

AYSO Region 65
2025 Fall Season Tournament
10U-14U Post Season
Pool Play & Single Elimination Guidelines

All current IFAB Laws of the Game, AYSO National, Section 1, Area G and Region 65 Rules and Regulations shall be in effect.

Participation

- 1) All players must be in Region issued uniform. Uniform protests must be lodged prior to start of game.
- 2) All players in full issued uniform shall play a minimum of 3 quarters of each game.
- 3) In the case of uniform conflicts, as determined by referee, the Home team shall wear cover-ups.

Competition – Pool Play

Format

Pool format will be used with pool opponents randomly drawn to allow for new opponents as much as possible. Specifics on structure and advancement to be provided at time of draw.

- 1) All games will be full length times as follows:
10U = Two 25 minute halves; 12U = Two 30 minute halves; 14U = Two 35 minute halves
- 2) Pool Play points will be awarded for a maximum of 10 points.
6 points for a win,
3 points for a tie
1 point for a shut-out; 0-0 tie = 4 points
1 point for goal to a maximum of 3
Declared Forfeit = 8 points (1-0 shutout)
- 3) In the event of a tie within a pool, outcome will be determined in the following order.
 - a) Head to head competition within the pool
 - b) Disciplinary points
 - c) Fewest goals allowed
 - d) Most wins
 - e) Most ties
 - f) Goal Differential (max 3 per game)
 - g) Coin toss

Discipline

- 1) Discipline action received by a player, coach or spectator, will generate 1 point for a Caution (yellow card) and 2 points for a Send Off (red card). A second Caution (resulting in a Send Off) will only generate 2 points. Discipline points will only be a factor in determining a tie in pool play standings.
- 2) A Send Off for Violent Conduct, or receipt of more than one Send Off during the tournament, will result in suspension from all further participation.
- 3) A player or coach receiving a 3rd Caution during the tournament shall have an automatic 1 game suspension and possible appearance before a Review Panel.
- 4) A player or coach who instigates or participates in a physical or verbal confrontation may be suspended from the tournament.

Referee

- 1) Referees may not center their own team's game, nor any other game in their pool.
- 2) Referee point requirements will be posted on the website and Referee Points Report. If not enough teams in a pool qualify to advance, a wildcard will be drawn from the other pools among teams that earned their referee points but did not advance from their pool.

Special

- 1) No protest of game results will be accepted.
- 2) If a wild card is needed in a pool structure, a draw of interested teams shall be conducted as scheduled by the Divisional Commissioner or designee. All eligible teams shall be notified. Wild card(s) will be drawn randomly from the 2nd place teams in each pool (or 3rd place for pools that send 2 teams). If there is a tie for this position, the tied teams will be included in the draw.
- 3) The Regional Commissioner and appropriate staff will review and determine the outcome of any incomplete game or other special situation.

Competition – Single Elimination

Format

All final rounds (after pool play) will be single elimination.

Game times will be as follows:

DIVISION	GAMES	OVERTIME
10U	2 x 25	2 x 5
12U	2 x 30	2 x 7
14U	2 x 35	2 x 9

In ALL games, if the game is tied after regulation time, the following method will be used to break the tie:

- 1) Two (2) overtime periods will be played IN FULL (see table for overtime durations)
- 2) If a winner has not been determined after the two (2) overtime periods, kicks from the mark will occur (see below).
Only the players left on the field at the end of second overtime period can participate in the kicks from the mark.
 - a. Any player ejected or removed for injury during play, not having been returned to play, may not participate in kicks from the mark.
 - b. Both teams must start the kicks from the mark with the same number of players. If one team is short, the other team must "reduce to equate".
 - c. Five (5) players from each team will commence with kicks from the mark in alternating fashion, as determined by a coin toss.
 - d. All five (5) of the players must have an opportunity to shoot unless they are mathematically eliminated before their shot.
 - e. Play starts when the referee blows the whistle.
 - f. At the end of the first 5 players, if the teams are still tied, the format shall be one (1) player from each team in alternating fashion, with each team getting a chance, until a winner has been determined.