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## Pass Area AYSO 5<sup>th</sup> Annual Cherry Cup Invitational 2019 Tournament Rules

CATEGORY	RULE
<b>1) JURISDICTION</b>	<p>A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 1, Area N, Region 641 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.  <b>Referee judgment calls are NOT subject to dispute or protest!</b></p>
<b>2) FEES</b>	<p>A. Entire entry fee and referee deposit must accompany tournament application and will be returned if application is not accepted. <b>Fee and deposit must be a single check issued from the Region's account. No personal checks, money orders, credit cards, etc., will be accepted.</b></p> <p>Fees are: 10U \$700 (\$450 entry fee plus \$250 referee deposit), 12U \$725 (\$475 entry fee plus \$250 referee deposit), 14U \$750 (\$500 entry fee plus \$250 referee deposit), 16U \$775 (\$525 entry fee plus \$250 referee deposit.)</p>
<b>3) ACCEPTANCE</b>	<p>A. Applications and payments are due by March 29, 2019</p> <p><b>B. Online team registration at <a href="http://cherrycup.org">cherrycup.org</a> is required in order for applications to be considered and processed.</b></p> <p>C. 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>D. 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 application and entry fee will be returned within 48 hours of notification.</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>
<b>4) REFUNDS</b>	<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.</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 that were assigned.</p>
<b>5) RAINOUT/ CANCELLATION</b>	<p>A. Should the tournament be rained out on the original date, it will be rescheduled to the weekend of April 26 &amp; 27, 2019. All teams will be expected to return on that date to resume the tournament. Any team not able to return will only receive a refund if a replacement team can be found, less the cost of any pre-ordered items (items for sale by the tournament which are not included with the registration fee). Any pre-ordered items will be sent to the team.</p> <p>B. If the tournament is cancelled due to weather 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, less the cost of any pre-ordered items (items for sale by the tournament which are not included with the registration fee). Any pre-ordered items will be sent to the team.</p>

<p><b>6) PLAYERS/TEAMS</b></p>	<p>A. Players on participating teams must be properly registered to play in AYSO, and have played in the Fall 2018 season in a minimum of one-half of the games for which they were eligible, or with prior approval of the area director. Coaches are responsible to ensure that all players meet eligibility requirements.</p> <p>B. The team roster must be verified and approved by each player's Regional Commissioner. Roster changes may be submitted (with the written approval of the Regional Commissioner); however, the Tournament Registrar prior to the tournament must receive these changes. There will be no roster changes allowed 24 hours prior to tournament day.</p> <p>C. Up to 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 be accepted; however, they must play in the boys' divisions only.</p> <p>E. Division 16U will play 11-vs-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. <b>All players must play at least half of each game.</b> 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>
<p><b>7) COACHES</b></p>	<p>A. Each team is limited to two coaches but must have two: 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 provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven &amp; CDC certified, and AYSO trained at the age-appropriate level. Proof of coach certification and training will be verified for the coach and assistant coach by attaching their training records from AYSOU.org to the roster.</p> <p>C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior, Kids Zone behavior and <b>ZERO tolerance towards referee &amp; volunteer abuse</b>. 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><b>8) REFEREES</b></p>	<p>A. Each 10U to 14U team in the tournament will provide a crew of 3 referees. These referees will be assigned up to 3 games, based on their qualifications. Each 16U team in the tournament will provide a crew of 3 referees. These referees will be assigned up to 4 games, based on their qualifications.</p> <p>B. All referees must be an AYSO registered and trained volunteer, be Safe-Haven and CDC Certified.</p> <p>C. Only the diagonal system of control will be used to referee the games.</p> <p>D. Referees for 16U games must be National or Advanced level. Referees for 14U games must be Intermediate level or above. Referees for 12U games must be Regional level or above. Referees for 10U games must be Regional level or above.</p> <p>E. Youth referees (center referees) 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 45 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. Coaches and players in the tournament will not be allowed to referee in the division they are playing.</p> <p>J. 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 a team's referee deposit refund in jeopardy.</p>
<p><b>9) FIELDS</b></p>	<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><b>10) FORMAT</b></p>	<p>A. This is a pool-play tournament for 10U, 12U and 14U.</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. Where there are sufficient teams, divisions will also be separated into multiple competition flights.</p> <p>C. Each team in 10U to 14U will be guaranteed 3 games in pool play. The top teams will advance to the medal-round on Sunday afternoon. <b>There will be no consolation games</b> (3<sup>rd</sup> &amp; 4<sup>th</sup> placements.) All games will be as described in section 13. Games, below.</p>

	<p>D. 16U, will play 5 teams under a round robin format (4 games.)</p>																									
<p><b>11) CHECK-IN</b></p>	<p>A. Teams 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 by first name-last name <b>in jersey number order</b>. The players listed on the game cards must match the approved roster submitted with the team's application. All players listed on the roster must appear on each game card; even if there is an expectation that one (or more) might miss a scheduled game.</p> <p>B. Each coach or team representative must provide AYSO Player Registration Forms with original ink signatures 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 along with their Player Registration Form and be cleared by the Tournament Staff before participating in any games.</p>																									
<p><b>12) FIELD MONITORS</b></p>	<p>A. There will be a tournament Field Monitor assigned to each field, and will report to the Tournament Field Director. Field Monitors will check in teams prior to each game, and present the verified game cards to the match referees.</p> <p>B. At the conclusion of the game, the match referees 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. 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><b>13) GAMES</b></p>	<p>A. Pool play games will consist of 20 to 40 minute halves depending on the age division (see chart below) with a five-minute half time. <b>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 expect to end on time, and may be shortened if they started late. Pool play games may end in a tie.</b></p> <p>B. Championship games will be full length for that division (see chart below). Championship games will be played until there is a winner (see Medal-Round rules below).</p> <p>C. Game duration shall be as follows:</p> <table border="0" data-bbox="444 911 1292 1035"> <thead> <tr> <th style="text-align: left;">Division</th> <th colspan="2" style="text-align: center;">Pool Play</th> <th colspan="2" style="text-align: center;">Medal-Round</th> </tr> </thead> <tbody> <tr> <td><b>10U:</b></td> <td>20 minute half</td> <td>40 minute full</td> <td>25 minute half</td> <td>50 minute full</td> </tr> <tr> <td><b>12U:</b></td> <td>25 minute half</td> <td>50 minute full</td> <td>30 minute half</td> <td>60 minute full</td> </tr> <tr> <td><b>14U:</b></td> <td>30 minute half</td> <td>60 minute full</td> <td>35 minute half</td> <td>70 minute full</td> </tr> <tr> <td><b>16U:</b></td> <td>30 minute half</td> <td>60 minute full</td> <td colspan="2">No medal rounds (round robin)</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 pinnies 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. <b>FORFEITS:</b> Teams must check in at the designated Field Coordinator Station 30 minutes prior to the start of the game. <b>There will be a five-minute grace period</b> 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). 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. <b>SUSPENDED GAMES:</b> 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; 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. <b>ABANDONED GAMES:</b> 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 that this does not apply to games that were shortened due to a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.</p>	Division	Pool Play		Medal-Round		<b>10U:</b>	20 minute half	40 minute full	25 minute half	50 minute full	<b>12U:</b>	25 minute half	50 minute full	30 minute half	60 minute full	<b>14U:</b>	30 minute half	60 minute full	35 minute half	70 minute full	<b>16U:</b>	30 minute half	60 minute full	No medal rounds (round robin)	
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<p><b>14) SUBSTITUTIONS</b></p>	<p>A. Substitutions shall be allowed approximately mid-way through each half for ALL divisions 10U through 14U, and will be recorded on the game cards by the referee. 16U will be allowed free substitutions.</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>C. Substitutions in overtime periods of medal-round matches will be at the beginning of each period only.</p>																									

	<p>D. Substitutions in 19U &amp; 16U will be monitored substitution according to the AYSO Experimental Program for 16U/19U Play. Playing time for each player will be recorded on a special time monitoring form by the team's coaching staff and must be presented to tournament official(s) upon request. Substitutions will be allowed at a stoppage of play as allowed by the referee.</p>
<p><b>15) STANDINGS</b></p>	<p>A. Standings for pool play games for 10U, 12U and 14U will be determined on the "ten-point system" as follows:</p> <ul style="list-style-type: none"> <li>WIN = 6 points</li> <li>TIE = 3 points</li> <li>LOSS = 0 points</li> <li>GOAL = 1 point per goal (up to a maximum of 3 per game, win or lose)</li> <li>SHUTOUT = 1 point for a shutout</li> <li>FORFEIT = 8 points, scored as a 1-0 win (6 for the win, 1 for one goal, and 1 for a shutout)</li> <li>RED CARD/EJECTION = 1 point deduction (includes 1 point for each player, substitute, spectator, or coach)</li> </ul> <p>B. Winners of ties in standings will be determined as follows:</p> <ul style="list-style-type: none"> <li>• Head to head competition</li> <li>• Most number of wins</li> <li>• Goal differential: Goals scored, less total goals allowed; highest differential advances</li> <li>• Goals allowed</li> <li>• Least number of sportsmanship points deduction</li> <li>• Coin toss at the end of pool play</li> </ul> <p>C. Wildcard teams will be the team(s) with the highest standings points from all teams in the division or flight who are not automatically advancing.</p> <p>D. Standings will be updated hourly at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.</p> <p>E. 16U will play round robin.</p>
<p><b>16) ADVANCEMENTS</b></p>	<p>A. Pool winners (and in some cases wildcard teams) will advance to medal-round play.</p> <p>B. Teams will play championship final matches, depending on the number of teams in each pool and the format of play for that flight. Teams with top two highest points will advance directly to Championship-Round, unless more than two Flights are registered, or at the discretion of the tournament committee.</p>
<p><b>17) MEDAL-ROUNDS</b></p>	<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 FIFA Kicks from the Penalty Mark.</p>
<p><b>18) AWARDS</b></p>	<p>A. Medals will be presented to coaches and players from the first through the fourth-place teams in each division.</p> <p>B. A tournament pin will be presented to each player and coach.</p>
<p><b>19) CONDUCT</b></p>	<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 (penalty areas in small fields). Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from halfway line).</p> <p>B. At the conclusion of each match, the referees will indicate on the reverse of the game cards any point deductions for poor sportsmanship. Point deductions will be used as tie-breakers should that become necessary. 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 (out of sight and sound, and at least 25 yards from any area of the 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 and at least 25 yards from any area of the field (under supervision of his/her 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. In the alternative, the player may stay on the sideline under the supervision of the coach. There will be penalty point deductions for all send-offs (see Standings rules).</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 Tournament Director and/or Regional Commissioner.</p>

	H. All Serious Incidents will be reported to the respective Tournament Director and/or Regional Commissioner as well as Area, Section and AYSO National Office parties.
<b>20) MEDICAL/FIRST AID</b>	<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. Field Monitors will communicate via radio to call the first aid assistance 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 at the First Aid station.</p>
<b>21) UNIFORMS/SAFETY</b>	<p>A. All players must wear the approved AYSO uniform only according to the National Rules &amp; 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 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. Not allowed: jewelry, hard metal or plastic clips on clothing or hair. No player will be allowed to participate 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 soft knee braces by players in AYSO events and programs; providing that the soft 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>
<b>22) PROTESTS</b>	<p>A. Protests will be considered only for the following reasons:</p> <ul style="list-style-type: none"> <li>• An ineligible player has played.</li> <li>• 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).</li> </ul> <p>B. All protests must be presented in writing to the Tournament Directors 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. <b>ALL PROTEST DECISIONS ARE FINAL!</b></p> <p>D. <b>Referee judgment calls are FINAL and are not grounds for nor subject to protest or dispute!</b></p>
<b>23) RULES INTERPRETATION</b>	The Tournament Director and/or committee retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants.