



AYSO  
Southern California Extra  
Developmental Soccer League  
(SCEDSL)

State Cup Tournament  
Champions Cup Flight

Hosted By  
AYSO Sections 1, 10 & 11

Revised December 2, 2024

GUIDELINES

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# AYSO SCEDSL STATE CUP ADDENDUM

## DOCUMENT

This document serves as an addendum to the **SCEDSL Program Guidelines**. It is intended to provide additional details specific to the SCEDSL State Cup Tournament and does not replace any information outlined in the SCEDSL Program Guidelines.

In the event of a contradiction between this addendum and the SCEDSL Program Guidelines, the **SCEDSL Program Guidelines** will take precedence and should be regarded as the authoritative source.

## OPT-IN

Teams wishing to be considered for postseason play must register through the **SCEDSL Postseason Registration System** by the deadline specified in the **SCEDSL Program Calendar**.

## ELIGIBILITY

Eligibility refers to a team's compliance with program rules, including adherence to regular season regulations. The **SCEDSL Program Guidelines** detail various factors that may result in a team's disqualification (ineligibility) from the tournament.

Examples of violations that may lead to disqualification include, but are not limited to:

- The use of ineligible players
- Repeated instances of coach or spectator misconduct

For a complete understanding of eligibility requirements and regulations, please refer to the **SCEDSL Program Guidelines**.

## TOURNAMENT REGISTRATION

To participate in the tournament, teams must complete a registration form, which will be available on the **SCEDSL website** by early October. The registration deadline is anticipated to be in late October. Fall season teams will be notified via email once the registration dates are finalized.

### Important Notes:

- Teams that fail to register by the deadline will be deemed **ineligible** to participate in the tournament.
- Teams that successfully register and meet all eligibility and qualification criteria will be included in the tournament schedule.

Once scheduled, teams are obligated to attend and participate. Withdrawal from the tournament after the schedules have been published:

- Negatively impacts other teams and diminishes the tournament's quality.
- Will result in the forfeiture of the team's tournament participation fees.

## PARTICIPATION FEE

A \$400 participation fee is required for each team that participates in the tournament. This fee supports the costs associated with hosting the event, including field costs, participation pins, medals, trophies, and other administrative expenses.

### Invoicing and Payment

- Regions will be invoiced for each team that participates in the tournament.
- Teams should contact their region to understand how the participation fees will be managed between the team and the region.

### Play-In Game Exception

Teams that are eliminated during a play-in game are exempt from the \$400 participation fee.

### Refund Policy

- The participation fee is **non-refundable** for teams withdrawing after the tournament schedules have been published.
- In cases where a team is unable to participate due to unforeseen circumstances, a written request for a refund may be submitted to the tournament committee for consideration. Refunds will be granted solely at the committee's discretion.

## ROSTERS

Teams participating in the tournament must use their **fall season rosters** as submitted in the **Association Platform**. **No modifications** to the rosters are permitted.

### Roster Validation

- Only rosters in the Association Platform will be considered valid for the tournament.
- Tournament staff will pull official rosters directly from the Association Platform for use during the team check-in process.

### Special Considerations

- Teams experiencing roster shortages due to **player injuries** may request special consideration.
- Such requests will be reviewed on a case-by-case basis by the tournament committee, and approval is not guaranteed.

## TOURNAMENT FORMAT

The tournament is structured into three stages to determine the division champions.

### Stage 1: Play-in Matches:

In this stage, select teams will compete to gain entry into the Champions Cup flight. Details as to which teams are to participate in a Play-In match is outline in the *Champions Cup Team Selection* section below.

### Stage 2: Pool Round:

Teams will be divided into pools and scheduled to play each team within their respective pools. Standings at the conclusion of the pool round will dictate which teams progress to Stage 3.

### Stage 3: Knockout Rounds:

Teams advancing to this round will engage in single-elimination matches to determine the division champion in their flight. The final round in each division is expected to include Quarterfinals, Semifinals, and Championship matches.

## TEAM SELECTION

The number of teams and the criteria for selecting which eligible and qualified teams will be invited to participate in the Champions Cup Tournament will depend on the following regular season criteria: if teams were split into balanced flights, the number of flights, and the total number of teams involved.

Details regarding which teams will be invited to participate in the Champions Cup Tournament are outlined below.

### Unbalanced Divisions (Including 9U)

In divisions where regular season teams were not divided into competitively balanced flights, typically seen in 9U divisions, the following criteria will determine which teams will be invited to participate in the Champions Cup Tournament.

<b>Less than 8 Teams</b>	No Post Season
<b>8 - 16 Teams</b>	Top 6 or 8 Teams All Flights
<b>16 - 24 Teams</b>	Top 8 Teams all flights
<b>25 - 32 Teams</b>	Top 12 teams all flights
<b>33+ Teams</b>	Top 16 teams all flights

## Balanced Divisions

In divisions where regular season teams were divided into competitively balanced flights, the following criteria will determine which teams will be invited to participate in the Champions Cup Tournament.

### Two Flights

No. of Teams	Flight 1	Flight 2	Play-In 1	Play-In 2	Play-In 3	Total
8 - 16	Top 2	Top 1	3rd Flight 1 vs 4th Flight 2	4th Flight 1 vs 3rd Flight 2	5th Flight 1 vs 2nd Flight 2	6 Teams
16 - 24	Top 3	Top 2	4th Flight 1 vs 5th Flight 2	5th Flight 1 vs 4th Flight 2	6th Flight 1 vs 3rd Flight 2	8 Teams
25 - 32	Top 5	Top 4	6th Flight 1 vs 7th Flight 2	7th Flight 1 vs 6th Flight 2	8th Flight 1 vs 5th Flight 2	12 Teams
33 +	Top 8	Top 7	9th Flight 1 vs 10th Flight 2	10th Flight 1 vs 9th Flight 2	11th Flight 1 vs 8th Flight 2	18 Teams

### Three Flights

No. of Teams	Flight 1	Flight 2	Flight 3	Play-In 1	Play-In 2	Play-In 3	Total
8 - 16	Top 3	Top 2	Top 1	N/A	N/A	N/A	6 Teams
16 - 24	Top 2	Top 2	Top 1	3rd Flight 1 vs 2nd Flight 3	4th Flight 1 vs 4th Flight 2	5th Flight 1 vs 3rd Flight 2	8 Teams
25 - 32	Top 4	Top 3	Top 2	5th Flight 1 vs 3rd Flight 3	6th Flight 1 vs 5th Flight 2	7th Flight 1 vs 4th Flight 2	12 Teams
33+	Top 7	Top 5	Top 3	8th Flight 1 vs 4th Flight 3	9th Flight 1 vs 7th Flight 2	10th Flight 1 vs 6th Flight 2	18 Teams

## Divisions With Large Flights

In large divisions, it is possible that some flights may be divided into multiple pools. For instance, a division with 16 Flight 1 teams may be split into Flight 1 Pool A and Flight 1 Pool B, ensuring each team within a pool plays each other at least once during the regular season.

In such cases, teams within the flight will be ranked based on the criteria outlined in the *STANDINGS* section of the regular season guidelines to determine which teams will be invited to participate in the Champions Cup Tournament.

## TOURNAMENT FORMAT

The tournament format consists of round-robin pool play followed by single-elimination knockout rounds. Teams in each division are divided into pools of three or four teams. Each team will play every other team once within its pool. The standings at the conclusion of pool play will determine which teams advance to the knockout rounds.

### Advancement to Knockout Rounds

The criteria for advancing to the knockout rounds will vary depending on the number of teams participating in pool play. Winners of each knockout round will progress to the next stage until a champion is determined. There will be no consolation or third-place matches.

## 6-Team Pool

- **Number of Pools**
  - Two pools of three teams each.
  - Each team in a pool will play every other team once, for a total of 2 games per team during pool play.
- **Advancement to Knockout Rounds**
  - **Quarterfinals:** Not applicable with a 6-team pool. Teams will advance directly to the semifinal round.
  - **Semifinals:** The first and second place teams from each pool (4 teams total) will advance to the semifinal round.
  - **Championship:** The winners of the semifinal games will advance to the championship match (2 teams).
- **Games Per Team**
  - Teams will play between 2 and 4 games depending on their advancement through the tournament.

## 8-Team Pool

- **Number of Pools**
  - Two pools of four teams each.
  - Each team in a pool will play every other team once, for a total of 3 games per team during pool play.
- **Advancement to Knockout Rounds**
  - **Quarterfinals:** Not applicable with an 8-team pool. Teams will advance directly to the semifinal round.
  - **Semifinals:** The first and second place teams from each pool (4 teams total) will advance to the semifinal round.
  - **Championship:** The winners of the semifinal games will advance to the championship match (2 teams).
- **Games Per Team**
  - Teams will play between 3 and 5 games, depending on their advancement through the tournament.

## 12-Team Pool

- **Number of Pools**
  - Four pools of three teams each.
  - Each team will play every other team in their pool once, for a total of 2 games per team during pool play.
- **Advancement to Knockout Rounds**
  - **Quarterfinals:** The first and second place teams from each pool (8 teams total) will advance to the quarterfinal round.
  - **Semifinals:** The winners of the quarterfinal games (4 teams) will advance to the semifinal round.



- **Championship:** The winners of the semifinal games will advance to the championship match (2 teams).
- **Games Per Team**
  - Teams will play between 2 and 5 games, depending on their advancement through the tournament.

### 16-Team Pool

- **Number of Pools**
  - Four pools of four teams each.
  - Each team will play every other team in their pool once, for a total of 3 games per team during pool play.
- **Advancement to Knockout Rounds**
  - **Quarterfinals:** The first and second place teams from each pool (8 teams total) will advance to the quarterfinal round.
  - **Semifinals:** The winners of the quarterfinal games (4 teams) will advance to the semifinal round.
  - **Finals:** The winners of the semifinal games (2 teams) will advance to the championship match.
- **Games Per Team**
  - Teams will play between 3 and 6 games, depending on their advancement through the tournament.

### 18-Team Pool

- **Number of Pools**
  - Six pools of three teams each.
  - Each team will play every other team in their pool once, for a total of 2 games per team during pool play.
- **Advancement to Knockout Rounds**
  - **Quarterfinals:** The first place team from each pool (6 teams) will automatically advance to the quarterfinal round. The top two second-place teams across all pools will also advance, completing the 8-team quarterfinal lineup.
  - **Semifinals:** The winners of the quarterfinal games (4 teams) will advance to the semifinal round.
  - **Finals:** The winners of the semifinal games (2 teams) will advance to the championship match.
- **Games Per Team**
  - Teams will play between 2 and 5 games, depending on their advancement through the tournament.

## Pool Play Standings

### Points Per Game

Points will be awarded for each match on a 10 point system:

- Win = 6 points
- Tie = 3 points
- Goals = 1 point each (maximum of 3 points)
- Shut-out = 1 point
  - For Example, a 0-0 tie is worth four points for each team. Three points for the tie and one point for the shutout.

### Forfeit

- Will be booked as a 1-0 loss for the forfeiting team.
- If a team forfeits one of its matches due to a deliberate "no show", then all the matches scheduled, played or not, for that team will be recorded as forfeits.

### Ejections

- 3 point deduction per coach or player ejection.

### Tiebreakers

If a tie exists at the conclusion of Pool play, the following tie breakers will be used:

- Head to Head
- Goal Differential: goals scored less goals allowed, maximum differential of three (3)
- goals per game.
- Goals For (maximum 3 counted per match)
- Most shutouts
- Least ejections (coach and player)
- Kicks From The Penalty Mark (KFTPM)
- In the event that neither team is readily available, the tournament committee may decide to use a coin toss as the final tiebreaker

If more than two teams are tied in points at the conclusion of pool play, the tie-breaker process will be the same as indicated above. If one team is shown to have the advantage over the others after any of the steps, it is declared the winner. If one team falls behind the others in any of the tie-breaking steps, while the others remain tied, that team is eliminated, and the process begins anew with the remaining teams until one moves ahead of the others.

### Match Duration

Match durations for each division will be as follows:

#### 9U/10U Divisions

- Pool Play Rounds: 40 minutes (two 20-minute halves)
- Knockout Rounds: 50 minutes (two 25-minute halves)

## 11U/12U Divisions

- Pool Play Rounds: 50 minutes (two 25-minute halves)
- Knockout Rounds: 60 minutes (two 30-minute halves)

## 13U/14U Divisions

- Pool Play Rounds: 60 minutes (two 30-minute halves)
- Knockout Rounds: 70 minutes (two 35-minute halves)

### Note:

- Knockout round match durations may be shortened to accommodate field availability.
- Any changes to match durations will be communicated to coaches and referees during tournament check-in.

## SCHEDULING

Match schedules will be published on MatchTrak at the following link:

<https://scedsl-24-fall-t.matchtrak.com>

This is the **only official source** for match schedules.

- Any changes, postponements, forfeits, or cancellations will be updated on MatchTrak.
- Updates regarding weather or field conditions will also be posted on MatchTrak.

### **Important:**

If MatchTrak indicates that a game is scheduled as planned, teams must be prepared to show up and play as scheduled.

## TEAM CHECK-IN

### Play-In Matches

There will be no formal team check-in process for teams participating in Play-In games. Teams should proceed directly to their assigned field and check in with the match referee, following the procedures outlined in the regular season guidelines.

### Pool Play & Knockout Matches

All teams must check-in at the tournament site of their first match at least one hour prior to their first pool play and knockout round match. At check-in, each team coach must present:

- A copy of a system generated Stack Sports team roster
- Medical release forms for each player
- AYSO ID cards for each player, coach and assistant coach.
  - Laminated, system-generated photo rosters may be used as player ID cards; however, coaches and assistant coaches must present individual ID cards.
- Failure to comply with these requirements will be grounds for individual player, coach or team ineligibility from participation in the tournament.

Coach and Assistant Coach must wear their ID cards on their persons during the duration of the tournament.

## REFEREE COVERAGE COMMITMENTS

Each team is expected to contribute to the referee coverage effort during pool play rounds. Referee coverage expectations for teams are as follows:

### 3-Team Pools

Teams in a pool consisting of three teams are required to cover a total of **six referee spots** during the pool play rounds. Each referee assignment, whether as a **center referee** or an **assistant referee**, is credited to the team as one spot covered.

### 4-Team Pools

Teams in a pool consisting of four teams are required to cover a total of **nine referee spots** during the pool play rounds. Each referee assignment, whether as a **center referee** or an **assistant referee**, is credited to the team as one spot covered.

### Crediting Your Team

Pool play games will be set up in MatchTrak to allow referees to self-assign to any available match they are qualified to officiate. Referees **must select the team they are associated with** when signing up for a match in MatchTrak for the team to receive credit.

### Consequences for Non-Compliance

Teams that fail to earn sufficient referee coverage points may be disqualified from advancing to the knockout rounds.

## PROTESTS

- **Referee Decisions:** Referee decisions made during a match are final and are **not subject to protests**.
- **Eligible Matters for Protest:** Protests are only allowed for issues involving **player eligibility** or a breach of the **SCEDSL Guidelines**.

### Protest Process

- **Initial Verbal Communication:** Before submitting a written protest, please discuss your concerns verbally with a member of the tournament staff at the site's tournament administration station.
- **Written Submission:** If the matter is deemed valid for protest, the protest must be submitted in writing.
- **Review by Tournament Committee:** The written protest will be reviewed and ruled upon by the Tournament Committee.

## MODIFICATIONS & EXCEPTIONS

These guidelines serve as the primary governing document for the SCEDSL State Cup Tournament Champions Cup Flight. However, the tournament administration reserves the right to modify or grant exceptions to these guidelines when necessary.

- **Approval Process:** Any modifications or exceptions must receive prior approval from the involved Section Directors.
- **Notification:** Teams, coaches, and officials will be promptly informed of any approved changes or exceptions to ensure clarity and compliance.

**END OF DOCUMENT**