



2019 Chino Hills AYSO 779 Post Season Invitational Rules

The Post Season Invitational Tournament will begin on **Monday November 18, 2019.**

Dina Argumosa is the Tournament Director and will have the final jurisdiction over all games played. All inquiries should be made by e-mail at **dinamaria_10@yahoo.com.**

All 10U, 12U, and 14U teams that earned the required referee points are eligible to participate in the tournament. For the 10U teams, either a total of 19 referee points or a combination of 16 referee points and 6 volunteer points must be earned to be eligible to participate for the tournament. For the 12U and 14U teams, **a total of 19 referee points** must be earned to be eligible for the tournament.

All rules and regulations outlined in the Regional Guidelines are in effect during the tournament.

Protests will be considered only for the following reasons:

- A. An ineligible player has played.
- B. One or more registered player(s), present and in uniform, have not played the required 3/4 of the game (except for illness or injury recorded by the game referee).

All protests must be presented in writing to the Tournament Director within 1/2 hour of the completion of the game. The Tournament Director will have the final decision over all protests.

All referee decisions are final and not subject to dispute or protest.

The seedings for the tournament are based on the Week 9 standings. All teams will be ranked and pooled based on a serpentine system. If two teams are tied in the standings, the following tie-breakers will be used to determine seeding:

First: Head-to-Head play (outcome of game involving tied teams)
Second: Fewest Red Cards
Third: Fewest Goals against
Fourth: Goal differential (maximum of three (3) per game)
Fifth: Coin toss

Pool Games will be shortened game times. 10U- 2-20 minute halves, 12U- 2-25 minute halves, 14U-2-30 minute halves.

Teams playing in the tournament will be guaranteed to have a minimum of TWO scheduled games. Pools with three teams will play two matches in pool play. Pools of 4 and 6 teams will play three matches in pool play.

Pool standings will be based on a 10 point system:

6 points for a win 3 points for a tie 1 point for each goal scored (up to 3 goals) 1 point for a shut-out 0 points for a loss -2 points for a red card or coach ejection

For pools with only 3 teams, game points will be multiplied by 1.5.

Teams are required to provide an assistant referee for the match after theirs. Teams with the last match of the day are required to provide an assistant referee for the first match of the day. If a team fails to provide a referee for their assignment, that team will forfeit their match.

In the event of a forfeit, the score will be recorded as 1-0 and the winning team will receive 8 points.

Pool play matches may end in a tie. In the event of a tie at the completion pool play, the following tie- breakers will be used to determine final pool standings:

First: Head-to-Head play (outcome of game involving tied teams) Second: Fewest Red Cards Third: Most number of Wins Fourth: Fewest Goals against Fifth: Goal differential (maximum of three (3) per game) Sixth: Fewest Yellow Cards Seventh: Kicks from the penalty mark.

Pool winners will advance to the medal round. The number of wildcards available will be determined by subtracting the number of pools from the number of teams that will be advancing.

Quarter-final, semi-final, and final matches will be played at the standard time lengths. 10U-2-25 minute halves, 12U-2-30 minute halves, and 14U-2-35 minute halves.

Quarter-final, Semi-final, and Final matches may not end in a tie. In the event of a tie the following shall be used to determine the winner:

A. At the end of regulation time, two (2) eight (8) minutes OVERTIME PERIODS shall be played for all divisions. Both halves are to be played in their entirety (not sudden-victory).

B. If a team is playing short because of ejection, that team will continue to play short during the overtime periods.

C. The teams shall change ends of the field after the end of the first overtime period.

D. During overtime, substitutions can occur only at the beginning of each overtime period. The referee must recognize players before entering onto the playing field.

E. In the case of a tie following OVERTIME PERIODS, the winner shall be determined by the TAKING OF KICKS FROM THE PENALTY MARK as follows: Each team alternatively takes five (5) penalty kicks at the same goal, each shall be taken by a different player. The team scoring the most goals shall be declared the winner. If the game is still tied, the taking of kicks shall continue, in the same order (each kick being taken by a different player until all players of each team have been used), until such time as both teams have taken an equal number of kicks (not necessarily 5), and one team has scored a goal more than the other. This team shall be declared the winner. Only players on the field at the termination of the second overtime period may take penalty kicks; none of these players may be exempted from taking a kick if the number of kicks required to be taken equals or exceeds the number of players on the field. If one team has less players on the field compared to the other team's players on the field at the end of overtime periods, the team with more players needs to be reduced to match the number of players of the team with lesser players before the kicks from the penalty mark proceed.

Winners of the Final matches will advance to the Area Playoffs.