



The 9th Annual AYSO Region 85 Lake Forest Cup 2026 Tournament Rules



CATEGORY	RULE
1) JURISDICTION	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 11 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. Referee judgment calls are NOT subject to dispute or protest!</p>
2) FEES	<p>A. Entry fee and referee deposit fees must accompany tournament application and will be returned if application is not accepted. Fee is to be paid online (instructions to be provided).</p> <p>B. Fees are: 10U \$800 (\$500 entry fee plus \$300 referee deposit) 12U \$850 (\$550 entry fee plus \$300 referee deposit) 14U \$900 (\$600 entry fee plus \$300 referee deposit).</p>
3) ACCEPTANCE	<p>A. Applications are due on April 23, 2026.</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 receipt of their applications.</p> <p>C. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list or have their application returned within 48 hours.</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 that has email and Internet access.</p>
4) REFUNDS	<p>A. Full refunds will be provided to teams that withdraw on or before April 23, 2026.</p> <p>B. Teams withdrawing after April 23, 2026 will only receive 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 required. (See item 8 Referees for requirement information).</p>
5) RAINOUT/ CANCELLATION	<p>A. Should the tournament be rained out on the original date, there will be no rain out dates. In this case teams will receive a refund.</p> <p>B. If the tournament is cancelled due to weather (or another cause) 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.</p>
6) PLAYERS / TEAMS	<p>A. Players on participating teams must be properly registered in Sports Connect and have played in the just completed primary program. Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p>B. The team roster must be verified and approved by the team's Regional Commissioner. Roster changes are allowed until the day before the tournament begins. There will be no roster changes allowed on tournament day. All roster changes must be approved by your Regional Commissioner.</p> <p>C. Three Guest Players maximum (players from a different Region) will be allowed for each team. Guest Players are 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 boy's divisions only.</p> <p>E. Division 10U will play 7 v 7, and there will be a roster limit of 10 players per team. Division 12U will play 9 v 9, and there will be a roster limit of 12 players per team. Division 14U will play 11 v 11, and there will be a roster limit of 15 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>

7) COACHES	<p>A. Each team is limited to one Head Coach and one Assistant Coach only (two coaches maximum). These coaches must be the ones listed on the Official Team Roster.</p> <p>B. Each AYSO Coach must have a current season volunteer form on file with the AYSO National Office, provide their AYSO Identification Number and be fully certified per current AYSO requirements.</p> <p>C. Both Head Coach and Assistant Coach must be Certified in the age group that they're coaching: 10U 10U Certification 12U 12U Certification 14U Intermediate Certification</p> <p>D. 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>
8) REFEREES	<p>A. Each team in the tournament will provide a crew of three referees. These referees will be assigned a minimum of three games (nine game slots), based on their qualifications.</p> <p>B. Each AYSO trained referee must have a current season volunteer form on file with the AYSO National Office, provide their AYSO Identification Number and be Safe-Haven certified. In the event that the tournament has discovered a referee that is not a current registered volunteer, the referee will be disqualified and will be reported to his Regional Commissioner.</p> <p>C. Only the diagonal system of control will be used to referee the games.</p> <p>D. AYSO Referee Badge levels required. Referees for 10U games must be Regional or above. Referees for 12U games must be Intermediate or above. Referees for 14U games must be Advanced or above</p> <p>E. Youth referees (acting as the referee) must be at least 2 years older than the age group 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 will 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. 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>I. <u>Players in the tournament will not be allowed to referee.</u></p> <p>J. Coaches, who are referees, will be allowed to represent their team only.</p> <p>K. Referees will be expected to uphold the tournament rules, AYSO guidelines 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>L. Referee Deposits will be refunded within 14 days after the tournament, if referee assignments have been completed. Partial refunds will be given based upon the number of game slots completed.</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 (City of Lake Forest Sports Park regulations). No RV Parking allowed. <u>No pets are allowed at the fields.</u></p>
10) FORMAT	<p>A. This is a pool-play tournament. The format may be modified if the number of teams in a division requires it.</p> <p>B. Each age division will be bracketed into playing pools. Each team will play a minimum of three preliminary play games within their respective pools.</p> <p>C. The first place team in each pool will advance to the championship match.</p> <p>D. The second place team from each pool will advance to the consolation match.</p>
11) CHECK-IN	<p>A. Teams must check in 60 minutes prior to their <u>first</u> game, and must present four Game Cards. The Game Cards must be properly completed with the players listed first name-last name in <u>uniform number order</u>. The players listed on the game cards must match the approved roster submitted with the team's application.</p> <p>B. Each coach or team representative must provide AYSO Player Registration forms 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> <p>D. Late arriving players must be escorted to the check-in station by a team official or parent along with their Player Registration Form and all remaining Game Cards and be cleared by the Tournament Staff before participating in any games.</p> <p>E. Players that have checked in after a game has begun, may not participate in that game.</p>												
12) FIELD MONITORS	<p>A. There will be a tournament Field Monitor assigned to each field, and will report to the Tournament Field Director.</p> <p>B. At the conclusion of the game, the match referees must return the completed game cards to the Field Monitor or to the Referee table.</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 phone. Tournament participants are encouraged to report any concerns immediately to the Field Monitor or Tournament Staff, and also to respectfully follow any instructions given by the Field Monitor or Tournament Staff.</p>												
13) GAMES	<p>A. Pool play games will consist of 25 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 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 and consolation games will consist of 25, 30 or 35 minute halves depending on the age division (see chart below) and must have a winner (see Medal Round rules below).</p> <p>C. Game duration shall be as follows:</p> <table border="1" data-bbox="446 808 1071 913"> <thead> <tr> <th><u>Division</u></th> <th><u>Pool Play</u></th> <th><u>Final and Consolation Matches</u></th> </tr> </thead> <tbody> <tr> <td>10U</td> <td>25 minute half</td> <td>25 minute half</td> </tr> <tr> <td>12U</td> <td>30 minute half</td> <td>30 minute half</td> </tr> <tr> <td>14U</td> <td>30 minute half</td> <td>35 minute half</td> </tr> </tbody> </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 three 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 pennies in the event of a color conflict with the visitor team. If 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. Home teams will choose a side to attack visiting teams will kick off.</p> <p>G. FORFEITS: Teams must check in at the designated Field Monitor 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 (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 14U the minimum number is 7 players. If a team cannot field the minimum number of players, the game will be abandoned, and a forfeit will be declared. In case of a team's expulsion from the tournament, the remaining teams in the same pool will be awarded a score of 1-0.</p> <p>H. SUSPENDED GAMES: The Tournament Committee may determine to end matches early if the 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 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 a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p>	<u>Division</u>	<u>Pool Play</u>	<u>Final and Consolation Matches</u>	10U	25 minute half	25 minute half	12U	30 minute half	30 minute half	14U	30 minute half	35 minute half
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14) SUBSTITUTIONS	<p>A. Substitutions shall be allowed at halftime and approximately mid-way through each half for all divisions 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>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 point LOSS = 0 points GOAL = 1 point per goal up to a maximum of 3 goals per game SHUTOUT = 1 point (for an <u>earned</u> shutout, including a 0-0 tie) FORFEIT = 8 points (scored as a 1-0 win) RED CARD/EJECTION = 2 points deduction <p>B. Winners of ties in standings will be determined as follows:</p> <ul style="list-style-type: none"> Head to Head Competition Fewest Number of Blowout Wins (max goal differential allowed is 5) Fewest Goals Allowed Greatest number of wins Greatest Number of Shutout victories (wins only) Coin toss. <p>C. Standings will be updated periodically on the Tournament Scoreboard and online. The deadline to challenge the posted results will be at the conclusion of Pool Play.</p>
<p>16) ADVANCEMENTS</p>	<p>A. The first place team in each pool will advance to the championship match.</p> <p>B. The second place team in each pool will advance to the consolation match.</p>
<p>17) MEDAL ROUNDS</p>	<p>A. All medal round matches ending in a tie at end of regulation time, shall be decided by FIFA kicks from the mark.</p>
<p>18) AWARDS</p>	<p>A. A tournament pin and t-shirt will be presented to each player and coach.</p> <p>B. Medals will be presented to coaches and players for first place, second place and third-place teams.</p> <p>C. A Team Trophy will be awarded to the coach of the team that wins the championship game in each age division.</p>
<p>19) CONDUCT</p>	<p>A. All 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 be required to complete a game misconduct report for <u>all</u> misconducts during the game, including any incidents of misconduct or interference by spectators.</p> <p>C. Any coach or spectator ejected (red carded) 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 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 may not be substituted for, and is suspended from participation in the next 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 National Office.</p>
<p>20) MEDICAL/FIRST AID</p>	<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. The tournament will provide trained volunteers. Check with the Tournament Headquarters to find out if a paramedic is available on site. Field Monitors will communicate via radio or cell phone to call the first aid staffer to the field where first aid is requested.</p> <p>C. If an injury is serious, the first aid staffer or Safety Director will have a cell 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 and HQ Tent.</p>

21) UNIFORMS/SAFETY	<p>A. All players must wear the approved AYSO uniform only. All players on the same team must wear matching uniforms (goalkeeper excepted – may have a different jersey). The AYSO logo is 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. No player will be allowed to participate in any game 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 the 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>
22) PROTESTS	<p>A. Protests will be considered only for the following reasons:</p> <ul style="list-style-type: none"> • An ineligible player has played. • One or more registered player(s), present and in uniform, has not played the required one half of the game (except for illness or injury as recorded by the game referee). <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. ALL PROTEST DECISIONS ARE FINAL!</p> <p>D. Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute!</p>
23) RULES INTERPRETATION	<p>The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.</p>