

2023 Fall Burlingame Cup

General Guidelines

Detailed rules and final decisions are by the discretion of the Regional Commissioner, Regional Referee Administrator, Regional Coach Administration, and AYSO Board

Division	10U	12U	14U
Entry Requirements	9 or more Cup Volunteer Points (CVP) All teams (pending league officials approval)		
CVP rules	<ul style="list-style-type: none"> 2 points per refereed game for a new adult referee (i.e. one that was trained this season) 1 point per refereed game for a returning referee 1 point per refereed game for youth referee (up to a maximum of 4 points) Points are not awarded to untrained/uncertified referees. 		
Round Robin game duration	20 minute halves		
Knockout game duration	25 minute halves	30 minute halves	35 minute halves
Seeding method for Round Robin round	random		
Seeding for Knock-out Round	round robin standings		
Seeding Points	Win - 6 Tie - 3 Loss - 0 1 Point will be awarded for each goal up to a maximum of 3/game 1 Point will be awarded for a "shut out", to include a 0-0 Tie 2 Points will be DEDUCTED for each Goal above a 5 Goal Differential 3 Points will be DEDUCTED for violation of the league substitution rules 1 Point will be DEDUCTED for each Player/Team Official who receives a YELLOW card. 2 Points will be DEDUCTED for each Player/Team Official who receive a RED card.		
Forfeit Points	A forfeit will be recorded as a 1-0 win and award 8 points to the winner (or the score at the time the forfeit occurs if more advantageous).		
Substitution Violation Process	All decisions regarding substitution violations will be made by the match official(s), adjudicated on the field, and be reported on the Match Report after discussion with the coaches. Error(s) recording substitutions by the match official(s) do not necessarily constitute a substitution policy violation.		
Seeding Tie-breaker	For entry to the knock-out round, round robin results only are used. <ol style="list-style-type: none"> 1. Head-to-Head. If the teams played against each other, the winning team moves on. 2. The team with the least number of goals scored against it will move on. 3. The team with the higher goal differential (up to 3 goals per game) will move on. 4. The final tiebreaker will be a "Coin Flip" for two tied teams or "Roll of the Die" for multiple tied teams. 		
Knock-out Round Tie Breaker - Overtime	If the game is tied at the end of regulation time, an overtime period will be played. Prior to the start of overtime, a new coinflip will occur to determine kick-off and direction of play. The overtime period will be divided into two halves. Teams will switch sides at the half. Players may be substituted between halves though a formal half-time break is not taken. League substitution policies are suspended during the overtime period, however coaches are encouraged to consider AYSO philosophies. This is not a sudden/Golden Goal victory -- the entire period is played even if a team scores.		
Duration of the Overtime Period	10 min (divided into two 5 minute halves)		
Knock-out Round Tie Breaker - Penalty Kicks	Should the Teams be tied at the end of the over-time period then the winner will be determined by "Penalty Kicks" directly following the end of the match according to IFAB Law 10. Of note ... Only the Players on the field of play at the final whistle are eligible to take part. Each team will take five (5) penalty kicks alternately at the same goal, with each kick being taken by a different player. If the teams remain tied after the five kicks, then the remaining players will continue to alternate taking penalty kicks until one team scores and the other team misses.		
Knock-out Round Violations	During the Knock-out round league officials may forfeit a game for: <ul style="list-style-type: none"> blatant or repeated violations of the league's substitution policies blatant or repeated violations of the league's 5 goal differential limit 		