



# AYSO Area 1B 2025

## Fall League Champions Playoffs

### January 20-23, 2026



Welcome to the Area 1B Fall League Champions Playoffs. These guidelines will apply to all competition in this tournament.

All coaches MUST have in their possession at all times the properly completed and signed ("wet ink" or "electronic" signature) for each player. All players must play at least one-half of each game.

The tournament format will be as follows:

Each team will play 2 pool play matches. The 1<sup>st</sup> place teams from each pool will advance to a final championship match.

- 10U will play 7 v 7 format Roster size max 10
- 12U will play 9 v 9 format Roster size max 12
- 14U will play 11 v 11 format Roster size max 15
- Ties will stand in pool play games.

ALL participants will receive participation pins. Medals will be given to first through fourth place teams in all divisions.

#### **Determination of winners in the pool play portion will be made using a 10 point maximum system:**

- WIN = 6 points
- TIE = 3 points
- LOSS = 0 points
- GOAL = 1 point per goal up to 3 in each match
- SHUTOUT = 1 point for a shutout, including a 0-0 tie
- FORFEIT = 8 points (scored as a 1-0 win)
- RED CARD = - 2 points deduction for team (includes 2 points for each player, spectator, or coach)
- MISSED REFEREE ASSIGNMENTS = -1 point per position (Center, Ast. Referee x2)

**Tie Breakers:** In the event of a tie at the completion of pool play, final standings will be determined by the following Tie Breakers:

1. Fewest Red Cards/Ejections
2. Head-to-head competition
3. Goals allowed (Up to 3 per game)
4. Goal differential (goals scored to three per game, less total goals allowed, highest differential advances)
5. Coin toss at the end of pool play.

#### **Length of Play:**

- In pool play matches: 10U-(2) 20 minute halves, 12U-(2) 25 minute halves, 14U-(2) 30 minute halves
- Semi-finals and championship matches: 10U-(2) 25 minute halves, 12U-(2) 30 minute halves, 14U-(2) 35 minute halves
- In Championship Playoff Games, if the game ends in a tie, there will be two (2) 5 minute overtime periods. Teams will switch sides at the conclusion of the 1st 5 minute period. Both overtime periods must be completed. If the match is still tied, at the conclusion of overtime the winner will immediately be determined by standard Kicks from the Mark.

#### **Matches:**

ALL matches must be played. A 5 minute grace period will be allowed from the scheduled start time of the game. If a game starts late because a team did not arrive in time, equal time will be taken off each half. The clock starts at the scheduled start time. Teams should be at the field and ready to play regardless of the weather conditions at least 45 minutes prior to the scheduled start time. If a team does not show up in time and ready to play, a winning score of 1-0 will be posted for the team that was ready to play.

**Discipline:**

- A.** Coaches will be expected to set the positive example for the team, and will be held responsible for the actions of their teams including spectators. All spectators must remain behind the touch line and be to the left of the coach's box. 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, 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 spectator ejected must immediately leave the vicinity of the playing field (out of sight and sound) and will be prohibited from attending any further games for the duration of the tournament. Any coach or player sent off (red carded, not violent conduct) 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. Before any Coach or Player returns to participate, they must meet with the Area Director, Area Coaching Staff, and Regional Commissioner. This must be done more than 30 Minutes prior to the next game. Failure to do so may result in removal from the tournament. 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 without protest and must leave the field vicinity immediately. This includes returning to the fields as a spectator.
- 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 will forfeit all refunds and awards.
- 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, Section and AYSO National Office parties.

ANY SITUATION NOT COVERED BY THESE GUIDELINES WILL REVERT BACK TO THE AREA 1B GUIDELINES CURRENTLY ACTIVE, THE SECTION 1 GUIDELINES OR ULTIMATELY THE AYSO NATIONAL RULES AND REGULATIONS.

The Area Director/Tournament Director has the final decision in all matters regarding this competition.

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