During League Play Offs, divisions 10U - 14U will play the standard game.

| $\mathbf{1 0 U}=7 \vee 7$, | $2 \times 25$ minute halves |
| :--- | :--- |
| $\mathbf{1 2 U}=9 \vee 9$, | $2 \times 30$ minute halves |
| $\mathbf{1 4 U}=11 \mathrm{v} 11$, | $2 \times 35$ minute halves |

## Game Play:

All players are required to play three quarters of each game when the size of their team allows.
Those teams with full rosters may have 1 or 2 players (depending on roster size) sit out $1 / 2$ a game. If this is the case, a different player will sit out $1 / 2$ a game each week going forward through pool play (this means no player can sit out twice for $1 / 2$ a game during playoffs).
Players will play three quarters when possible. Simple rule of thumb, no one plays four until everyone plays three.
Home team side will be North or East. the referee tosses a coin and the team that wins the toss decides which goal to attack in the first half or to take the kick-off

## 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.

## Coach Conduct: See Addendum 3

## Pool Play: See Addendum 1

## Medal rounds, semi-final and quarter-final matches

A. All matches ending in a tie will have two full overtime periods.

- 10U- five minutes in length, with teams changing field direction after the first overtime period.
- 12 U \& 14U seven minutes in length, with teams changing field direction after the first overtime period.
- There is no "Golden Goal".
B. If still tied after overtime play, the game shall be decided by a FIFA Penalty Shoot-out. Only players that are on the field at the end of the second overtime period are eligible to participate in the shoot-out.


## See addendum 2 for Penalty Shoot-out procedure

C. Cautions and Send-Offs:

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).
All red cards and/or ejections will be reviewed and may result in the player/coach/spectator being barred for the reminder of the playoffs.
D. There will be no protests allowed. Referee judgment calls are FINAL and are not grounds for dispute!

## ADDENDUM TO AYSO REGION 19 LEAGUE PLAYOFF RULES

1. POOL PLAY:
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 (3) per game
Total goals up to three (3) per game
Goal differential up to +/- 3 per game
FIFA Penalty Shoot-out
C. 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)
D. Teams will be eligible to advance to play quarter-finals/semi-final/ and/or championship matches depending on the number of teams in each pool and the format of play for that flight with qualifying referee and regional volunteer points.

## 2. PENALTY SHOOT-OUT from LAW 10: DETERMINING THE OUTCOME OF A MATCH

PROCEDURES: Take your time. If you have a question, confer with the other match officials.

- Only players who are on the field of play at the end of the match, or the end of the second extra time period, are eligible to take kicks (substitutes may not kick). Make sure you and an AR list all players prior to the start of the second half of Extra time.
- The head coach and assistant coach from each team may enter the field of play. The referee may decide that no coaches are allowed on the field to ensure proper conduct.
- Substitutes who were not on the field of play at the end of play may enter the field of play.
- The referee will select the goal for the penalty shoot-out and select the assistant referee who will be positioned on the goal line and the assistant referee who will manage the players and substitutes. (discuss this in the pregame).
- The referee should confirm that the penalty spot is the correct distance (12 yards) from the goal line. If not, they should indicate the correct position of the penalty spot.
- The referee tosses a coin and the team that wins the toss decides whether to take the first or second kick.
- Each head coach is responsible for selecting from the eligible players the order in which they will take the kicks (the referee is not informed of the order, but will mark each player as they take their kick).
- All players and substitutes, except the player taking the kick and the two goalkeepers, must remain within the center circle.
- The goalkeeper of the kicker must remain on the field of play, outside the penalty area, on the goal line where it meets the penalty area boundary line.
- An assistant referee should remain on the goal line where it meets the goal area boundary line.
- An eligible player may change places with the goalkeeper.
- The referee keeps a record of the kicks. (It is good for an AR to keep track as well)
- The referee should hand the ball to the player, and the player should place the ball on the penalty mark.
- A valid kick cannot be taken until the referee has blown his/her whistle. Any kick taken prior to the whistle must be retaken regardless of the outcome.
- The kick is completed when the ball stops moving, goes out of play or the referee stops play for any offense. The kicker may not play the ball a second time.
- If the goalkeeper commits an offense and, as a result, the kick is retaken, the goalkeeper may be cautioned.
- If the kicker is penalized for an offense committed after the referee has signaled for the kick to be taken, that kick is recorded as missed and the kicker may be cautioned.
- If both the goalkeeper and kicker commit an offense at the same time: if the kick is missed or saved, the kick is retaken and both players may be cautioned; if the kick is scored, the goal is disallowed, the kick is recorded as missed and the kicker may be cautioned.
- Subject to the conditions explained below, both teams take five kicks.
- The kicks are taken alternately by the teams: each kick is taken by a different player, and all eligible players must take a kick before any player can take a second kick; if, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken; if, after both teams have taken five kicks, the scores are tied, kicks continue until one team has scored one goal more than the other from the same number of kicks; the above principle continues for any subsequent sequence of kicks but a team may change the order of kickers.
- Spectators should not enter the field of play or position themselves closer to the goal line than the penalty area.


## ADDENDUM TO AYSO REGION 19 LEAGUE PLAYOFF RULES CONTINUED

## 3. LIST OF COACH OFFENCES from LAW 12: FOULS AND MISCONDUCT:

## TEAM OFFICIALS

Where an offence is committed and the offender cannot be identified, the senior team coach present in the technical area will receive the sanction.

## Warning

The following offences should usually result in a warning; repeated or blatant offences should result in a caution or sending-off:

- entering the field of play in a respectful/non-confrontational manner
- failing to cooperate with a match official e.g. ignoring an instruction/request from an assistant referee or the fourth official
- minor/low-level disagreement (by word or action) with a decision
- occasionally leaving the confines of the technical area without committing another offence


## Caution

Caution offences include (but are not limited to):

- clearly/persistently not respecting the confines of their team's technical area
- delaying the restart of play by their team
- deliberately entering the technical area of the opposing team (non-confrontational)
- dissent by word or action including:
- throwing/kicking drinks bottles or other objects
- action(s) which show(s) a clear lack of respect for the match official(s) e.g. sarcastic clapping
- excessively/persistently gesturing for a red or yellow card
- excessively showing the 'TV signal' for a VAR 'review'
- acting in a provocative or inflammatory manner
- persistent unacceptable behavior (including repeated warning offences)
- showing a lack of respect for the game


## Sending-off

Sending-off offences include (but are not limited to):

- delaying the restart of play by the opposing team e.g. holding onto the ball, kicking the ball away, obstructing the movement of a player
- deliberately leaving the technical area to:
- show dissent towards, or remonstrate with, a match official
- act in a provocative or inflammatory manner
- entering the opposing technical area in an aggressive or confrontational manner
- deliberately throwing/kicking an object onto the field of play
- entering the field of play to:
- confront a match official (including at half-time and full-time)
- interfere with play, an opposing player or a match official
- physical or aggressive behavior (including spitting or biting) towards an opposing player, substitute, team official, match official, spectator or any other person (e.g. ball boy/girl, security or competition official etc.)
- receiving a second caution in the same match
- using offensive, insulting or abusive language and/or action(s)
- using unauthorized electronic or communication equipment and/or behaving in an inappropriate manner as a result of using electronic or
communication equipment
- violent conduct


## Offences where an object (or the ball) is thrown

In all cases, the referee takes the appropriate disciplinary action:

- reckless - caution the offender for unsporting behavior
- using excessive force - send off the offender for violent conduct

