Sponsored by AYSO Region 678, Newhall/Valencia, California

2026 AYSO Santa Clarita Gold Rush

Tournament Rules

CATEGORY	*RULE*
1) JURISDICTION	A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 10 and FIFA Laws of the game will be used for this tournament. The following rules are intended specifically for this tournament ONLY! 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, and methods of tiebreaker of any nature. Disputes will be resolved by the end of the soccer day and ALL DECISIONS ARE FINAL. Referee judgment calls are NOT subject to dispute or protest.
2) FEES	A. Entire entry fee and referee deposit must accompany tournament application and will be returned if application is not accepted. Fee must be a single check issued from the respective Region's account (no personal checks). B. Fees are: 9U & 10U $850 (entry fee $550 plus referee deposit $300), 11U & 12U $875 (entry fee $575 plus referee deposit $300), 13U & 14U $900 (entry fee $600 plus referee deposit $300).
3) ACCEPTANCE	**A. Application & payment are due on November 30, 2026. Rosters may be submitted later as team is formed.** 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. C. Teams not accepted into the tournament will be offered the opportunity to be placed on a waiting list. 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 who has email and Internet access.
4) REFUNDS	A. Teams withdrawing 30 days or more before the tournament will be issued a full refund. B. Teams withdrawing less than 30 days before the start of the tournament will only be issued a refund if a fully paid replacement team can be found. C. If the tournament is canceled and cannot be rescheduled, a full refund will be issued. D. For teams that are eligible, referee deposit refunds will be mailed no later than 14 days after the end of the tournament. <u>There are partial referee deposit refunds, based on assignments served.</u>
5) RAINOUT/ CANCELLATION	A. 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. B. If the tournament cannot be held due to weather or other conditions beyond the control of the tournament hosts, then full refunds will be sent to all teams, less the cost of any pre-ordered items, which will be sent to the team.
6) PLAYERS/TEAMS	A. Players on participating teams must be properly registered to play in AYSO and have played in the **Fall 2026** season on an AYSO team. Coaches are responsible to ensure that all players meet eligibility requirements and have the proper AYSO certification for the division they are coaching. Extra teams will compete in age-appropriate divisions. (9U in 10U Div.; 11U in12U Div.; 13U in 14U Div.) B. Team AYSO Affinity or manual signed rosters are accepted. All team rosters must be verified and approved by each player's Regional Commissioner and have an original signature. Roster changes may be submitted (with the written approval of the RC); Changes must be received by check-in on **Dec. 12, 2026 at team check in.** C. Coed teams will be accepted; however, they must play in the boy's divisions only. D. Division 13U/14U will play 11-v-11, and there will be a roster limit of 17 players per team. Division 11U/12U will play 9-v-9, and there will be a roster limit of 15 players per team. Division 9U/19U will play 7-v-7, and there will be a roster limit of 12 players per team. 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 disqualification at the discretion of the Tournament Director. F. 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). G. Players can only play on **ONE** roster. Teams with players playing on multiple teams in the tournament are subject to disqualification.
7) COACHES	A. Each team is limited to one Head Coach and one Assistant Coach only (must have one of each). These coaches must be the ones listed on the Official Team Roster. B. Each Coach must provide their AYSO Identification Number, be a currently registered volunteer, Safe-Haven certified and AYSO trained at the age-appropriate level. Your signed AYSO Affinity or manual-filled in signed team roster must include the head coach and assistant coach as well as appropriate coaching certifications C. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kid Zone behavior. Coaches are expected to remain in the technical area during games and enter the field of play only when requested by referee.

8) FIELDS	A. All fields will be set up and taken down by the tournament staff. **B. 9U-14U Fields are located at Santa Clarita Central Park, 27150 Bouquet Canyon Rd, Santa Clarita, CA 91355** C. Trash cans will be provided at each field. Teams will be expected to clean up all trash in their area before leaving. D. Please observe the posted Facility Use Rules while attending the tournament **(No pets, no smoking/alcohol, etc)**
9) CHECK-IN	A. **All check-ins will be held at the main tent.** Teams must check in 60 minutes prior to their first game and must present Lineup Cards for as many games as the team may play in the tournament (Four, including medal-round games). The Game Cards must be properly completed with players listed in uniform order (first name, last name). The players listed on the game cards must match the approved roster submitted with the team's application. B. Players must be "game ready" at check-in, wearing all equipment with shirts tucked in and jackets or other outerwear removed. **OPTIONAL: If team has AYSO ID with photo and Regional Commissioner signature players need not be present at check-in** C. Each coach or team representative must provide **Player Registration forms/medical releases** with original ink signatures for verification by tournament officials. D. Coach must have these Player Registration forms with them at all times for presentation to Tournament Officials. E. 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.
10) UNIFORMS/SAFETY	A. All players must wear the approved, matching AYSO uniforms only. 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. C. Garments may be worn under the uniform (i.e. long sleeves, etc.) during inclement weather, however the match referee will be the sole judge of what should be allowed or not. 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. 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.
11) FORMAT	A. This is a pool-play tournament. Format is subject to change based on number of teams entered in any division. B. Each age division will be bracketed into playing pools of three to four teams. Each team will play a minimum of 3 preliminary pools games. Teams will advance from qualifying pools based on pool play points (see 14. Standings). The number of teams advancing per pool will be determined by the number of pools in the division. All finalists will receive trophies. C. See #16 for details on Advancement.
12) GAMES	A. Pool play games will consist of 25 minute halves or longer 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 expect to end on time and may be shortened if they start late. Pool play games may end in a tie. B. Championship games will be full length for that division (see chart below). Championship games will be played until there is a winner (see Trophy Round rules below). Home team supplies games balls and chooses side to start final. C. Game duration shall be as follows: **Division** / **Pool Play** / **Trophy Rounds** 9U/10U: 25 minute half 25 minute half 11U/12U 30 minute half 30 minute half 13U/14U: 30 minute half 35 minute half D. The "home" team will be the first team or top team listed on the game schedule. **The home team will be situated on the North or West side of the field**, and the visitor will be situated on the South or East side. Spectators must remain on the side of the field designated for their team. The home team will change jerseys or don pinnies in the event of a color conflict with the visitor team. If any questions, the referee will determine whether this is necessary. E. **NO COIN FLIP:** During pre-game inspection, **home team selects which goal it wishes to defend** and supplies three game balls. The **visiting team will kick off** to start the first half. 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 sidelines, and the teams for the next game must take their places. G. There will be a running clock during all pool play games. There will be no time added on for injuries or time wasted during substitutions. Each coach must have their team ready at the start of each half and break and to conduct substitutions in as expedient a manner as possible. A coach/team taking excessive time taking the field may be penalized for unsportsmanlike conduct at the referee's discretion H. 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 forfeit match will be 1-0 for the remaining team (See STANDINGS for the points to be awarded). For 9U/10U division teams, there is a minimum of 5 players on the field to continue a game. For 11U/12U the minimum number is 6 players. For 13U/14U, 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. I. 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; and may distribute awards

	according to games played and points. The Tournament Committee will determine the outcome of any single game that is terminated prematurely (due to inclement weather, participant injury, or interference by outside party, etc.). J. 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 that were shortened due to la late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.
13) SUBSTITUTIONS	A. Substitutions shall be allowed approximately mid-way through each half, and at halftime for ALL divisions, and will be recorded on the game cards by the referee. 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 credited as having played the current quarter (exception: an injured player not replaced may return to play at any time with the referee's permission). C. Substitutions in all overtime periods of medal round matches will be at the beginning of the periods only.
14) STANDINGS	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 (one 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) FORFEIT = 7 points (scored as a 1-0 win, no shutout points as it is not an "earned" shutout) CARDS = 2 point deduction for each player/substitute, coach or spectator sendoff B. Winners of ties in standings will be determined as follows: Head to head competition Fewest disciplinary points. 2 points for each red card/sendoff. Most number of wins Goals allowed – total (up to a maximum of three per game; fewest number advances) Goal differential (goals scored to three per game less total goals allowed; highest differential advances) Most referee assignments completed Coin toss at the end of pool play or shootout time permitting. C. Standings will be posted at the Tournament Scoreboard. The deadline to challenge the posted results will be at the conclusion of Pool Play.
15) ADVANCEMENTS	A. **Six-team flights:** Will play CROSS POOL play format; After pool play concludes, the six teams will be re-seeded based on total points. The teams with the most points, regardless of pool, will advance to the Championship for that flight. There is no 3rd/4th place game. Format is subject to change. B. **Eight-team flights:** "A" Pool winners will play "B" Pool winner for the championship, and the top runners-up in each pool will play for the 3rd/4th place. Format is subject to change. C. Format is subject to change based on number of teams entered in any given division.
16) TROPHY ROUNDS	A. All semi-final matches ending in a tie shall be decided by kicks from the penalty mark following FIFA guidelines. All finals will have two full overtime periods of five minutes in length with teams changing field direction after the first five-minute period. If still tied after overtime play, the game shall be decided by kicks from the penalty mark. Only players on the field at the end of the overtime can participate in the shootout. The tournament reserves the right to go directly to kicks on games ending in a tie and waive the two five-minute overtimes.
17) AWARDS	A. A commemorative tournament pin will be presented to each player B. Trophies will be presented to coaches and players for finalists, or 3rd/4th place teams where applicable.
18) 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. All spectators must remain behind the control line and between the 18-yard lines. No coaching from behind the goal. Two coaches maximum per team, and they must remain in the marked coaching area (within ten yards either way from midfield) and ONLY ENTER THE FIELD WHEN REQUESTED BY THE REFEREE. 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. C. Spectators are not allowed to enter the field during the match and immediately afterward. 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 handshake, and may not be substituted for, and is suspended from participation in the next game. There will be penalty point deductions for all send-offs (see Standings rules). D. A violent conduct red card/ejection will result in player/coach/spectator being barred from the tournament. 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. F. If it is determined that a coach played a player less than 50% of a game (not due to injury or late arrival/early departure), that game is subject to forfeiture. G. 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 their respective Regional Commissioner.

	H. All conduct problems will be reported to the respective Regional Commissioner of that team. I. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area, Section and AYSO National Office parties.
19) REFEREES	A. Each team in the tournament should provide a crew of 3 referees, who will be assigned up to 3 games, based on their qualifications. **Assignments will be on SATURDAY and SUNDAY.** No schedule allowances can be honored. A. All referees must be an AYSO registered volunteer and be Safe-Haven Certified. FIFA referees who are qualified AYSO referees must wear their AYSO badge; and be prepared to certify to the tournament staff that they are properly certified AYSO volunteer referees. B. Only the diagonal system of control will be used to referee the games. C. 9U/10U: AYSO Regional Badge or higher 11U/12U: AYSO Intermediate/Regional Badge or higher 13U/14U: AYSO Intermediate Badge or higher D. At the conclusion of the game, the match referees must return the completed game cards to the Referee Tent. E. Youth referees (center referees) must be at least two years older than the age group they are refereeing. F. **All referees must be in full uniform as defined by AYSO and USSF,** including the Referee Badge. Referees not in uniform (Including socks and black shorts) will not be permitted to referee games, and their team's referee deposit may be subject to full or partial forfeiture based on assignments missed. G. If assignments are successfully completed, the Referee Deposit will be refunded (see REFEREE PLAN for more details). Partial refunds will be given based on number of assignments served. H. Referees are expected to check in at the Referee Station at least 15 minutes prior to their assigned game. Failure to appear on time may result in a replacement referee crew being assigned to the field and may result in forfeiture of referee deposit. Once a replacement crew has been assigned, they will have priority and the original crew must report to the Referee station for alternative assignment. I. Coaches are strongly discouraged to serve as a referee. No schedule allowances will be given. J. Referees are expected to uphold the tournament rules, AYSO guidelines and FIFA laws. Any failure to uphold these rules may be cause for dismissal from the tournament and will place a team's referee deposit refund in jeopardy.
20) FIELD MONITORS	A. There will be a tournament Field Monitor at each field that will report to the Tournament Field Director. B. 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 or cell phone. Tournament participants are encouraged to report any concerns immediately to the Field Monitor, and to respectfully follow any instructions given by the Field Monitor.
21) MEDICAL/FIRST AID	A. There will be a First Aid station at the main tent where participants may receive ice, etc. for minor injuries. B. EMT personnel will be available at each location. Field Monitors will communicate via radio to call EMT to the field where first aid is requested. C. If an injury is serious, the EMT or Safety Director will have a mobile phone to call 911 for emergency response. D. Directions to the nearest hospital/urgent care center will be available at the First Aid station.
22) PROTESTS	A. Protests will be considered only for the following reasons: • 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, injury or late arrival/early departure as recorded by the game referee). B. All protests must be presented in writing to the Tournament Director within 1/2 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 Tourn. Director. In all cases, the Protest Committee will be unrelated to either team involved in the protest. D. ALL PROTEST DECISIONS ARE FINAL E. Referee judgment calls are FINAL and are not grounds for, or subject to, protest or dispute.
23) RULES INTERPRETATION	The Tournament Director retains the right to interpret and apply the tournament rules to the optimum benefit of all tournament participants. All decisions are at the discretion of the Tournament Director and are FINAL.