

2025 Area 1R 10U – 14U Playoff Guidelines

Referee Summary

Please check in at the Referee Station at least 20 minutes before your game time. We want all games to start on time. If your referee crew has back-to-back games on the same field, we will strive to deliver game cards to you.

The Tournament Staff will perform player check-in (that is, ensure that players are on the approved team roster). Before all games, look for a hand stamp on the players. The referees will conduct a safety and equipment check for all players prior to each game.

If the referee deems a color conflict to exist, both teams shall wear pinnies if alternate jerseys are not available. The coaches should see the Tournament Staff for pinnies.

Teams and all related spectators must remain on their own side of the field, on the non-AR half of the field.

Referees are not responsible for enforcing any region's guidelines regarding playing time, etc. 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; whether the goalkeeper must also play as a field player, etc.), that their region has adopted. Do not enforce your region's requirements on these issues during the Tournament.

Coaching (giving technical advice to the players) during the match is restricted to one badged coach and one badged assistant coach. They must coach on their own side of the field and remain in the technical area. Parents and spectators should not be giving technical advice to the players.

The Home team should provide three game balls.

POOL PLAY GAMES

Pool play games 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. Time will not be added for injuries or wasted time in pool play rounds.

IMPORTANT—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 (e.g., injury, the previous game running late, late arrival of the referee crew, etc.). Games must end by 9:10, 10:25, 11:40, 12:55, 2:10, or 3:25. Cut an equal amount of time from each half to end the game on time.

No coin toss - 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.

Pool Play games may end in a tie.

A send-off (red card) will result in a two (2) Standings Points deduction per send-off of a player, coach, and/or spectator (up to a maximum deduction of six (6) Standings Points for send-offs in a game). The referee must prepare a Send-off Report after the match.

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SEMIFINAL AND CHAMPIONSHIP GAMES

Semifinal and championship games will be full-length for that division:

10U	25-minute halves
12U	30-minute halves
14U	35-minute halves
All divisions:	5-10 minute halftime

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

The referee will conduct a standard coin toss to determine a) which team kicks off in the first half, and b) which team defends each goal in the first half.

There will be a running clock during quarter substitutions for all games. At the referee's discretion, time may be added for injuries or time wasted.

Both extra time periods are played in their entirety (no golden goal). If the teams are still tied after the extra time periods, then proceed to a Penalty Shoot-out.

Some clarifications about the Penalty Shoot-out

The Referee selects the goal to be used for the Penalty Shoot-out.

The team winning the coin toss decides which team will kick first.

All players active and on the field at the referee's whistle to mark the end of extra time are eligible to participate in the Penalty Shoot-out.

If a team is playing short (injuries, send-offs, etc.), the other team must remove player(s) to "reduce to equate."

The goalkeeper is a player who may take a kick at any point and must do so 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 Shoot-out, at any pause in play during a Penalty Shoot-out.

A goalkeeper who is injured and unable to continue before or during a Penalty Shoot-out 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.