, the protesting team must present the protest in writing or e-mail to the Tournament Director prior to the team's next scheduled match. The Tournament Director will investigate as considered necessary, assign a hearing board (if considered necessary in his/her sole discretion), and administer the appropriate corrective action. The Tournament Director, in his/her sole discretion, may delay any discipline resulting from the action being protested, but unless the Regional Commissioner acts in writing to delay the discipline, the discipline must be completed as if the protest had been denied. The protesting party has the burden to prove their case with their protest claim.

IV. REGIONAL TOURNAMENT PLAYOFFS (10U, 12U, 14U) (Week 11)

1. The following will prevent a team from participating in the Regional Tournament:
 - a. Failure to provide a certified referee for the appointed duty (**COMPLETED OVER 5 OR MORE DIFFERENT WEEKS**) during *the regular Fall Season (Regional play, Area play or Extra play)*. *The week starts on Wednesday and ends on Tuesday.*
 - b. Failure to earn a minimum of 8 points for volunteer duty (Snack Bar/Field Duty/AYSO Day), as applicable.
 - c. Coach not being certified for age group (*10U, 12U, Intermediate, or Advanced*)
 - d. Coach not having approved current year volunteer application
 - e. Coach not completing the Safe Haven, CDC, and Sudden Cardiac Arrest (SCA) courses prior to the start of the season
2. In the event there are open playoff spots because there are too few qualified teams, there will be byes for some teams. There will be no teams added to the tournament who do not meet the minimum requirements listed in Section IV.1. bullet point.
3. The Regional Playoffs will be single elimination for 10U, 12U, and 14U.
4. In divisions where two teams qualified for the Playoffs, there will be a championship final only.
5. In divisions where four teams qualified for the Playoffs, there will be semi-finals, plus a consolation and championship final.
6. In divisions where six or eight teams qualified for the Playoffs, there will be quarter-finals, semi-finals, plus a consolation and championship final.



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- a. The winners of the Round 1 quarter-finals will advance to play in semi-finals, plus a consolation and championship final.
7. In divisions where twelve teams qualified for the Playoffs, there will be 2 rounds of quarter-finals, semi-finals plus a consolation and championship final.
 - a. The winners of the Round 1 quarter-finals will advance to play the bye teams in a Round 2 quarter-finals. The winners of the Round 2 quarter-finals will then advance to play in semi-finals plus a consolation and championship final.
8. In divisions where sixteen teams qualified for the Playoffs, there will be 2 rounds of quarterfinals.
 - a. The winners of the Round 1 quarter-finals will advance to play each other in a Round 2 quarter-finals. The winners of the Round 2 quarter-finals will then advance to play in semi-finals plus a consolation and championship final.
9. Quarter-finals will be played on Saturday, November 16. Semi-finals plus consolation and championship finals will be played on Sunday, November 17.
10. Wildcard teams will not be matched with the Group Winner from their group during the initial match (to the greatest extent possible).
11. All matches in the Regional Playoffs will be regulation-length matches. All matches must have a winner and cannot end in a tie.
12. Tournament Match Tie-Breakers:
 - a. In the case of a tie, there must be two complete overtime periods of play, each will be
 - i. For 10U: 5 minutes in length
 - ii. For 12U: 5 minutes in length
 - iii. For 14U: 5 minutes in length
 - b. There will be no half-time interval in overtime play.
 - c. After completion of the first overtime period of play, the teams immediately switch sides and commence the second overtime period.
 - d. Substitutions are allowed only at the end of regulation and the end of the first overtime period. The only exception is a substitution due to an injury. If a substitution is made for an injury, the injured player may not return to the match except at the designated substitution points.
 - e. If at the end of both overtime periods, the match is still tied, then Kicks from the Penalty Mark will be done immediately. (The kicks from the penalty mark may be moved to an isolated Goal away from the field of play in the interest of keeping the overall tournament schedule intact).
 - f. Kicks from the Penalty Mark will proceed as described in the Laws of the Match, including, but not limited to:
 - i. The referee chooses which goal to take the kicks (see note 9e above for exceptions)
 - ii. The referee will toss a coin and the winner of the coin toss will decide whether to



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- take the first kick or the second kick
 - iii. The kicks are taken alternately by each team
 - iv. Subject to mathematically being unable to tie, both teams will take five kicks
 - v. If after taking five kicks both teams have scored the same number of goals, or have not scored goals, kicks continue to be taken in the same sequential order until one team has scored a goal more than the other from the same number of kicks
 - vi. Each kick is taken by a different player and all eligible players, including the goalkeeper, shall take a kick before any player may take a second kick
 - vii. Only the players who are on the field of play at the end of the second overtime period of play shall participate in the Kicks from the Penalty Mark
 - viii. Before the taking of the Kicks, the referee must ensure there are equal number of eligible kickers from each team
13. The champions of the Regional Playoffs may advance to the Area Tournament. Depending on the number of teams that the Area Tournament needs, the runners-up in some divisions may also be invited.
14. The Tournament Director and Regional Commissioner will make final decisions on issues not addressed in these rules.

V. AWARDS

Awards in the form of trophies or medals (as determined by the Regional Board) will be awarded to all participants for teams that finish in places first through fourth (assuming a minimum of 4 teams are in the tournament).