



AYSO Region 13 Rose City Cup Tournament Guidelines 2025

Rose City Cup Tournament

The Rose City Cup is AYSO Region 13's annual fall core league playoff tournament. Following the core season of round robin pool play, teams are seeded into the tournament based on their end-of-season standings.

We split divisions into multiple flights when the division has more than 8 teams to provide additional playing opportunities for teams to compete against teams of similar skill sets.

The "A" flight is for the top-placing teams in each division. Depending on the size of the division, teams may be split into "B" and "C" flights as well. Each flight will play multiple rounds, enabling the selection of a winning team for the flight.

Winners of the "A" flight will proceed to the Area 1C League Playoffs. If the champion of the Rose City Cup is the same team as the first-place team in the regular season standings, then the second-place team from the tournament will also go to the playoffs. Teams that win the Area 1C Playoffs will proceed to the SoCal Section 1 League Championship.

Tournament Format

The Rose City Cup is a single-elimination format. When your team wins, it will proceed to an additional game. If your team loses in a quarterfinal round it will be eliminated. The winners of the semi-final round will proceed to the flight championship game. The losers of the semi-final round will play a consolation game for third and fourth place.

Teams will play no more than two games per day. Every effort is made to provide a minimum of two hours rest between games.



Tournament Rules

Guidelines for All Divisions

- AYSO, Area, and Region 13 Standard Regional Policies and Protocols shall apply to the Tournament unless stated otherwise in this document.
- All teams are required to provide volunteer assistance to run the tournament, including setup, cleanup, tent staffing, and referee coverage. [Signup here.](#)
- In the case of uniform conflicts, the home team must wear pinnies. The decision to use pinnies is at the discretion of the referee.
- As always, coaches are responsible for their touchline, players, spectators, and themselves. Inappropriate conduct/behavior towards a referee, assistant referee, player, or opposing sideline spectators will result in a caution to the head coach. If inappropriate conduct/behavior continues, the coach will receive a send-off. The game may continue only if a certified assistant coach is available.
- Any player or coach who receives a send-off will be immediately dismissed from the field and suspended from the remainder of the Tournament, i.e., even if that constitutes more than one additional game for that team. Similarly, ejected spectators are prohibited from returning to the Tournament for future games.

Guidelines for Quarterfinal and Semifinal Games

Games will be played using tournament timing:

- 10U - 22-minute halves
- 12U - 22-minute halves
- 14U - 30-minute halves (unless field space does not allow)
- The halftime break is 5 minutes

All games require winners:

- All games go immediately to a Penalty Shootout in the case of a tie at the end of regulation time. (See Penalty Shootout guidelines below.)



Guidelines for Championship and Consolation Games

Championship (1/2) and Consolation (3/4) games in each bracket will be full-length:

- 10U – 25-minute halves
- 12U – 30-minute halves
- 14U – 35-minute halves

All games must have winners. Championship (1/2) and Consolation (3/4) games in each bracket will have overtime:

- If tied at the end of regulation, there will be 2×5-minute overtime periods (no golden goal, all divisions). Overtime will start with a new coin toss. Substitutions are allowed at the start of overtime and between the overtime periods.
- If the game is still tied at the end of OT, the game will be decided by a Penalty Shootout.

Penalty Shootout

- The full rules for the Penalty Shootout are [located here](#)
- Notably, **only players on the field at the end of play** are eligible to participate. Referees may remind coaches of this requirement, but the responsibility and final decision for the player lineup rest solely with the coaches.

Playing Time

- As in the fall league, every player present (who is uninjured and who wants to play) plays for 3 of the 4 periods.
- A goalkeeper may play that position for the entire match, provided that everyone plays in the game for 3 of the 4 periods.
- If a player arrives late, they must play for the remainder of the game, unless it would be mathematically impossible for all the other players to be in the game for 3 of the 4 periods.



- There are no restrictions on playing time during overtime (in the 1-2 and 3-4 final games).
- Players must have participated in at least half (5) games of the core season to be eligible for the Area 1C League Playoffs, unless they were unable to play due to an injury, as documented on the game cards for those weeks. If a player did not meet this requirement, they may still play in the Rose City Cup, but they may not advance to the League Playoffs or participate in other AYSO tournaments.

Withdrawals and Forfeits

If a team withdraws, has insufficient players to start the game, or is otherwise unable to continue, that team will forfeit the match by a score of 1-0. A five-minute grace period is allowed at the start of game time, by which time both teams must have the minimum required number of players present and prepared to play.

Coaches & Spectators

- Coaches and players must remain in the Technical Area. If this area is not marked, the center circle and/or build-out lines (in 10U) may be used as a guideline.
- Spectators must be positioned behind the touchline, between the penalty areas, on their own side of the field.
- The decision of the Referee on the field is final.
- Players, coaches, or spectators who are sent off will miss the remainder of the tournament.
- In the event of unforeseen circumstances, the Tournament Director's decision is final.

Referees

Teams will be required to provide referees to matches according to the published schedule. Unlike in the fall season, referees will not work their own team's game. If a team continues to advance, its referees should be prepared to continue refereeing games. The schedule notes referee requirements for future games. If you win, review the schedule to see when



your next referee assignment is. If assignments list a game (e.g., "B12-B Consolation") the team referees of both teams are assigned to those positions. The referee team should select the most experienced referee to hold the whistle.

Awards

- The Winners of the A flight earn a "Champion" trophy.
- The Winners of B and C flights earn a "First Place" trophy.
- After your final match, you receive a ribbon:
 - The champion team of each flight receives medals with a gold ribbon
 - The second-place team of each flight earns a medal with a red ribbon
 - The 3rd & 4th place teams in the A flight earn a medal with a green ribbon
 - Every other team earns a medal with a black ribbon.