

2026 Area 1R 1N 1H Spring Select / Area Interplay

Playoff Guidelines

The 2026 Spring Select / Area Interplay Guidelines will continue to apply for the Spring Select and Area Interplay playoffs, (the “Playoffs”) unless expressly amended in these 2026 Playoff Guidelines.

Official Player Rosters (with the player’s and the coach’s pictures), as submitted to the Spring Select Staff on or prior to March 22, 2026, will be required for the Playoffs. Completed and laminated coach’s badges must be worn by each of the two (2) team coaches.

Player check-in will be performed by the referee team prior to each match. The referees will also conduct a safety and equipment check for all players prior to each match.

If the referee deems a color conflict to exist, both teams shall wear pinnies if alternate jerseys are not available. The host region is responsible for providing pinnies.

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

Coaching (giving technical advice to the players) during the match is restricted to one badged head 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.

Championship and Semifinal games

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

10U	25-minute halves
12U	30-minute halves
14U	35-minute halves
16U	40-minute halves
19U	45-minute halves
All divisions:	5 to 10 minute halftime

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.

For 10U – 14U, substitutions will be by quarters. For 16U and 19U, substitutions will be “free substitutions” as per IFAB. 16U and 19U teams must keep a (standard Section 1) timesheet showing the actual time (in 5-minute) increments that each player present for the game is substituted out.

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

A winner is required for all playoff 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 Spring Select Staff in their sole discretion, then go straight to a Penalty Shootout to determine the winner.

Extra time periods are as follows:

10U and 12U :	two (2) 5-minute extra time periods
14U, 16U, and 19U:	two (2) 7-minute extra time periods

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 Shootout.

Penalty Shootout

The Referee selects the goal to be used for the Penalty Shootout.

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 Shootout.

If a team has been playing short at the end of regulation, had a player sent off, etc., then the opponents must "reduce to equate."

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 eligible teammate, at any pause in play during a Penalty Shootout.