

AYSO REGION19 2016 LEAGUE PLAYOFF RULES

During League Play Offs, divisions U10 – U14 will play the standard game size

- U10 = 7 v 7
- U12 = 9 v 9
- U14 = 11 v11

Game Play:

All players are required to play three quarters of each game when the size of their team allows. Those teams with the extended rosters (BU14) may have 1 or 2 players (depending on roster size) sit out ½ a game. If this is the case, a different player will sit out ½ a game each week going forward through playoffs. Players will play three quarters when possible. Simple rule of thumb, no one plays four until everyone plays three.

Late Arriving Players:

If a player arrives in the first quarter they must play two quarters. If a player arrives during the second quarter they must play 2 quarters. If a player arrives in the third quarter they must play one quarter.

This will be monitored by the Division Commissioners and the Referee Staff.

Should a coach disregard these rules or make an honest mistake, their game will be considered a forfeit.

Goal Keepers:

There is no maximum number of quarters a goal keeper can play in a given game.

Points:

A. Standings for pool play games will be determined on the “ten-point system” as follows:

WIN	= 6 points
TIE	= 3 points
LOSS	= 0 points
GOAL	= 1 point (up to a maximum of 3 per game, win or lose)
SHUTOUT	= 1 point (includes 0-0 tie)
FORFEIT	= 8 points (scored as a 1-0 win)
RED CARD	= 2 point deduction for team (Including 2 yellows = send off)
EJECTIONS	= 2 point deduction for team (includes 2 points for each substitute, or coach, or spectator)

B. Winners of ties in standings will be determined as follows:

- Head to head competition
- Fewest goals against
- Total goals up to three (3) per game
- Goal differential up to +/- 3 per game
- FIFA Kicks from the penalty mark

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Pool Play:

- A. **Pool winners who have accumulated their required referee volunteer points will advance to next round of play.** If a pool winner does not have the minimum number of referee points to advance, the 2nd highest point team in that pool will advance and so on. If any team in their designated pool does not have the required referee volunteer points to advance after the last pool game, then a wild card will be determined. (next highest team based on overall points)
- B. Teams will play quarter-finals and/or semi-final matches depending on the number of teams in each pool and the format of play for that flight with qualifying referee volunteer points.

2016 Pools

Boys U10 = 1 pools of 4 teams + 6 pools of 3 teams

Top 2 teams in pool A will advance to Quarter Finals

6 pools of 3 teams - Play will be cross pool (B v G, D v E, C v F)

Top 2 Teams with most points overall all in each grouping (B/G, D/E, C/F) advance to Quarter Finals

Winner of each Quarter Final will advance to Semi Finals

Girls U10 = 2 pools of 4 teams + 2 pools of 3 teams

Top 2 teams in pool A and pool B will advance to Quarter Finals.

The 3 team pools will play cross pool (C v D)

The 4 highest point teams between pool C and D will advance (it is possible that all of one pool advances if they have the highest point total)

Winner of each Quarter Final will advance to Semi Finals

BU12 = 3 pools of 4 teams

Top team in each pool + 1 wildcard (next team with the most points overall regardless of pool) advance to Semi Finals

GU12 = 2 pools of 4 teams

Top two teams in each pool advance to Semi Final

BU14 = 2 pools of 4 teams

Top two teams in each pool advance to Semi Final

GU14 = 2 pools of 3 teams

Play will be cross pool

Top 4 teams in points (regardless of pool) advance to Semi Final

- C. All medal round and semi-final matches ending in a tie will have two full overtime periods U10 five minutes in length, U12 & U14 seven minutes in length, with teams changing field direction after the first overtime period.
If still tied after overtime play, the game shall be decided by FIFA kicks from the penalty mark (KFPM). Only players that are on the field at the end of the second overtime period are eligible to participate in the KFPM. Five players are chosen to attempt the KFPM. Each team will rotate 1 by 1 until all 5 players have kicked. If no winner is declared, then you will continue to rotate with the remaining players left on the field at the end of the game, 1 and 1, until one team makes it and the other misses. If still a tie, the kicks will continue with the same players until a winner is declared.
- D. Any coach or spectator ejected must immediately leave the vicinity of the playing field (out of sight and sound) and will be prohibited from attending the next scheduled game. Any player sent off (red carded) must immediately leave the vicinity of the game (under supervision of their parent or Safe Haven-certified adult), and may not return to the field of play during the current game, including for the post-game handshake, and may not be substituted for, and is suspended from participation in the next game. There will be penalty point deductions for all send-offs (see Standings rules).
- E. All red cards and/or ejections will be reviewed and may result in the player/coach/spectator being barred for the remainder of the playoffs.
- F. There will be no protests allowed. Referee judgment calls are FINAL and are not grounds for dispute!