

# 2025 Area 1R 10U – 14U Playoff Guidelines

Official Player Rosters from BlueSombrero (with a player's recent picture and the coaches' names), will be required for the 2025 Area 1R 10U – 14U Playoffs. Player ID cards are not required. Completed and laminated coach's badges must be worn by each of the team's two (2) coaches.

Players shall wear official AYSO uniforms, and all players on the same team shall wear the same style and color jerseys, shorts, and socks. All equipment guidelines shall be followed as stated in the Laws of the Game and AYSO National Rules and Regulations. If the referee deems a color conflict to exist, both teams shall wear pinnies if alternate jerseys are not available. See the Tournament Staff for pinnies. Coaches are also expected to have proper copies of all players' medical release forms.

The Home Region will be on the 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, on the non-AR half of the field.

Teams will check in with the Tournament Staff. Please check in with the Tournament Staff at least 45 minutes prior to the scheduled start of the first game each day with all required rosters and forms. Referees will conduct a player safety inspection prior to the start of each game. If a team does not have the minimum number of players at the field, ready to play, by ten (10) minutes after the scheduled start time, the game may be declared a forfeit. Minimum required players are as follows: 10U – 5 players; 12U – 6 players; 14U – 7 players.

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 (the width of the center circle). Additionally, coaches must be certified at the appropriate division level of their team (or a higher level).

Coaches are expected to know and follow their own Region's Guidelines regarding a) player's playing time ( $\frac{3}{4}$  play,  $\frac{1}{2}$  play, etc.), and b) goalkeeper play (how many quarters a player may be the goalkeeper; requirements for the goalkeeper to also play as a field player, etc.), and any other relevant Guidelines their region has adopted. Neither the referees nor the Tournament Staff are responsible for enforcing any region's guidelines regarding playing time, etc.

**TOURNAMENT FORMAT:** Each age division will be bracketed into playing pools. Each team will typically play two qualifying games within their respective pools. There may be multiple flights in a division depending on the number of teams. In the case of a team drop or a shortage of teams in a particular division one or more pools may get a bye, resulting in only one qualifying game.

In each division, the team with the highest Standings Points in each pool and one wildcard team will advance to the semifinal games (see "STANDINGS").

## GAME FORMAT

2025 Area 1R 10U – 14U playoff pool play matches will be played to the following lengths:

10U – 25-minute halves;      12U and 14U – 30 minute halves;

All divisions: 5-minute halftime

There will be a running clock during quarter substitutions for all games. There will be no time added on for injuries or time wasted in pool play rounds.

All games must end at least five (5) minutes before the scheduled start of the next game, regardless of the reason for a late start or delay (injury, field availability, late arrival of referee crew, etc.). Yes, this may result in a game not being played for the full duration of the match lengths referenced above.

The Home team has the choice of the kickoff to start the first half or the second half. The Visiting team chooses which goal to defend in the first half.

The Home team should provide three (3) balls for the match.

## STANDINGS

Standings for pool play round games and 3rd and 4th place winners will be determined as follows:

|                     |  |
|---------------------|--|
| Win                 | 6 Standings Points   |
| Tie                 | 3 Standings Points   |
| Loss                | 0 Standings Points   |
| Goal scored         | 1 Standings Point (one point per goal scored, up to three per game - win, draw, or loss)   |
| Shutout of opponent | 1 Standings Point (0-0 tie is a mutual shutout)  |
| Forfeit/Bye         | 7 Standings Points (does not constitute a shutout)   |
| Send-off (red card) | 2 Standings Points deduction per send-off of a player, coach, and/or spectator (up to a maximum deduction of 6 Standings Points for send-offs in a game) |

### Winners of Standings Points ties for pool play rounds will be decided by the following:

- Head-to-head competition record (the team that won in pool play advances)
- The most wins in pool play
- Goals allowed (team with fewest total goals allowed advances)
- Goal differential (goals scored (max 5 per game) less total goals allowed - high team advances)
- Penalty shootout as outlined in the IFAB Laws of the Game (as modified as described below; winner advances)
- Coin toss (if a Penalty Shootout is not practical)

Wildcard teams will be determined by the non-first-place team from all pools in a division bracket or flight with the highest Standings Points total. Ties will be decided as stated above for pool play.

## SEMIFINAL AND FINAL GAMES

A winner is required for all semifinal and final games. If time allows, then the preferred approach is to use extra time periods. If time does not allow for extra time periods as determined by the Area 1R Staff in their sole discretion, then go straight to Penalty Shootout; per the IFAB's 2025-2026 Laws of the Game, (as slightly modified below) to determine the winner.

Championship and semifinal games will be full-length for that division as designated by AYSO National Rules & Regulations, with a five-minute halftime. There will be a running clock during quarter substitutions for all games.

Playoff games that are tied at the end of regulation play will have two (2) full extra time periods as follows:

|              |                                     |
|--------------|-------------------------------------|
| 10U:         | two (2) 5-minute extra time periods |
| 12U and 14U: | two (2) 7-minute extra time periods |

Both extra time periods are played in their entirety – the first team to score a goal does NOT win. The referee is the sole timekeeper and can decide to add time to either or both extra time periods. The referees will not enforce any minimum play requirement for extra time periods.

A player sent off during regulation time may not return for extra time or the Penalty Shootout. Any coach, parent, or spectator dismissed during regulation time or extra time may not return at any time (including after the match ends).

## **Modifications and clarifications to the Laws of the Game for the Penalty Shoot-out**

The Referee selects the goal to be used for the Penalty Shoot-out. One assistant referee is responsible for administering the players taking the kicks. The other assistant referee is responsible for judging goalkeeper encroachment and a goal being scored during the Penalty Shoot-out.

A standard coin toss will be used to determine who will take the kick first. The team winning the coin toss decides which team will kick first.

All players active in the game at the referee's whistle to mark the end of extra time (or regulation time, if extra time is not played) are eligible to take kicks from the penalty mark.

If one team does not have the same number of players on the field at the end of extra time (or regulation time if extra time is not played), then the other team must remove players to equal the opponent's number of players (reduce to equate).

Each kick is taken by a different player, and all eligible players must take a kick before any player can take a second kick. All players, except the player taking the kick and the two goalkeepers, remain outside the center circle and lined up on their team's side of the halfway line. Players should be in order along the line, starting with the next player to take the kick on the intersection of the center circle with the halfway line. Among those players who have not yet taken a kick in a round, coaches may change the order of the players at any time. Players completing a kick return to the end of the line.

The goalkeeper is a player, and may take a kick at any point and must take a kick if all other players on the team have taken a kick.

The goalkeeper may be changed, with the referee's permission, with any teammate eligible to take a kick in the Penalty Shootout, at any pause in play during a Penalty Shoot-out.

A goalkeeper who is injured and unable to continue before or during a Penalty Shootout may be replaced by another player, including a player reduced to equalize the number of players. If the goalkeeper has already taken a kick before being replaced, the replacement goalkeeper may not take a kick until the next round of kicks.

Under a Penalty Shoot-out, the kick is completed when either 1) the ball stops moving, 2) the ball goes out of play, or 3) the referee stops play for any offense. The kicker may not play the ball a second time.

An offense by the goalkeeper results in a retake if:

- 1) the kick is saved, or
- 2) the kick is not scored but, in the referee's opinion, the goalkeeper's offense clearly impacted the kicker.

## **Determining a winner**

The winning team is determined in one of two ways:

1. Initially, the winning team is determined by the best of the first five kicks.
2. If the teams are still even after the first five kicks, then it proceeds one round at a time. Each team gets a kick in the round. The winner is the team scoring a goal in a round where the other team does not score a goal.

## **REFEREES**

The Referee must be 1) at least 14 years old, and at least two years older than the players, 2) a Regional Referee or higher certification, and 3) may not be the Coach, Assistant Coach, parent, or relative of a player on either team.

The Assistant Referee must be 1) at least 14 years old, and at least two years older than the players, 2) a Regional Referee or higher certification, and 3) may not be the Coach, or Assistant Coach, of either team.

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.

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.

The Area 1R Director and Area 1R Staff will have the responsibility to interpret and apply these Guidelines (and any relevant Regional Guidelines that a region has adopted) at their discretion, in the spirit of the Guidelines, when a situation may not be specifically addressed herein.