Sponsored by AYSO Region 13 Pasadena/Altadena/La Canada, California

2026 Region 13 Thanksgiving Tournament

Nov 27, 28 & 29

Team Application Form

CATEGORY	RULE
1) **JURISDICTION**	A. Unless otherwise noted, the current AYSO National Rules and Regulations, Section 1 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 Admin and other designated staff) will have jurisdiction over all games played. Disputes will be resolved by the end of the soccer day. 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 and deposit must be a single check issued from the Region's account (no personal checks or money orders.) Fees are as follows: U-10 $750 ($450 entry fee plus $300 referee deposit), U-12 $850 ($550 entry fee plus $300 referee deposit), U-14 $950 ($650 entry fee plus $300 referee deposit).
3) **ACCEPTANCE**	A. Applications are due on November 13, 2026. B. Applications will be accepted based on completed application (see Team Application Form for criteria) and referees being provided. 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. If a team chooses not to be on a waiting list, the application and entry fee will be returned within 48 hours of notification. 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 14 days or more before the tournament will be issued a full refund. B. Teams withdrawing less than 14 days before the start of the tournament will only be issued a refund if a 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. Referee deposit refunds will be on a prorated basis, comparing the number of assignments completed versus the number that were assigned but are also subject to adjustment by the Referee Administrator. Referee teams can be assigned up to four games at a 3-day tournament and up to three games at a 2-day tournament.
5) **RAINOUT/ CANCELLATION**	A. Should the tournament be rained out on the original date, it will not be rescheduled. 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. 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.
6) **PLAYERS/TEAMS**	A. Players on participating teams must be properly registered and have played in the Fall 2026 season in a minimum of one-half of the games for which they were eligible. B. Players may play up a division (except no players concurrently playing in or just completing the U-8 primary program season may participate in the tournament). C. If players played up a division in the primary season they are not required to play up in this tournament. D. 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, these changes must be received by the Tournament Registrar prior to the tournament, at check-in at the very latest. There will be no roster changes allowed after check-in. E. 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). F. Coed teams will be accepted; however, they must play in the boys' divisions only.

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	G. Division U-14 will play 11-v-11, and there will be a roster limit of 16 players per team. Division U-12 will play 9-v-9, and there will be a roster limit of 14 players per team. Division U-10 will play 7-v-7, and there will be a roster limit of 11 players per team. H. 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. I. There are no quarter limits on goalkeepers.
7) **COACHES**	A. Each team is limited to one Head Coach and one Assistant Coach. These coaches must be the ones listed on the Official Team Roster. B. Coaches are discouraged from acting as referees. C. You can only Head Coach one team in the tournament. You can Assistant Coach a second team, but with no guarantee that the game schedules for your two teams won't conflict. D. Each Coach must provide their AYSO ID Number, be a current registered volunteer, Safe Sport Trained, Safe-Haven, Cardiac Arrest, Concussion Awareness certified and AYSO trained at the age-appropriate level. Coaches are expected to set the example for their team in exhibiting proper AYSO behavior and Kids Zone behavior. Coaches are expected to remain in the technical area during games and only enter the field of play as requested by the referee.
8) **REFEREES**	A. Please see the Referee Plan for all referee requirements.
9) **FIELDS**	A. All fields will be set up and taken down by the tournament staff. 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 pets allowed. No grilling allowed.
10) **FORMAT**	A. This is a pool-play tournament. 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. C. Teams will advance from qualifying pools based on pool play standings points. Number of teams advancing per pool will be determined by the number of pools in the division.
11) **CHECK-IN**	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 in jersey number order. 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. B. Each coach or team representative must provide AYSO Player Medical Release Forms for verification by tournament officials. C. Coaches must have the Player Medical Release Forms with them at all times and ready for presentation to Tournament Officials. D. Late arriving players must be escorted to the check-in station by a team official along with their Player Medical Release Form and be cleared by the Tournament Staff before participating in any games.
12) **FIELD MONITORS**	A. There will be a tournament Field Monitor assigned to each field and will report to the Tournament Field Director. B. At the conclusion of the game, the match referees must return the completed game cards to the referee tent. 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 any concerns immediately to the Field Monitor, and to respectfully follow any instructions given by the Field Monitor.
13) **GAMES**	A. Pool play games and all bracket play games except the 1v2 and 3v4 medal games will consist of 22-to-30-minute halves 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 started late. B. Pool play games may end in a tie. C. Bracket play games must have a winner. All bracket play games except the 1v2 and 3v4 medal games ending a tie will proceed immediately to a penalty shootout. D. The 1v2 and 3v4 games will be full length for that division (see chart below) andwill be played until there is a winner (see Medal Round rules below). E. Game duration shall be as follows: Division Pool Play/Bracket Play 1v2 and 3v4 U-10: 22 minute half 25 minute half

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	U-12 22 minute half 30 minute half U-14: 30* minute half 35 minute half *There is a possibility (U-14) may be reduced 25 min halves due to field constraint issues. F. The "home" team will be the first team or top team listed on the game schedule and will be responsible for providing the three game balls. 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. G. 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. 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 U-10 division teams, there is a minimum of 5 players on the field to continue a game. For U-12 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. 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 which 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 Game 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 a late start. Only the Tournament Director or designee can declare a game to be abandoned or not played.
14) **SUBSTITUTIONS**	A. Substitutions shall be allowed approximately mid way through each half for ALL divisions U-10 through U-14, 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 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). C. Substitutions in overtime periods of medal round matches will be at the beginning of each period only. No substitutions are allowed after the second overtime period.
15) **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 per goal up to a maximum of 3 goals per game SHUTOUT = 1 point for a shutout, including a 0-0 tie FORFEIT = 8 points (scored as a 1-0 win) RED CARD/ EJECTION = 2 point deduction for team (includes 2 points for each player, substitute, or coach) B. Winners of ties in standings will be determined as follows: Head-to-head competition Fewest Goals Allowed Goal differential (goals scored to 3 per game less total goals allowed; highest differential advances) Least number of sportsmanship point deductions (1 point per misconduct, 1 point per spectator incident) Coin toss at the end of pool play. <Kicks from the Penalty Mark can be the last tie-breaker> C. Wildcard teams will be the team(s) with the highest standings points from all teams in the division who are not automatically advancing. 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.
16) **ADVANCEMENTS**	A. Pool winners (and in some cases wildcard teams) will advance to medal round play. B. Teams will play semi-final and/or championship final matches, depending on the number of teams in each pool and the format of play for that flight.
17) **MEDAL GAMES**	A. All medal games 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 a FIFA Penalty Shootout.

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18) **AWARDS**	A. Medals will be presented to coaches and players from the first through the fourth-place teams in each division. B. A tournament pin will be presented to each player and coach.
19) **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 (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). 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 **ALL** misconducts during the game, as well as any incidents of interference by spectators. 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 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). D. Any violent conduct red card or ejection will result in that player/coach/spectator being barred from the remainder of 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. 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 and Section 1 Tournament Director. G. All conduct problems will be reported to the respective Regional Commissioner. H. All Serious Incidents will be reported to the respective Regional Commissioner as well as Area and Section 1 Tournament Directors.
20) **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. 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. C. If an injury is serious, the first aid staff or Safety Director will call 911 for emergency response. D. Directions to the nearest hospital/urgent care center will be available at the First Aid station.
21) **UNIFORMS/SAFETY**	A. All players must wear the approved AYSO uniform only according to the National Rules & 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.) 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 judge of what should be allowed or not. D. Not allowed: jewelry, hard metal or plastic clips/beads 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.
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, have not played the required one half of the game (except for illness or injury 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 Tournament 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!

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	D. Referee judgment calls are FINAL and are not grounds for nor 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.