



Fall 2025 Area 1R/1N

Interplay Guidelines

Note to Coaches, Referees, and Region Coordinators:

Please carry a copy of these Guidelines with you during the Fall 2025 Area 1R/1N Interplay season.

The Area 1R/1N Interplay program is designed for specific divisions where several regions do not have enough teams to play a full schedule within their region. In Fall 2025, the Area 1R/1N Interplay program offers B14, G14, B16, G16, B19, and G19 competition. Areas 1R and 1N will each hold postseason playoffs to determine which teams advance from their respective Areas to the Section 1 Tournaments.

SEASON:

The season generally runs from September to November, but could start earlier or end later.

A team may be scheduled for two games on a day, even if the team's opponents have not played two games that day. Additionally, teams may frequently be scheduled for weeknight games.

Important dates for Fall 2025 Area 1R/1N Interplay teams are listed at the end of the Guidelines under KEY 2025 FALL 2025 AREA 1R INTERPLAY DATES.

TEAM REGISTRATION:

Regions must communicate their intention to participate in the Area 1R/1N Interplay programs through a Region Application and other appropriate documents. Teams will not be registered in either program until the region has submitted a completed Application and other required documents.

A Region's teams shall only be composed of players who registered in AYSO's Fall Core program. Teams will be established according to the guidelines of the a) Area 1R/1N Interplay program, and b) each Region.

For the Area 1R/1N Interplay programs, regions with more than one team in a division need to balance their teams. If balanced teams are not created, the Regional Commissioner must explain the circumstances regarding the unbalanced teams to the Area 1R Staff in their Regional Application.

For Area 1R/1N Interplay, team maximum roster sizes are:

- 19U 18 players - play will be 11 v 11
- 16U 18 players - play will be 11 v 11
- 14U 15 players - play will be 11 v 11

Additional players may be included on a team's roster with the permission of each region's Area Director (up to a maximum of 22 players for 16U and 19U). Official rosters must be created from the AYSO SportsConnect system. From the Dashboard, select Teams and then select the "Print Official Photo Roster Jersey" button (the "Roster"). Teams not submitting timely Rosters may forfeit any Area 1R/1N Interplay games until a proper Roster is submitted.

A team may add a player to their Roster or replace a dropped player, not to exceed the maximum number of players above, by the date(s) noted under Key Fall 2025 Area 1R/1N Interplay Dates at the end of these Guidelines. All Roster changes are intended to be permanent player changes, not temporary changes.

If a player change is required, an updated Roster must be submitted to the Area 1R Staff prior to the added/substituted player playing in a match. Players may only transfer between teams in the same region with permission of the Regional Commissioner. Such transfers should be very rare and approved only under the most unusual circumstances.

FEES:

Area 1R/1N Interplay fees will be due within thirty (30) days after invoicing. Only checks from a regional checking account will be accepted. Regional checks should be made payable to "AYSO Area 1R." Area 1R/1N Interplay team fees will be based upon actual costs of the respective League, including medals, player t-shirts (if any), pins (if any), and other League costs.

PLAYER IDENTIFICATION:

Players are eligible to play in a match only if they are included on the team's current Roster. The players' pictures must be taken within the last year and clearly show the players' faces. The Roster must be printed, but does not need to be laminated. Teams are urged to prepare more than one set of printed Rosters, so the assistant coach and/or team manager can carry extra Rosters. Before the start of each match, the team will present the referee with their current printed Roster.

Referees have no discretion about excluding a team or player from playing a match if the printed Roster is missing or the player is not listed on the team's printed Roster, even if the player was only recently added to the team.

If a team does not present a printed Roster to the referee prior to the start of the game, the team forfeits the game. If both teams do not have proper Rosters, the game becomes a mutual forfeit (0 Standings Points for each team). In those circumstances, teams may play a scrimmage, but the results of the scrimmage will not count in the Area 1R/1N Interplay standings.

Coaches should have printed medical release forms for all players at all team functions, including practices, games, parties, tournaments, and any other team event. However, match referees should not ask for or be given the medical release forms.

AWARDS:

The Area 1R Staff will announce whether players may receive pins and/or t-shirts for their participation in the Area 1R/1N Interplay programs.

Medals for top finishing teams will be determined by Area 1R for Area 1R teams and by Area 1N for Area 1N teams.

UNIFORMS:

Players shall wear official AYSO uniforms, and all players (except the goalkeeper) on the same team shall wear the same uniforms (including socks). All equipment guidelines shall be followed as stated in the Laws of the Game and AYSO National Rules and Regulations.

The Home team shall wear a dark-colored uniform and socks, if the team has two jerseys (or socks). The Visiting team shall wear a light-colored uniform and socks, if the team has two jerseys (or socks). The referee retains the ultimate authority to decide whether a color conflict between the team's uniforms or socks exists.

If the referee deems a color conflict to exist, both teams shall wear pinnies if alternate jerseys are not available. The Home team shall provide both sets of pinnies.

FIELDS:

Each Region shall provide regulation-sized fields. Fields must be properly equipped and marked (including goals, goal area, penalty area, center circle, touchlines, etc.) prior to the start of the match. It is the responsibility of the Home region to provide a safe, playable regulation-sized field. It is the Home team's responsibility to set up and take down equipment for the entire field before and after the match. Visiting teams should clean up trash along their touchline after the match.

Visiting teams should be provided a reasonable warm-up area 30 minutes prior to the scheduled start of the match.

If a field is unplayable due to weather, fires, major air pollution, or other adverse conditions, the Home region must give the respective Region's RC and Area 1R/1N Staff at least three (3) hours advance notice (if possible), typically by posting to the Area 1R/1N Mudline page. During periods of actual or expected adverse weather or other conditions, coaches are strongly encouraged to check the Area 1R/1N Mudline, the Home region's website, and/or social media for announcements about field closures.

The Home region will be on the north or east side of the field unless otherwise specified by individual regions. Teams and all related spectators must remain on their own side of the field.

Spectators will stay on their team's side of the field and remain on the "non-AR" side of the touchline. Referees may decide to use a "reverse (right) diagonal" in which case the spectators may need to move to the other half of the touchline. Spectators are not allowed to loiter behind the goal lines unless they are unobtrusively retrieving stray balls.

MATCH LENGTH:

Match lengths shall be as follows (unless terminated early by the referee):

- 19U 2 halves of 45 minutes each
- 16U 2 halves of 40 minutes each (includes combined 16U and 19U games)
- 14U 2 halves of 35 minutes each

The Home region is responsible for ensuring matches start and end on time to ensure matches are played to full length. Matches that are tied after regulation time ends will be scored as a tie.

Matches will begin within 15 minutes of the scheduled start time or field availability, whichever is later. If a field has been "double-booked" with an Area 1R/1N Interplay game and another game, the Area 1R/1N game takes priority. The duration of the match will not be shortened if the match starts late.

Failure to start the match within 15 minutes after the scheduled start time or field availability, whichever is later, must be reported to Area 1R Staff within 24 hours of the scheduled match time if a possible forfeit is requested. A team sacrifices its right to request a late start forfeit if the match is played.

While a reasonable attempt will be made to schedule around important school events (graduations, proms, SATs, etc.) that are identified prior to the beginning of the season by the respective regions, once the match schedule is published, matches will only be rescheduled under the most unusual circumstances. Matches will only be rescheduled with the express consent of Area 1R Staff and the Regional Commissioners of the respective regions.

Generally, matches will not be rescheduled unless the field unexpectedly becomes available or is unsafe. Matches will not be rescheduled due to a team's participation in a tournament or other events. Every effort will be made to reschedule matches that are canceled due to inclement weather (in many cases this could result in the necessity to play two matches on another date). In the event a rescheduled match may not be played due to insufficient time in the season, it will be treated as a "No-Match" in the standings.

The Area 1R Scheduler will be responsible for rescheduling following this procedure:

1. The Home region will submit via email at least three (3) date/time options within seven (7) days of the canceled game to the Scheduler.
2. The Visiting region has three (3) days to respond to the Scheduler.
3. If no visitor response or agreed-upon date, the Scheduler will determine the date/time of the rescheduled match and communicate this to both teams via email. This may need to include playing the match at a neutral site.

COACHES:

A Qualified Coach (whether the head coach or assistant coach; "Coach," or "Coaches") is an adult who has taken and been certified in all of AYSO's current "health and safety" protocols, including:

- Safe Haven
- CDC's Concussion
- Sudden Cardiac Arrest
- Current (unexpired) SafeSport training
- Satisfactory LiveScan
- Current (unexpired) satisfactory AYSO (Sterling) background check
- AYSO-trained as a coach in the team's division (or higher). Exception: for Area 1R/1N Interplay teams, the head coach may be certified at the Intermediate Coach level.

The Coaches must have a laminated photo badge. In SportsConnect, under Teams, select "Print ID Card PDF". The Coaches must wear their badges while coaching at an Area 1R/1N Interplay game. A forfeit will not be declared if a Qualified Coach is not wearing their badge, as long as they are, in fact, a Qualified Coach. However, if a Qualified Coach is not present at all times throughout the match, the match will be declared a forfeit.

Each coach will conduct themselves in a manner becoming an AYSO volunteer and will encourage clean competition and good sportsmanship. They will exhibit positive coaching and respect for referees and Area 1R Staff at all times. Coaches are responsible for the appropriate decorum of all players, parents,

and spectators on their sidelines or associated with their teams. Coaches shall not dissent calls by the referee or Assistant Referees. Coaches shall actively encourage parents and spectators to exhibit similar respect and restraint. It is the Coaches' responsibility to monitor the behavior of their team's players and spectators and to be proactive in promptly correcting behavior problems before or immediately as they arise. This includes supporting any referee's decision regarding play on the field (even if they privately disagree with the call or non-call) or poor behavior from any player, coach, or spectator.

Coaching (giving technical advice to the players) during the match is restricted to one badged Qualified Coach and one badged assistant Qualified Coach. They must coach on their own side of the field and remain in the technical area.

REFEREES:

The diagonal system of control is the only permitted method of control for all Area 1R/1N Interplay matches.

It will be the responsibility of the Home region to supply a team of three (3) Qualified Referees for each match. Failure to have three Qualified Referees for the entire match should be reported to Area 1R Staff for follow-up. As a demonstration of good sportsmanship, the Visiting team should assist the Home team with any available Qualified Referees from its team so that the match can be played with a team of three Qualified Referees at all times.

If the teams play without satisfying the conditions above, it will be recorded as an unofficial scrimmage and a forfeit for the Home team.

Qualified Referees

A) The Referee

1) For 14U matches, the Referee must be:

- a) At least 14 years old, and at least two years older than the players, and
- b) an Intermediate Referee (or higher) badge

2) For 16U and 19U matches, the Referee must be:

- a) At least two years older than the players,
- b) 16U – an Advanced Referee candidate (or higher) badge. An “Advanced Referee candidate” is an Intermediate Referee who has completed the Advanced Referee course.
19U – an Advanced Referee (or higher) badge.
- c) Approved in writing in advance by the region's Referee Administrator (or designee) to referee the level of the match. The Referee Administrator may approve a referee for some but not necessarily all 16U and 19U matches.

3) For all age divisions, the Referee:

- a) Must have a current volunteer form on file and must meet all current AYSO and Area 1R/1N “health and safety” certifications and training, including current unexpired LiveScan, SafeSport, and an AYSO background check.
- b) May NOT be the Coach, Assistant Coach, parent, or relative of a player on either team, and
- c) Must be in proper uniform including referee jersey, AYSO badge, shorts (or dark colored warm ups), referee socks, and footwear. Dark-colored warm-ups worn over the proper referee uniform are acceptable. Street clothes, sandals, or

bare feet are not acceptable. However, a match will not be forfeited if the Referee is a Qualified Referee except they fail to meet points regarding badge, shorts, socks, or footwear.

B) The Assistant Referee (for all age divisions)

- 1) Must be at least a Regional Referee (or higher) badge.
- 2) Must have a current volunteer form on file and must meet all current AYSO and Area 1R or Area 1N “health and safety” certifications and training, including current unexpired LiveScan, SafeSport, and an AYSO background check (if applicable).
- 3) Must be at least two years older than any players in the match.
- 4) May NOT be the coach or assistant coach of the team.
- 5) Can be a parent or relative of a player on a team. As a courtesy, the opposing coach should be notified prior to the match, but they do not have the right of approval of the Assistant Referee.
- 6) Must be in proper uniform, including referee jersey, AYSO badge, shorts (or dark-colored warm-ups), referee socks, and footwear. Dark-colored warm-ups worn over the proper referee uniform are acceptable. Street clothes, sandals, or bare feet are not acceptable. A match will not be forfeited if the Assistant Referee is a Qualified Referee, except they fail to meet points regarding badge, shorts, socks, or footwear.

C) Club linespersons

Club linespersons are not permitted for any Area 1R/1N Interplay match. If an assigned assistant referee is unexpectedly delayed or unavailable due to an emergency or sudden unexpected circumstances, then a trained referee from either team is permitted to become part of the referee crew. This referee must (at least) be dressed in a proper referee jersey.

Send-off Reports (via the Area 1R website) shall be completed by the referee for **all send-offs** involving players, coaches, or spectators. All persons shall be fully identified by name on the Send-off Reports. Coaches will be responsible for communicating the names of all individuals involved in misconduct to the referee for the referee’s report. Send-off Reports are to be submitted within 24 hours of the send-off being issued.

Youth referees have the fullest support of the Area 1R Staff. The Area 1R Staff will exercise zero tolerance with regard to dissent, abuse, foul language, or other inappropriate behavior directed towards or in the presence of a youth referee.

In disputed or contentious situations, such as a controversial call by the referee, only one (1) team captain (wearing a captain’s armband) from each team may approach the referee. All other players must remain at least five (5) yards away from the referee. Referees may signal for a “captain’s only” discussion, but it is not required.

SUBSTITUTIONS:

Substitutions will be by the quarter system for 14U games.

16U and 19U will utilize free substitution. Substitutions will be allowed at any stoppage of play with the referee’s permission. See the Laws of the Game for details. Timekeepers are required in these divisions to record substitutions. The coach will provide the team’s timekeeping sheet to the referee immediately following the match. Coaches failing to submit a satisfactory timekeeping sheet at the end of the match can be subject to disciplinary review.

Players must play a minimum of one-half of each match unless they are injured, ill, arrive after the start of the match, leave before the end of the match, or are sent off by the referee. In rare circumstances, players may be limited to less than one-half of a match by their Regional Commissioner for disciplinary reasons. Some region's Regional Guidelines may have additional requirements, such as three-quarter play, playing time as a goalkeeper, etc., that their teams must follow in addition to these Guidelines. Referees and the Area 1R Staff will not monitor regional guidelines beyond these Guidelines, but may become involved in reviews.

Coaches failing to play all of their players for at least one-half ("½") of a match, without an authorized exception, are subject to a minimum of a one-match suspension, and the match may be declared a forfeit against their team. The game card maintained by the Referee or the timekeeping sheet prepared by a 16U or 19U team shall be considered conclusive evidence of a player's playing time in a match. Coaches are responsible for having their players present themselves to the referee as they come in and out of the match at each substitution opportunity. Coaches are required to inspect the game card or timekeeping sheet during or after the match to satisfy themselves that the playing time for their players is accurately recorded. The referee team shall have the primary responsibility for tracking substitutions on the game cards for all 14U divisions.

With the referee's permission, a coach may temporarily remove a player who has been cautioned and "play short." The player may then return to the match at any time, with the permission of the referee.

Players in all divisions are permitted to play the entire match as goalkeepers unless their respective regional guidelines state otherwise.

DISCIPLINE:

Coaches have the primary responsibility for their behavior and the behavior of their players, other coaches, parents, and spectators on their side of the field. Players, parents, and spectators will typically follow the behavior example set by the coach.

The referee may issue cautions (yellow cards), send-offs (red cards), or ejections of spectators before, during, or after the match. The referee may also order unruly coaches, parents, and spectators to leave the "area of the match" (defined as at least 150 yards from the field). Coaches, parents, and or spectators who are ordered to leave the area of the match, must do so immediately and may not return even after the match is over. Failure to immediately comply with a send-off or an order to leave the area of the match is possible grounds for termination of the match.

Players who are sent off must retire to the team area under the direct supervision of the coach and may not return to the field for the remainder of the game, nor immediately after the game, nor during the post-game handshake. Any player who continues to be disruptive or returns to the field must be escorted away from the field by their parent or a Safe Haven certified adult volunteer.

A team allowing an ineligible player, coach, or spectator to participate will forfeit all matches in which that person was involved and may also forfeit participation in the Area 1R/1N Interplay circuit and/or their related tournaments. If it is determined that a coach knowingly played an ineligible player, they may be suspended immediately and subject to further disciplinary action from the Area 1R Staff and/or their region. Any matches in which an illegal player, coach, or spectator participated will generally be recorded

as a 1-0 forfeit unless the opposing team won the match with a goal differential greater than 1, in which case the match result will stand.

Coaches who deliberately do not play a scheduled Area 1R/1N Interplay match or pull their team from the field before the match has been completed may be suspended immediately and subject to further discipline by the Area 1R Director and/or their Area Director or Regional Commissioner. Such discipline may include, but is not limited to, suspension from the league for one or more games, the coach's or team's disqualification from the related tournament, and, for multiple incidents, the coach's or region's disqualification from participating in future Area 1R/1N Interplay leagues.

Cautions (Yellow Cards)

Each team's coach is responsible for recording and monitoring the cumulative cautions for each of their players or coaches during the Area 1R/1N Interplay seasons and Tournaments. An accumulation of cautions by a player or coach will have the following consequences:

- Players or coaches who receive their third cumulative caution will be ineligible to participate in the team's next Area 1R/1N Interplay match.
- Thereafter, the team member or coach will miss one additional Area 1R/1N Interplay match for every two additional (5th, 7th, 9th, etc.) cumulative cautions received.

For the purposes of calculating cumulative cautions, when a player receives two cautions in a single match, these are counted as a send-off (red card) and do not count towards the player's cumulative cautions.

Generally, cumulative cautions during League play may not carry over to the Area 1R or Area 1N tournaments. However, if a player or coach receives a caution during their last match of League play (that would result in them missing the team's next game due to cumulative cautions), they may not be eligible to play in the team's first game of the Area 1R Tournament or the Area 1N Tournament. See the Area 1R and Area 1N Tournament Guidelines for further details about both situations.

Send-Offs (Red Cards) of Players or Coaches or Ejections of Spectators

- A player who receives a send-off will be ineligible to play in, participate, or observe the balance of the current game, plus the team's next two (2) Area 1R/1N Interplay matches that are played.
- A coach or spectator who receives a send-off or ejection will be ineligible to play in, participate, or observe the balance of the current game, plus the team's next three (3) Area 1R/1N Interplay matches that are played.

Exceptions:

- 1) a player that is sent-off for:
 - a) a second cautionable offense in a game, or
 - b) denying a goal, or denying an obvious goal-scoring opportunity,
 - 1) for a non-deliberate handball, or
 - 2) a foul against an opponent that results in a free kick restart, while making a reasonable, good faith attempt to play or challenge for the ball.

Shall miss the balance of the current game, plus the team's next Area 1R/1N Interplay game that is played.

- 2) a player, coach, or spectator that is sent-off (or ejected) for a) violent conduct, or b) biting or spitting at anyone will be ineligible to play in, participate in, or observe the balance of the current game, plus at least the team's next three (3) Area 1R/1N Interplay matches that are played. Additionally, at the Area 1R Director's discretion, they may not be eligible to participate in the Area 1R Interplay Tournament. See "Additional Discipline" below for additional suspensions that may be imposed by the Area 1R Director, the team's Area Director, or the team's Regional Commissioner. The USSF Referee Abuse Prevention Program, recently adopted by AYSO, may also result in additional discipline.

Cumulative Send-offs or Ejections

Each team's coach is responsible for recording and monitoring the cumulative send-offs for each of their players, coaches, and spectators during the Area 1R/1N Interplay season and Tournaments. An accumulation of send-offs (red cards) by a player or coach, or ejection of a spectator, will have the following consequences:

- A player, coach, or spectator who receives a second cumulative send-off (or ejection) will be ineligible to play in, participate in, or observe the balance of the current game, plus the team's next four (4) Area 1R/1N Interplay matches. Exception: a player whose second cumulative send-off is for 1) a second cautionable offense in a game, or the two offenses listed in Exception 1(b)(1) or 1(b)(2) above, shall miss the balance of the current game, plus the team's next game that is played.
- Thereafter, players, coaches, or spectators will miss two (2) Area 1R/1N Interplay matches for every one additional cumulative send-off or ejection.

If the team's next scheduled match turns out to be a non-played forfeit by either team, the suspension will carry over to the next Area 1R/1N Interplay, or similar match that is played, even if the next match is in the following season.

Referee Abuse

Any player, coach, or spectator who is verbally abusive to a referee, including derogatory comments about the referee's calls (or non-calls), cursing, or other comments that may be personal, public, persistent, or provocative, may be immediately sent-off (or ejected) by the referee. Players, coaches, or spectators are not entitled to a prior warning for referee abuse. Any comments or gestures directed towards or in the presence of youth referees will be treated as especially serious referee abuse.

Any player, coach, or spectator that threatens, confronts, chases, tries to fight, attacks, or assaults a referee will be sent-off (or ejected) and is suspended indefinitely until the Area 1R Director makes a decision about the length of the person's suspension.

If asked by the referee, coaches have an obligation to identify by name any spectator associated with their team, including if necessary, inquiries of all parents or other spectators associated with their team.

The USSF Referee Abuse Prevention Program, recently adopted by AYSO, may also result in additional discipline.

Additional Discipline

All send-offs will be reviewed by the Area 1R Director and Area 1R Referee Administrator. The Area 1R Director, the team's Area Director, and the team's Regional Commissioner each have the authority to impose additional sanctions against the player, coach, or spectator that is involved in any send-off or referee abuse.

WEAPONS WILL NOT BE ALLOWED IN THE VICINITY OF THE FIELDS. WEAPONS WILL BE VIEWED AS VIOLENT CONDUCT IN THE MOST SERIOUS SENSE AND ARE SUBJECT TO CRIMINAL REFERRAL AND PROSECUTION AS APPROPRIATE.

PROTESTS:

There will be no protests of a referee's decision (including a referee's judgment calls or non-calls). Protests will only be allowed for the following suspected conditions:

- Use of an illegal player
- Violation of these Guidelines or AYSO rules and regulations

In the case of a protest, the protesting team must present the protest in writing or email to the Area 1R Director by the earlier of a) the allegedly offending team's next scheduled match, or b) seventy-two (72) hours after the match giving rise to the protest. Sufficient information to substantiate the protest must be filed with the protest. The Area 1R Director will investigate as considered necessary, assign a hearing panel (if considered necessary), and administer appropriate discipline.

Game Cards

Game cards are available on the Area 1R website. The appropriate official game cards should be used in all Area 1R/1N Interplay matches. Each coach must fully complete their game cards prior to the start of the match, including all the team's player's first and last names in jersey number sequence. Names of players or coaches who are not eligible to participate in the match should be included on the game card, but clearly lined through prior to the start of the match. Unless clearly lined through, a player's or coach's name on the game card will be considered clear evidence that the player or coach participated in the match.

The referee team will complete the game cards with the results of the match, including a statement indicating whether the match had three (3) Qualified Referees (if three Qualified Referees are required). Coaches (or a team representative) are responsible to sign the game card after the match as the team's verification that the score, substitutions, Qualified Referees, send-offs, cautions, spectator ejections, and all other pertinent information is on the game card.

At the conclusion of the match, the referee will:

- a) review both game cards for completeness and accuracy, including the notation of any cautions, send-offs, or ejections and the names and badge levels of the referee team on the match,
- b) allow each team's coach (or representative) to take a photograph of the front and back of both game cards,

- c) for high school, 16U, and 19U matches, collect each team's timesheets, allowing each coach (or representative) to take a photograph of both team's timesheets,
- d) submit the game cards, timesheets (if any), and any Misconduct Report to their Regional Coordinator and/or Regional Commissioner. Each region must establish internal procedures to ensure that the Regional Coordinator or Regional Commissioner receives the game cards and Misconduct Reports within one week of the incident, or if earlier, prior to the team's next scheduled match.
- e) finally, if any send-offs or ejections occurred during the match, the referee must submit a Send-off Report through the link on the appropriate page of the Area 1R website.

In the case of a forfeit by one or both teams, the complete circumstances regarding the forfeit must be documented and retained by the Home region.

MATCH RESULTS:

Coaches must report their team's game results following the conclusion of their match (including forfeits), no later than forty-eight (48) hours after the conclusion of the match (twenty-four (24) hours for the final week's matches), including:

- The score of the match, including the winning team,
- Any cautions (yellow cards) or send-offs (red cards) for **both** teams (as recorded on the back of the game cards by the referee),
- Good, clear photos of the front and back of **both** teams' completed game cards, and
- For 16U, 19U, or high school games, good, clear photos of **both** teams' timesheets.

Teams will report match results through a link on the appropriate Area 1R/1N Interplay pages of the Area 1R website. The team's match results must be reported regardless of the outcome of the game (including forfeits) or whether the team is the home or visiting team. The game reporting may be performed by a coach, team manager, or a responsible team parent, but the coach retains the responsibility to see that the game reporting is timely and accurate. Late, inaccurate, or incomplete reporting of a game's results may result in the deduction of Standings Points (see "Standings" in the following section).

Regional Coordinators must monitor their region's Area 1R/1N Interplay teams to ensure match results are being promptly and accurately reported.

Any matches canceled due to weather, field conditions, excessive heat, very poor air quality, or other reasons must be reported to the Area 1R Scheduler by the end of the scheduled game day. There will not be any rescheduling of matches other than for the reasons stated above.

Any challenge to the reported match score must be received by the Area 1R Registrar within one week of the posting, or the score may be considered final. For the final week's matches, a challenge to the posted score must be received within 24 hours of the posting.

The Area 1R Director will have the authority to determine the result of any abandoned or terminated game.

STANDINGS:

Team standings will be based on the following point structure:

- Win = 3 points
- Tie = 1 point

- Loss or forfeit = 0 points
- -1 point for each send-off of a team player, coach, or spectator, up to a maximum of three (3) Standings Points deducted in any single game.
- -1 point - The team loses a Standings Point as the team reaches its 3rd, 5th, 7th, 9th, 11th, etc., late, inaccurate, or incomplete reporting of their game results (including the timesheet, for 16U and 19U teams) during the season.

Forfeits will be recorded as a 1-0 win for the opposing team (unless the match is a mutual forfeit which will be recorded as 0 points for each team).

Ties in the standings will be resolved using the following tiebreakers, in order:

1. Head-to-head results (total wins)
2. Head-to-head results (total goals scored; maximum of 5 goals in any game)
3. Head-to-head results (total goals allowed)
4. Fewest goals allowed during the season
5. Most goals scored during the season (maximum of 5 goals in any game)
6. Fewest total games with send-offs of team players, coaches, or spectators
7. Fewest total games with send-offs of team players
8. Fewest total games with cautions of team players or coaches
9. Coin toss

Note: Do not use a tiebreaker if all tied teams have not played each other (or other teams, as applicable) the same number of times.

If a team does not play a game due to weather, smoke, or other force majeure events, and the game is not rescheduled before the end of the season, then as necessary, the team's Standings Points or other season results (goals scored, goals against, send-offs, etc.), may be prorated based on games played in order to determine the division's final team standings.

If a team drops out of the Area 1R/1N Interplay program before their first scheduled match and the schedule cannot be revised, the team's matches will be treated as a "No match" for scoring purposes, and their opponents will receive a bye. If a team drops out after playing their first match, the remaining matches will be treated as forfeits, and their opponents will be awarded a 1-0 forfeit score.

AREA TOURNAMENTS:

Additional information on the date(s), location(s), and guidelines for the Area 1R Tournament and Area 1N Tournament will be posted to the respective Area 1R and Area 1N websites.

OTHER AYSO RULES: INTERPRETATION OF THE GUIDELINES:

The Area 1R Director and Area 1R Staff will have the responsibility to interpret and apply these guidelines at their discretion, in the spirit of the Guidelines, when a situation may not be specifically addressed herein. AYSO National Rules and Regulations shall apply throughout the Area 1R/1N Interplay seasons.

KEY 2025 AREA 1R/1N INTERPLAY DATES

July 31 (Sunday)	Region Information Sheets due
Aug 7 (Thursday)	Draft game schedule released to RC's. <u>Only the first three (3) days are available for special requests.</u>
Aug 11 (Monday)	Last day for teams to make special game scheduling requests to Home region.
Aug 17 (Sunday)	Completed Photo ID rosters submitted prior to Coach Meeting
Aug 17 (Sunday)	In-person meeting for Coaches, RRA's, and RC's (mandatory participation)
Aug 17 (Sunday)	Final game schedule released (tentative - game schedule release requires each region's draft completion)
Sept 2 - 9	Area 1R/1N Interplay matches will start the week of Sept. 2 through 9
October 4	Area 1R/1N Interplay roster freeze (Week 5). No players added beyond this point.
Oct. 27 – Nov. 1	Area 1R 16U – 19U Tournament semifinals (hosted by regions)
Nov. 8	Area 1R 16U – 19U Tournament finals
Nov. 15-16	Section 1 16U – 19U Tournament