

AYSO COSTA MESA REGION 120
COSTA MESA CLASSIC TOURNAMENT 2026

CATEGORY	RULE
A. 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 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 judgement calls are NOT subject to dispute or protest!</p>
B. FEES	<p>A. Entire entry fee and referee deposit must be received before the team is accepted into the tournament. Fee and deposit must be paid by credit card online.</p> <p>B. Fees are: U09/U10 (7v7) \$810 (\$450 Entry + \$360 Referee Deposit) U11/U12 (9v9) \$910 (\$550 Entry + \$360 Referee Deposit) U13/U14 (11v11) \$1010 (\$650 Entry + \$360 Referee Deposit)</p> <p>C. **If a single bracket cannot be filled, we will combine teams to form U10, U12, U14 brackets.</p>
D. ACCEPTANCE	<p>A. Applications are due by January 31st, 2026 (or until division is full)</p> <p>B. Applications will be accepted on a first-come basis based on completed application and payment of all fees. Teams will be notified by email with in 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. If a team chooses not to be on a waiting list the entry fee will be refunded within 72 hours of notification.</p> <p>D. The primary form of the communication between the tournament and applying teams will be email and the tournament website. Teams must designate a Team Manager on their application who has email and internet access.</p>
E. REFUNDS	<p>A. Teams withdrawing by January 31, 2026 will be issued a full refund.</p> <p>B. Teams withdrawing after January 31, 2026 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 refunded no later then 21 days after the end of the tournament. Referee deposits will be based upon the number of game slots completed.</p>
F. RAINOUT/ CACELLATIONS	<p>A. Should the tournament be rained out on the original date, it will be rescheduled to May 16-17, 2026. All teams are expected to return on that date to resume the tournament. Any teams not able to attend will only receive a refund if a replacement team can be found, less the costs of any pre-ordered items. Pre-ordered items will be sent to the team.</p>

	<p>B. If the tournament has begun but is canceled due to weather and cannot be rescheduled, prorated refunds will be issued to the teams based on the number of actual games played.</p> <p>C. If the tournament make up day (May 17-18, 2025) cannot be held due to weather or other conditions beyond the point of control of the tournament hosts, then a full 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>
G. PLAYERS/TEAMS	<p>A. Players on participating teams must be properly registered in AYSO. Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p>B. Team roster must be verified and approved by each players Regional Commissioner. Roster changes may be submitted (with the approval of the Regional Commissioner). However, these changes must be received by the tournament director prior to the tournament. There will be no roster changes allowed on the tournament day.</p> <p>C. 3 Guest Players (players from a different region from the applying teams region) will be allowed for each team. However, the guest player will be required to have the approval of both the guest players regional commissioner and the host team regional commissioner (see Guest Player Form). Coed teams will be accepted. Coed teams will be placed in the boys division.</p> <p>D. U13/U14 Division will play 11v11 and there will be a roster limit of 15 players per team. U11/U12 Division will play 9v9 and there will be a roster limit of 12 players per team. U9/U10 Division will play 7v7 and there will be a roster limit of 10 players per team.</p> <p>E. 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 disqualifications at the discretion of the Tournament Director.</p> <p>F. An individual player may not be on more than one roster or play for more than one team.</p>
H. COACHES	<p>A. Each team must have and are limited to 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 be a currently registered volunteer with all volunteer certifications up-to-date as of tournament play dates, and must have coach certifications for the age level they will be coaching.</p> <p>C. Coaches are expected to set an example at all times by exhibiting proper AYSO behavior and adhering to the Kids Zone pledge. Coaches are expected to remain in the technical area (within ten yards either</p>

	way from the midfield) during games and only enter the field of play if requested by the referee.
I. REFEREES	<p>A. Each team in the tournament will provide referees or forfeit their referee deposit. These referees will be assigned to cover games based on their qualifications.</p> <p>B. All referees must be currently registered AYSO volunteers and must have all certifications up-to-date as of tournament dates.</p> <p>C. Only the diagonal system of control will be used to referee the games.</p> <p>D. Referees for U13/U14 Games should be Advanced Level or above. Referees for U11/U12 Games should be Intermediate Level or above. Referees for U9/U10 Games should be Regional Level 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 AYSO 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.)</p> <p>H. Referees are expected to check-in at the referee station 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 alternate assignment.</p> <p>I. 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 teams referee deposit refund in jeopardy.</p>
J. 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. There are no pets of any kind allowed at this tournament.</p>
K. FORMAT	<p>A. This is a pool tournament.</p> <p>B. Each division will be tracked into playing pools. Each team will play a minimum of 3 games. Where there are sufficient teams, divisions will also be separated into multiple competition flights.</p> <p>C. Teams will advance from qualifying pools passed on pool play standings points. The number of teams advancing per pool will be determined by the number of pools in the division.</p>
L. CHECKIN	<p>A. Teams must check-in one hour prior to their first games and must present 4 Game Cards. One for each game the team will play in the tournament (including medal-round games). The games cards must be properly completed with the players listed by first name-last name in jersey order. The players listed on the game cards must match the</p>

	<p>approved roster submitted with the teams application. All players listed on the roster must appear on each game card, ever if there is an expectation that one (or more) might miss a scheduled game.</p> <p>B. Each coach or team representative must provide official AYSO Player Registration forms with original ink signatures or e-signed signature for verification by tournament officials.</p> <p>C. Each 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 Tournament Staff before participating in any games.</p>												
M. FIELD MONITOR	<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 referee 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 by radio. Tournament participants are encouraged to report and concerns immediately to the field monitor, and also to respectfully follow any instructions given by the field monitor.</p>												
N. GAMES	<p>A. All pool play games will consist of 25 minute halves with a 5 minute half time. There will be a running clock during the match including substitutions. There will be no time added for injuries or time wasted in qualifying rounds. Games will be expected to end on time, and may be shortened if they start late. Pool play games may end in a tie.</p> <p>B. Championship games will be shown below. Championship games will be played until there is a winner (see medal round rules below_.</p> <p>C. Games duration shall be as follows:</p> <table><tr><td>Division</td><td>Pool play/Semi</td><td>Final Rounds</td></tr><tr><td>U9/U10</td><td>20 minute half</td><td>25 minute half</td></tr><tr><td>U11/U12</td><td>25 minute half</td><td>30 minute half</td></tr><tr><td>U13/U14</td><td>30 minute half</td><td>35 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 game balls. The home team will be situated on the NORTH or EAST side of the field, and the visitors 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 wear pennies (provided by the tournament) 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 coin toss prior to the game. The home team will defend the north or east goal and kick off to start the game.</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>	Division	Pool play/Semi	Final Rounds	U9/U10	20 minute half	25 minute half	U11/U12	25 minute half	30 minute half	U13/U14	30 minute half	35 minute half
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	<p>G. FORFEITS: Teams must be ready to take the field at 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 STANDINGS for the points to be awarded). Any team forfeiting any game will forfeit all games. For U9/U10 division teams, there is a minimum of 5 players on the field to continue a game. For U11/U12 division there is a minimum of 6 players on the field to continue a game. For U13/U14 division there is a minimum of 7 players on the field 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 schedules 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 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 late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p>
O. SUBSTITUTIONS	A. Substitutions shall be allowed approximately mid way through each half for ALL divisions and will be recorded on the game card by the referee.
P. STANDINGS	<p>A. Standings for pool paly games will be determined on the standard scoring system as follows:</p> <p>Win =6 Points</p> <p>Tie =3 Points</p> <p>Loss =0 Points</p> <p>Goal =1 Point per goal up to max of 3 per game</p> <p>Shutout =1 Point for a shutout, including 0-0 tie</p> <p>Forfeit =8 Points (scored as 1-0 win)</p> <p>Send off =2 Point deduction for team (includes 2 points for each player, spectator, or coach)</p> <p>B. Winner of ties in standings will be determines as follows:</p> <p>-Head to Head competition</p> <p>-Total Goals Allowed (Max 3 per game)</p> <p>-Most Goals Scored (Max 3 per Game)</p> <p>-Most Shut out Wins</p>

	<p>-Least number of sportsmanship point deductions</p> <p>-Penalty Kicks (this will take place 1 hour before the Championship game)</p> <p>C. Wildcard teams will be the team(s) with the highest standing points from all teams in the division who are not automatically advancing.</p> <p>D. Standings will be updated hourly on the tournament online schedule. The deadline to challenge the posted results will be at the conclusion of pool play. The Tournament Staff will have and maintain the official points and standings.</p>
Q. ADVANCMENTS	<p>A. Pool winners (and in some cases wildcard teams) will advance to medal round play.</p> <p>B. Teams will play championship final and/or semi-final matches depending on the number of teams in each pool and the format of the play for that flight.</p>
R. MEDAL-ROUNDS	<p>A. All medal round matches ending in a tie shall be decided by FIFA Kicks from the Penalty Mark. No extra time.</p>
S. AWARDS	<p>A. Trophies will be presented to the players on the 1st place teams in each flight. 2nd place medals will be provided.</p>
T. CONDUCT	<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. 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 (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.</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,</p>

	<p>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 Commissioners as well as Area, Section and National Office Parties or appropriate Organizational Official.</p>
U. MEDICAL/FIRST AID	<p>A. There will be First Aid station at the main tent where participants may receive ice, etc for minor injuries.</p> <p>B. There will be a roving first aid response staff member to respond to injuries on the field. Field monitors will communicate via radio 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 staff or Safety Director will call 911 for emergency response.</p> <p>D. Directions to the nearest hospital/urgent care center will be available to the First Aid Station.</p>
V. UNIFORMS/SAFETY	<p>A. All players must wear the approved uniform only according to the National Rules and 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 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 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 judgement of the referee, so as to eliminate the possibility of its causing injury to the other players on the field.</p>
W. PROTESTS	<p>A. Protests will be considered only for the following reasons:</p> <ol style="list-style-type: none"> 1. An ineligible player has played. 2. 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) <p>B. All protests must be presented in writing to the tournament director within ½ hour of the completion of the game.</p> <p>C. All protests will be heard by Protest Committee of at least three persons selected by the Tournament Director. In all cases, the</p>

	<p>members of the protest committee will be unrelated to either team involved in the protest. ALL PROTEST DECISIONS ARE FINAL!</p> <p>D. Referee judgement calls are FINAL and are not grounds for nor subject to protest or dispute!</p>
X. RULES INTERPRETATIONS	The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.