

Commissioners Cup Tournament

2025 Tournament Rules



1. **RULES:** The current AYSO National Rules and Regulations and the 2024/25 IFAB Laws of the Game will be used for this tournament and are subject to the modifications herein for this tournament.
2. **JURISDICTION:** The Tournament Director, Commissioner and Referee Administrator will have jurisdiction over all games played as well as fees. Disputes will be resolved by the end of the soccer day. Referee judgment calls are NOT subject to dispute or protest! The Tournament Director, Commissioner or Referee Administrator may instruct Site Coordinators to end matches early if field schedule is behind due to game delays or interference or if weather conditions provide unsafe playing conditions and may distribute awards according to games played and points.
3. **FEES:** The fee for the Commissioner's Cup is \$150 for all age groups. A full refund will be issued within 96 hours if tournament is canceled and cannot be rescheduled. If a team withdraws no refund is provided unless a replacement team is found, less any cost to register that team. There will be a \$300 referee deposit. **PLEASE SUBMIT A SEPARATE CHECK** for the referee deposit. The referee deposit is refundable within 14 days of the tournament, if referee assignments have been completed. Each team will be assigned a minimum of 3 referee assignments, which may include stand-by assignments. Each team must provide a referee for all assignments, including stand-by assignments to receive a full refund. In addition, every team **MUST** provide an Assistant Referee for **EVERY** game they play. Failure to do so may result in the team forfeiting their referee deposit.

Entire fee **must accompany the tournament application** and will be returned if application is not accepted. Any registered team selected for participation in this tournament that elects not to participate in the tournament – for whatever reason - within 30 days of the tournament will forfeit its registration fee (unless position is refilled). Otherwise, a full refund will be sent.
4. **Acceptance:** Applications are due September 21, 2025. Teams with referees will be given priority for acceptance (see Team Application Form for criteria). Preference will be given to teams with referees that have fulfilled referee obligations during the Fall 2025 season. Teams will be notified by email within 48 hours of the application deadline or receipt of their applications whichever is later. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list.
5. **PLAYERS:** (1) Players on participating teams must have played in AYSO Region 37 during the 2025 Fall season. No loaner players are allowed. Rosters must be verified by the Regional Commissioner. Under 10 teams will play 7 a side, Under 12 will play 9 a side, all other teams will play 11 v 11. (2) All players must play at least 3/4 of each game. Goal Keepers shall play the following maximums – 10U (2 Quarters), 12U (3 Quarters)

14U-16U (4 Quarters). Violation of these player rules opens a team up to protest and renders them subject to forfeiture of game and possible disqualification at the discretion of the Tournament Director, Commissioner and Referee Administrator.

Each coach or team representative must complete a tournament game cards and present AYSO Registration/Medical Release forms at the mandatory team check-in **1 HOUR PRIOR TO FIRST GAME** for verification by tournament officials. At game time, each coach must have these Medical Releases in their possession or they will forfeit.

6. **REFEREE ASSIGNMENTS:** Each team will be assigned a minimum of 3 referee assignments, which may include stand-by assignments. Each team must provide a referee for all assignments, including stand-by assignments to receive a full refund. Every team **MUST** provide an Assistant Referee for **EVERY** game they play. Failure to do so may result in the team forfeiting their referee deposit.
7. **TOURNAMENT FORMAT:** Each age division will be bracketed into playing pools. Each team will play a minimum of three qualifying games within their respective pools (cross pool play may be warranted and is contingent upon the number of teams). There may be multiple flights in a division depending on the number of teams. In the case of a team drop or a shortage of teams in a particular division one or more pools may get a bye resulting in only two qualifying games.

Teams will advance from qualifying pools based on pool play standings points. Number of teams advancing per pool will be determined by number of pools in the age division or flight as follows:

One Pool- the top four (4) teams will advance to the finals.

Two pools - the top two (2) teams in points will advance.

Three pools - the top team from each pool and one wildcard team will advance (see "STANDINGS").

Four pools - the top team from each pool will advance. Any more pools may warrant separate playing brackets or flights.

Awards will be given for the first through fourth place teams in each age division playing bracket.

Some Divisions may not have semi-final games. In that instance the top team from each pool will advance to the finals. Third and fourth place will be decided by qualifying pool play.

GAME TIME IS FORFEIT TIME! ! ! Teams must check in at their field 60 minutes before their first game. There will be no grace period to wait for a team during tournament play - if you are late, you forfeit! The score for a forfeit will be 1-0 and the winning team will be awarded seven points, six for the win and one for the goal earned. A forfeit does not constitute a shutout (see the point system under "STANDINGS").

A "home" and a "visitor" side will be designated at each field. If not, the North or West side shall be designated "home" and the other shall be designated as "visitor". The home team will be the team listed first on the schedule and will be responsible for providing the

game ball. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or wear pennies in the event of a color conflict with the opposing team. The referee will be the final authority on whether this will be necessary.

THERE WILL NOT BE A COIN TOSS BEFORE MATCHES. THE TEAM DESIGNATED “HOME” WILL KICK OFF AND THE TEAM DESIGNATED “VISITOR” WILL SELECT WHICH GOAL THEY WISH TO ATTACK.

8. **GAME FORMAT:** Each qualifying pool game will consist of twenty or twenty-five minute halves (depending on the age division) with a five-minute half time. There will be a running clock during quarter substitutions for all games. There will be no time added on for injuries or time wasted in qualifying rounds. Championship games will be full length for that division as designated by AYSO National Rules (See DURATION OF PLAY).

For the 10U to 14U divisions, substitutions shall be allowed approximately mid way through each half for all divisions. For 16U to 19U divisions, substitutions are allowed during a normal stoppage of play (free-subs). All substitutions must be approved and recognized by the referee. Substitutions may be made for injured players. Cautioned players removed from the field at coach's discretion may not be substituted and may not return until the next quarter (exception: an injured player not replaced may return to play with referee's permission). Players sent out to fix equipment violations may not be replaced until the quarter and may only return with the referee's inspection and permission.

Semi-final games and consolation games ending in a tie shall be decided by FIFA kicks from the penalty mark (shoot-out). If still tied after the first five kicks, it will be decided on a one to one kick basis. There will be NO overtime for non-championship matches.

Championship games ending in a tie will have two FULL mandatory overtime periods of five minutes in length with teams changing field direction after the first five-minute period. If tied after overtime play, the game shall be decided by FIFA Kicks from the Mark. If still tied after the first five kicks, it will be decided on a one to one kick basis.

9. **DURATION OF PLAY:** Game duration shall be as follows:

Div.	Pool Play/3rd place	Semi-final	Championship
14U	25 min. half	25 min. half	35 min. half
12U	25 min. half	25 min. half	30 min. half
10U	20 min. half	20 min. half	25 min. half

10. **STANDINGS:** Standings for qualifying round games and 3rd and 4th place winners will be determined as follows:

WIN = 6 points

TIE = 3 points

LOSS = 0 points

GOAL = 1 point (one point per goal scored, up to three per game win or lose)

SHUTOUT = 1 point (0-0 tie does constitute a shutout)

FORFEIT/Bye = 7 points (does not constitute a shutout)

RED CARD = 2 point deduction for team

Winners of ties for pool play/qualifying rounds will be decided by the following:

Head to head competition record (team who won in pool play advances)

Most number of wins

Goals allowed (team with least goals allowed advances)

Goal differential (goals scored (max 5 per game) less goals allowed - high team advances)

Kicks from the penalty mark as outlined in the IFAB laws of the game (shoot-out, winner advances)

Wildcard teams will be determined by the non-first-place team from all pools in division bracket or flight with highest standings point total. Ties will be decided as stated above for pool play.

11. **CONDUCT:** Coaches shall be held responsible for the actions of their team's spectators. Coaches will be confined to their team's side of the field within their coaching area (within 10 yards either side of the center line).

Any coach or spectator ejected must immediately leave the field and will be prohibited from attending the next scheduled game. Any player sent off (red carded) must immediately leave the field accompanied by an adult and may not play in the next scheduled game. Any violent red card or ejection may result in the player, coach or spectator being expelled from the tournament at the discretion of the Tournament Director, Regional Commissioner and Referee Administrator.

Serious incidents will be reported via the Serious Incident Report form to the appropriate Region's Regional Commissioner, Area Director and Section Director.

All teams will play by the rules set forth for the tournament and the guidelines adopted by Region 37, found in the region policies and procedures.

12. **PROTESTS:** Protests will be considered only for the following reasons:

A. An ineligible player has played.

B. One or more registered player(s), present and in uniform, has not played the required three quarters of the game (except for illness or injury as approved or required by the game referee).

C. A goal keeper does not play the required number of quarters on the field.

All protests must be presented to the Tournament Director within one half-hour hour of the completion of the match. All protests will be heard by the Tournament Director or his designate. **ALL PROTEST DECISIONS ARE FINAL!** Referee judgment calls are **FINAL** and are not grounds for or subject to protest or dispute!