



AYSO Area 2C Area Cup
2025 – 10U-14U Tournament Rules
Last updated: 9/22/2025



CATEGORY

RULES

1) JURISDICTION

- A.** Unless otherwise noted, the tournament will be administered by the AYSO Area 2C Tournament Staff in accordance with current IFAB Laws of the Game—AYSO Edition (LOTG) and AYSO National Rules and Regulations (NRR).
 - B.** The following rules are intended specifically for this tournament ONLY.
 - C.** The Tournament Committee (including Tournament Director, Assistant Director(s), Area Director, Field Director, Referee Director, and other designated staff) will have jurisdiction over all games played. Disputes will be resolved by the end of each soccer day.
 - D.** Referee judgment calls are NOT subject to dispute or protest.
- LOTG, Law 5: The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

2) ACCEPTANCE

- A.** Each Region in Area 2C will designate teams in each division of the tournament commensurate to the number of teams participating in the Fall Core program. The criteria for designating a team will be determined by the Regional Commissioner.
- B.** Number of teams from each Region will be determined at the October Area Board meeting. Each Region must specify by Friday, October 25, 2024, whether it will accept or not accept a spot in the tournament for each division.
- C.** If there are any remaining spots available in any division, the Area Director or tournament designee will perform a lottery to fill any open positions from among the Regions.
- D.** The primary form of communication between the tournament and teams will be email and the Tournament website. Teams must designate a team contact who has email and internet access.

**3) RAINOUT /
CANCELLATION**

- A.** If rained out Saturday before the start of games, the tournament will be canceled and Area Director or designee will determine teams to move onto the Section 2 Tournament.
- B.** When, in the opinion of the Tournament Committee and referees, fields remain playable and are not closed by the City of Concord, games will be played, even in wet weather.
- C.** When weather or other conditions force the cancellation of games, the Tournament Committee will decide if a flight has been completed sufficiently to award medals. In which case, standings will be based on games played until the cancellation occurs. Standings will be determined based on an equal number of games played by all teams in a flight.

D. For coaches or team representative use only, please do not give out to players or parents – City of Concord Rain Out Hotline: (925) 671-3474.

4) PLAYERS / TEAMS

A. Only properly registered Fall 2024 AYSO Area 2C core (house) teams may participate.

B. Player additions, deletions, or combining teams is not allowed. Use of ineligible players will result in forfeiture of all games played.

C. Regional Commissioners are responsible to ensure that all players meet eligibility requirements and team rosters must be verified and approved by the Area Director.

D. A roster signed by the Regional Commissioner must accompany the team to the tournament and be presented at the tournament booth prior to the team's first game on Saturday.

E. All rosters must list players in numerical order by jersey number, lowest to highest.

F. See rule 11 for Medical Release guidelines.

G. Division Play and Roster Size

- Division 14U will play 11 versus 11. Maximum Roster Size 15
- Division 12U will play 9 versus 9. Maximum Roster Size 12
- Division 10U will play 7 versus 7. Maximum Roster Size 10

H. All players must play at least three quarters (3/4) of each game before any player plays four quarters per NRR I.C. and Area P&P.

I. Violation of the three quarters (3/4) game participation requirement or these player rules will result in forfeiture of game and possible disqualification from tournament at the discretion of the Area Director or designee.

J. Keeper Play per player:

- Division 10U – half game only
- Division 12U – 3/4 in goal, but must play 1/4 on field, only if playing with less than 12 players Division 14U – full game allowed.

5) COACHES

A. All coaches and assistant coaches—hereafter referred to as “coach” or “coaches”—must be listed on the Official Team Roster. Coaches that do not appear on the Official Team Roster will not be permitted on the team touchline during the games. Only **two** coaches are permitted on the team's touchline. Roster changes are not permitted after September 15, 2025

B. Each coach has to complete the following:

1. AYSO Registered Volunteer for 2024
2. AYSO Safe Haven
3. Sudden Cardiac Arrest (SCA)
4. CDC Concussion Training
5. Safe Sport
6. At least one coach **MUST** be age-appropriate certified as a coach in the division

they are representing.

7. Finger Printed

C. To be able to participate in the Section 2 Tournament, Coaches are to be age appropriate certified BEFORE attending.

D. Coaches are expected to set the example for their teams in exhibiting proper AYSO behavior and Kid Zone behavior.

E. Coaches shall implement CDC concussion training procedures in case of suspected concussions or head injuries.

F. Coaches are expected to remain in the coaches' technical area during games and only enter the field of play as requested by the referee.

G. Teams will be located on opposite sides of the field. All spectators must remain behind the spectator -control line and between the penalty areas. Two coaches maximum per team and they must remain in the marked coaches' technical area (within the radius of the field's center circle).

H. See Rule 9 for check-in times for Saturday and Sunday.

I. Coaches must have their teams assembled and prepared for the Referee's pre-game check-in 15 minutes prior to each scheduled match.

6) REFEREES

A. Referees will be recruited and scheduled by the tournament staff via use of a Google sign-up sheet. Teams are responsible for providing Referees to games not affiliated to their child.

B. Referee teams will consist of three Referees whenever possible.

C. If only one Referee is present, a club linesperson may be used if on the opposite site of their home team.

D. If no neutral referee shows up, then a uniformed referee affiliated with one of the teams may step in, however, both coaches must agree on the referee. Once agreed the game results stand. If one coach does not agree – the result reverts to the 'no ref' situation.

E. NO GAME may be played if a Certified Referee is not in the center. This will result in the double forfeit (0 points for each team); see Rule 13, a.

F. All officials must be certified as AYSO Referees, must be a currently registered 2024-25 AYSO volunteer, and have completed AYSO Safe Haven, SCA, and CDC concussion training.

G. Referees must be certified at the level of AYSO Regional Referee or above. Referees will be assigned by tournament staff based on a combination of experience and certification.

- Referees for 14U games are recommended to be certified at the Advanced level or above.
- Referees for 12U games are recommended to be certified at the Intermediate

level or above.

- Asst. Referees are recommended to have the same level of certification as the referee; however, it is not a requirement.

H. Youth Referees are recommended to be at least two years older than the age group they are refereeing.

I. All Referees must be in full uniform as defined by AYSO and USSF, including referee badge. Referees not in uniform will not be permitted to referee games. Referees are expected to wear their highest grade AYSO badge and only an AYSO badge at all games.

J. Referees will manage player send offs by informing the Field Marshal to inform next game official of player sendoff status.

K. Referees must notify a Field Marshal if a player is suspected of having a concussion or head injury and must write “suspected concussion or head injury” on the game report. A player who is suspected by a parent, guardian, coach, referee, tournament official, or other AYSO volunteer of sustaining a concussion or other head injury shall be immediately removed from the game and shall not be permitted to play the remainder of the day. In order to return to play on a subsequent day, the player must be evaluated and cleared for return to play and full participation by an appropriately licensed medical professional who has received training in the evaluation and management of concussions. Such a clearance for return to play must be indicated by the medical professional’s signature on the [AYSO Concussion Release Form](#); in addition, a parent or guardian must sign the AYSO Participation Release Form.

L. Coaches and players in the tournament will not be allowed to referee.

M. Referees will uphold tournament rules, AYSO NRR, and IFAB Laws of the Game—AYSO Edition. At the discretion of the tournament staff, a Referee may be dismissed from the tournament for failing to uphold these requirements.

7) FIELDS

A. All fields will be set up and taken down by teams scheduled to play the first or last game of the day.

B. Trash cans will be provided at each field. Teams will be expected to clean up all trash in their area before leaving.

C. NO DOGS ALLOWED on fields except for service dogs.

- It is recommended that the dog rule only be enforced if the animal is causing a problem.

D. Field Contact Information:

- Concord – Jackie Peters – 925-262-7963
- MDSA – Dave Stelter – 925-864-9449
- PHMSA – Amanda McKeon – 925-286-7429
- Tournament Organizer (Emergency Contact Only) – Cathy Corum – 925-595-0970

8) FORMAT

- A.** This is a pool-play tournament involving eight teams per 10U & 12U divisions; six teams per 14U.
- B.** 10U and 12U age divisions will be bracketed into two playing pools of four teams each. Each team will play a minimum of three preliminary play games within their respective pools.
- C.** The top team in each 10U and 12U pool will advance to a championship game based on pool play standings points.
- D.** The second-place team in each 10U and 12U pool will advance to a third-place game based on pool play standings and points.
- E.** The 14U division playing format will be set in which each team is guaranteed a minimum of two games on Saturday and the possibility of a third game on Sunday.
- F.** Teams will be expected to complete pool play. No forfeits allowed.

9) CHECK-IN

- A.** Teams, including coaches and players, must check in on SATURDAY 60 minutes prior to their first scheduled game. Teams, including coaches and players, must check in on SUNDAY 60 minutes prior to their first scheduled game. For subsequent games each day, coaches and players must check in 40 minutes prior to each game.
- B.** Team check-in will be done at the first game of the day's field.
- C.** Coaches must present Affinity Platform Player Registration form, Official (Affinity Platform) Roster, including player jersey numbers, in jersey order lowest to highest.
- C.** Coaches must always carry and be able to provide AYSO Player Registration forms for verification by tournament officials during games.
- D.** Coaches must provide four completed Game Cards with players in numerical order.
- E.** Late arriving players must be escorted to the check-in station by a team official. The player's Player Registration Form must be presented. Such players must be cleared by the Tournament Staff before participating in any games.

10) FIELD MARSHALS

- A.** There will be Tournament Field Marshals assigned to each field and they will check in teams prior to each game and present the verified game cards to the match Referees.
- B.** Field Marshals will be responsible to respond to any incidents and will be in contact with the rest of the tournament staff by cell phone. Tournament participants shall report any concerns immediately to the Field Marshal or Referees and respectfully follow any instructions given by the Field Marshal or Referees.

11) GAMES

- A.** Game durations are listed below. In addition, all games have a 5-minute half-time.
 - **Division Pool Play, Championship and third place**
 - 10U: 20-minute half 25-minute half
 - 12U: 20-minute half 30-minute half
 - 14U: 25-minute half 35-minute half

B. In each game, the home team will be the first team or top team listed on the game schedule and will be responsible for providing at least three game balls. The home team will change jerseys or don pinnies in the event of a color conflict with the visitor team. The Referee will determine whether this is necessary.

C. All games must be played at the scheduled time and are expected to end on time. Games may be shortened if they start late.

D. Referees shall not add time in any game. Time will not be added for substitutions or any other reasons.

E. Tie-breaking procedures:

- Pool play games tied at the end of regulation play will end in a tie.
- All quarter-final (if applicable), semi-final, championship, and third-place matches tied at the end of regulation play will advance straight to kicks from the penalty mark. Only players who are on the field at the end of regulation play are eligible to take kicks from the penalty mark.

F. FORFEITS: 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 forfeited match will be 1-0 for the remaining team (See STANDINGS for the points to be awarded). Below is the minimum number of players to start or continue a match:

- 10U division: 5 players
- 12U division: 6 players
- 14U division: 7 players
- If a team cannot field the minimum number of players, the game will be abandoned and a forfeit will be declared.

G. SUSPENDED GAMES: 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; the Committee may distribute awards according to games played and points. The Committee will determine the outcome of any single game which is abandoned (due to inclement weather, participant injury, or interference by an outside party, etc.).

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 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 a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.

I. THUNDER & LIGHTNING: When thunder is heard, it is within striking distance; seek shelter immediately in an enclosed vehicle or building, and do not leave shelter just because the rain has ended. Standing under a tree is **NOT** considered a safe place to seek shelter. Games will restart after no thunder has been heard for 30 minutes.

J. Good sportsmanship requires a limit of a six-goal differential.

**12)
SUBSTITUTIONS**

A. Substitutions for 12U and younger shall be allowed approximately mid-way through each half or for injury and will be recorded on the game cards by the Referee.

B. For 14U and above the substitution opportunities are at any stoppage of play at the referee's discretion. With unlimited opportunities, referees may defer substitution when play is restarting quickly. Coaches are still expected to manage playing time to $\frac{3}{4}$ of a game for players.

C. As per NRR I.C.: 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).

D. Substitution stoppages are intended only to be a time for the quick substitution of a few players and are not intended as mini-halftime periods or opportunities for coaching or any other purpose. The only players entitled to leave the field are those being substituted for and the only individuals entitled to enter the field are the new players. This process should be completed in less than one minute, as the game clock is running.

**13) STANDINGS /
GAME RESULTS**

A. Standings for pool play games will be determined on the "ten-point system" as follows:

- WIN = 6 points
- TIE = 3 points
- LOSS = 0 points
- GOAL = 1 point per goal scored up to a maximum of 3 per game, win or lose ●
- SHUTOUT= 1 point for an earned shutout, including a 0-0 tie
- DOUBLE FORFEIT = 0 points for each team in case no referee shows for the game.
- ● Deduction = -1 point for each goal in any game exceeding a six-goal differential
- ● Sportsmanship: SEND OFF (red card) = 1-point deduction for each player, substitute, or coach sent off.
- Irresponsible behavior by coaches or spectators WILL result in a minimum 3-point deduction. (This can be increased above a 3-point deduction.)

B. Forfeits will be scored 7 points – a 1-0 win with no shutout points as it is not an "earned" shutout.

C. Winners of ties in standings will be determined as follows:

- Head-to-head competition
- Goal differential: goals scored to three per game less total goals allowed; highest differential advances
- Fewest goals allowed
- Least number of sportsmanship point deductions
- Coin toss – Area Director or Field Marshal at field of play

D. Winning Coach will collect game cards following each match and turn them into the Field Marshal

E. Winning Coach or Field Marshal shall enter the scores into Google form using the link on Area 2C website, at the bottom of the Area 2C Tournament tab.

**14)
ADVANCEMENTS**

A. The first- and second-place teams in each pool will advance to the medal round. The first-place team of each pool will advance to the Championship Game and the second-place team will advance to the third-place game. The winner of Pool A will be the Home team and the winner of Pool B will be the Away team. If it is a cross-bracket division, then the top two teams will advance to the Championship Game and if there are at least four teams, the third and fourth place teams will advance to the third-place game.

15) AWARDS

- A. Medals will be presented to the First, Second, Third and Fourth place teams in each age division.
- B. Medals will only be handed out by Area Director, Center Referee or representative assigned to the respective fields.
- C. Referees will have two Sportsmanship pins for each game that can be presented to one player from each team that demonstrates exemplary sportsmanship.
- D. Winners may be invited by the Section 2 Director to participate in the Section 2 Tournament, held December 14 & 15, 2024, in Foster City, CA. Winning teams are representing Area 2, therefore good sportsmanship during Area Cup Tournament play is also a qualifier. Poor sportsmanship by coaches, parents or players may disqualify a team from advancing to the Section 2 Tournament.

16) CONDUCT

- 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. Teams will be located on opposite sides of the field. All spectators must remain behind the spectator - control line and between the penalty areas. Two coaches maximum per team and they must remain in the marked coaches' technical area (within the radius of the field's center circle).
- B. At the conclusion of each match, the Referees will briefly document on the reverse of the game cards any misconduct or other irresponsible behavior by players, coaches, and spectators. In addition, Referees will be required to complete a formal game misconduct report with full details of any misconduct or other irresponsible behavior by players, coaches, and spectators. This formal report must be completed and submitted to the field marshals immediately following the game.
- C. Any coach who is sent off (red card) or spectator ejected must immediately leave the vicinity of the playing field (must be out of sight and sound) and will be prohibited, at a minimum, from attending the next scheduled game. Any player or substitute sent off (red carded) must immediately leave the vicinity of the game (under supervision of their parent or Safe Haven-certified adult that is currently a 2024 registered volunteer) and may not return to the field of play during the current game, including for the post-game handshake, and is suspended, at a minimum, from participation in the next game. There will be sportsmanship point deductions for all send-offs (see Rule 13 for Standings rules).

D. Any violent conduct send-off (red card) of a player or violent conduct involving a coach or spectator will result in that person(s) being barred from the remainder of the tournament.

E. Persons who verbally or physically abuse a referee will be barred from the remainder of the tournament. AYSO staff will conduct a full review to determine if additional actions will be taken.

F. If it is determined that an ineligible player has participated in a game, the team will forfeit all games in which that player participated. Furthermore, if it is determined that the coach knowingly played an ineligible player, that coach will be barred from further participation in the tournament and the following year.

G. It is mandatory to play a scheduled game. If it is determined that a coach willfully fails to have his or her 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.

H. All conduct problems will be reported to the respective Regional Commissioner.

I. All serious incidents will be reported to the respective Regional Commissioner as well as Area, Section, and AYSO Office parties.

17) UNIFORMS/ SAFETY

A. All players must wear the approved AYSO uniform only and all players on the same team must wear matching uniforms (except that the goalkeeper must wear colors that are distinguishable from the other players of both teams). NO NAMES ON JERSEYS.

B. Each player's uniform must be marked with a permanently affixed unique number that matches the uniform number on the Game Card and a player may not exchange numbered jerseys with any other player during the game including the goalkeeper.

C. Garments may be worn under the uniform (e.g., long sleeves) during inclement weather, however the match referee will be the judge of what should be allowed or not.

D. Jewelry, hard casts of any kind, or hard metal or plastic clips on clothing or hair will not be allowed.

E. AYSO will allow 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, to eliminate the possibility of its causing injury to the other players on the field.

18) PROTESTS

A. Protests will be considered only for the following reasons:

- An ineligible player has played.
- One or more registered players, present and in uniform, has not played the required three quarters of the game (except for illness or injury as recorded by the game Referee).

B. All protests must be presented in writing only by the opposing coach to the Area Director within half an hour of the completion of the game.

C. All protests will be heard by a Protest Committee of at least three persons selected by the Area 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.

D. Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute.

**19) RULES
INTERPRETATION**

A. The Area Director retains the right to interpret and apply the tournament rules to the optimal benefit of all tournament participants.