



AYSO REGION 143
PLAYOFF TOURNAMENT GUIDELINES & RULES
2023-2024

ELIGIBILITY

The Fall Region 143 Playoff tournament is open to 10U and above teams, which played during the regular fall season.

To qualify for participation in the Region 143 Playoff Tournament, teams must participate in, and meet the requirements of, the Region 143 Referee Point System for the current season. Final determinations will be made by the Regional Referee Administrator and the Regional Commissioner.

Only players on a team's Fall roster are eligible to play. No roster changes or guest players are permitted. Players must be fully registered - verified and paid.

All team volunteers must be in good standing - all volunteer requirements must be current (no expired or missing compliance items). Volunteer requirements include: background check, Live Scan fingerprinting, SafeSport, AYSO's Safe Haven, CDC Concussion Awareness, Sudden Cardiac Arrest; coaches must also have division-specific coach certification for the division of their teams..

FORMAT

The Fall Region Playoff tournament is single-elimination format. Teams are seeded based on standings at the conclusion of the regular season. The winners of each match will advance to the next round, culminating in the Championship match. The team winning the Championship match in each division will advance to the Area 11K League Playoff tournament.

DOCUMENTATION

Coach Badges - All Head Coaches and Assistant Coaches must possess, and visibly wear, their Region-issued coach badge from the current season at all games.

Player Medical Consent and Release Forms - Coaches must have forms PRINTED at all games; electronic copies are not acceptable.

Player Lineup Cards - Coaches are responsible for ensuring that all player numbers are entered on their rosters in Sports Connect/Team Central by the Wednesday before the tournament ([instructions](#) are available at ayso143.org under Coaches>Resources). The Region will be printing the lineup/game cards directly from Sports Connect.

COACH CHECK-IN

All Head Coaches and Assistant Coaches must check in at the Region Admin & Referee tent **30-45 minutes prior to the scheduled start time** of their first game with the following:

- Coach badge for the current season
- Printed Player Medical Consent and Release forms

NOTE: Players do not check in with coaches; referees will conduct on-field player check in.

FIELD SET UP/TEAR DOWN

Fields are set up and torn down each day of multi-day tournaments. All participating teams with first and last games on a field are responsible for field maintenance, including trash removal. Team volunteers are responsible for arriving 45 minutes early if they have set up/opening duties.

SIDELINES

The HOME team (players and spectators) shall sit on the North or West side of the field. The visitors will sit on the South or East side of the field.

Spectators shall leave sufficient space for the Assistant Referees to freely move up and down the sideline. Please respect any request from the referees to move..

Coaches are responsible for the conduct and behavior of themselves, their players, parents, and spectators on their sideline. Poor sportsmanship, verbal abuse and negative yelling will not be tolerated at any time and may result in being removed from the match, facility, or tournament.

GAME BALLS

The home team is responsible for providing three match balls, which will be presented to the referee prior to the match. If the home team does not have suitable match balls, then the visiting team will be asked to provide them.

MATCH DURATION

Games must run on-time and are played with a running clock (the clock does NOT stop for substitutions). Time only stops for half time (no more than 5 minutes). Substitution breaks (quarter breaks) should last approximately 1-2 minutes (enough time for players to get water and coaches to make substitutions).

Match durations will be regulation time as follows (unless the Regional Commissioner and Regional Referee Administrator deem it necessary to shorten; coaches and referees will be notified at check-in of any changes):

DIVISION	MATCH DURATION
10U	50 minutes (25-min halves)
12U	60 minutes (30-min halves)
14U	70 minutes (35-min halves)

REQUIRED PLAYING TIME

- All players in 10U-14U must play at least 3/4 of each game unless the roster size makes this impossible.
- No player may play 4 quarters until ALL teammates have played at least 3 quarters (including goalkeeper).
- In 10U, goalkeepers may not play 4 quarters in goal; a goalkeeper who plays 3 quarters in goal, must also play 1 quarter on the field.
- In 12U and 14U, goalkeepers may play 4 quarters in goal provided all other playing time rules are met.
- A player who arrives before the end of the first quarter must play at least 2 quarters.
- A player who arrives during the second or third quarter must play at least 1 quarter.

SUBSTITUTION

General substitution rules are as follows:

- Substitutions in the 10U and 12U divisions are allowed at halftime and approximately mid-way through each half (at the quarter break).
- Substitutions will be recorded on the lineup card by the referee.
- Free substitution is allowed in the 14U division.
- All substitutions must be approved and recognized by the referee.

Substitution rules involving injury or illness are as follows:

- If a player is injured or ill and leaves the field, the coach may elect to (a) play short until the player is able to return to the field or (b) substitute the player.
 - a. If the coach elects to play short, the injured or ill player may return when ready, WITH the referee's permission.
 - b. A player substituted for injury or illness may not return to the game until the next quarter of play.
- If a Coach, Assistant Coach or other team official enters the field to care for an injured player, that player MUST leave the field. The player may be substituted or return to play, subject to the rules above. This does not apply to:
 - the goalkeeper or a player injured in a challenge with the goalkeeper
 - a player is injured as the result of a physical offense for which the opponent is cautioned or sent off (e.g. reckless or serious foul challenge), if the assessment/treatment is completed quickly.

NOTE: A player who is substituted due to injury or illness receives credit for the entire quarter, regardless of the amount of actual time played by that player in the quarter.

SCORING

There must be a winner in EVERY GAME - games ending in a tie at the end of regulation play will go straight to Penalties (Penalty Shoot-out); NO OVERTIME, with the exception of the Championship matches, in which case two overtime periods will be played.

Please see the separate [Scoring - Championships](#) section later in this document for Championship match rules.

SCORE REPORTING

At the conclusion of the game, the Head Coaches and Referee will sign the game card attesting to the final score.

IMMEDIATELY following the game, Referees must:

- bring the signed lineup/game cards to the Admin & Referee tent; the on-site Tournament Admin will enter the scores into MatchTrak
- report any misconduct*, incidents, or injuries to the on-site Tournament Admin

*RED cards must be reported immediately to the Admin & Referee tent; the on-site Tournament Admin will report by phone and email to the: Regional Referee Administrator, Regional Commissioner, and the Scheduler

REFEREE COVERAGE

- Each participating team must supply referee coverage.
- All matches should be officiated by 'neutral' referees. Parents MAY NOT sign-up to referee their own child's match or any matches in that same division (a 10U Boys parent may sign up for a 10U Girls match).
- Head Coaches and Assistant Coaches participating in the tournament, MAY NOT referee matches within their respective divisions.
- Players in the tournament will need permission from the Referee Administrator to referee.

REFEREE NOTES

- Referees and Assistant Referees will check in at the Admin & Referee tent 30 minutes prior to each match (or as soon as possible, if coming from another game).
- Referees will receive pre-printed lineup/game cards from the Admin & Ref tent for each match.
- Referees will conduct player check-in, and player and field safety checks before each match.
- Check Head Coach and Assistant Coach for valid Coach ID Badge; ALL coaches must visibly wear their Region-issued badge for the during all matches.
- All referees must be fully registered with AYSO and approved for the current season; they may not have any expired or missing requirements.
- Start and end all matches ON TIME; halftime break NOT to exceed 5 minutes.
- All games are regulation duration, unless notified otherwise.
- All games must have a winner. Ties go straight to a penalty shoot-out, except for Championship games, which will have overtime periods.
- Return team lineup/game cards to the Admin & Referee tent immediately following the game; cards must be signed by both Head Coaches and the Referee crew.
- In the case of an injury or suspected injury, Referees are not to touch or move players.
- Animals are never allowed at AYSO games or practices.

COACH NOTES

- ALL Head Coaches and Assistant Coaches must be visibly wearing their Region-issued coach badges at all times during games.
- Head Coaches and Assistant Coaches must check in 30-45 minutes prior to their first game.
- Coaches must have PRINTED copies of their players' medical release and consent forms.
- Only the Head Coach and Assistant Coach for the teams playing may be in their technical area/coach box (the technical area is approximately 10 yards on either side of the half line, or from one end of the center circle to the other end).
- All players must be fully registered; no roster changes, and no guest players.
- All team volunteers must be fully compliant with volunteer requirements and listed on the roster.
- In the case of a uniform color conflict, the home team must wear pinnies.
- Lineup cards will be printed by the Region; Coaches must ensure player numbers are entered in Team Central/Sports Connect by the Wed before the tournament.
- Players arriving late much check in with the Referee
- All games are regulation duration, unless notified otherwise.
- All games must have a winner; except for championship games (finals), ties will go straight to a penalty shoot-out.
- Head Coaches and the referee crew must sign the game card, attesting to the score.
- On-site Tournament Admin will enter scores into MatchTrak immediately following the match.
- Coaches are responsible for their sideline behavior. Poor sportsmanship, verbal abuse and negative yelling will not be tolerated at any time and may result in being removed from the match, facility, or tournament.
- Animals are never allowed at AYSO games or practices.

SCORING - CHAMPIONSHIP MATCHES (FINALS)

GAMES ENDING IN A TIE AFTER REGULATION PLAY

If a tie exists at the end of regulation play, then two (2) full overtime periods shall be played to determine a winner. The team with the most goals at the end of the two (2) overtime periods shall be declared the winner.

The length of overtime play shall be as follows:

14U - Two overtime periods of 9 minutes

12U - Two overtime periods of 7 minutes

10U - Two overtime periods of 5 minutes

- This is NOT a sudden death victory overtime; BOTH overtime periods must be played. In order to save time, the HOME team will choose a side, and the VISITOR team will have the first kickoff in the overtime periods.
- Teams playing short in regulation play as a result of ejection(s), shall also play short in overtime.
- Free Substitution shall be allowed for all divisions during overtime play only. See below for rules governing [free substitution during overtime periods](#).
- The teams shall change ends of the field after the completion of the first overtime period. No half-time break will be permitted; play in the second overtime period must begin immediately.
- Should a tie remain after the completion of the two (2) overtime periods, a winner shall be determined by penalties (penalty shoot-out) in accordance with FIFA Law. See next page for [penalty shoot-out procedures](#).
- If at the end of overtime, one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded.
- Players on the field at the end of the second overtime period may take part in the penalty shoot-out, and none of these players may be exempted from the taking of a kick, should the number of kicks required to determine a winner, warrant their participation.

FREE SUBSTITUTION DURING OVERTIME PERIODS

Free Substitution shall be allowed for 10U and 12U games in the overtime periods only (free substitution is always allowed in 14U).

- Substitutions may be made at any stoppage in play. The referee must be informed and he/she must allow the substitution before any proposed substitution is made.
- Substitutes may not enter the field of play until permission to do so has been given by the Referee and all player(s) to be substituted have left the field. All substitutes must enter the field at the half-way line on their own side of the field.

Free subs generally work as follows:

- A coach gets the referee's attention; usually calling, "Ref, Sub!" works.
- The referee will blow the whistle and indicate to the coach that he/she is allowing the substitution by saying something like, "Yes coach, make your substitutions."
- Once substitutions are complete, the referee will blow the whistle to indicate play is resuming.

Important note: just because a coach calls for a sub, that does NOT mean the substitution is authorized. The referee may not have heard the request, or the referee may deny the substitution if he/she feels the coach is trying to waste time or take away a quick restart advantage. **COACHES MUST ALWAYS WAIT FOR THE REFEREE TO AUTHORIZE THE SUBSTITUTION.**

PENALTIES (PENALTY SHOOT-OUT) - PROCEDURES

Adapted From FIFA Laws of the Game AYSO

A player who has been sent off during the match is not permitted to take part; warnings and cautions issued to players and team officials during the match are not carried forward into penalties (penalty shoot-out).

Before penalties (penalty shoot-out) start:

- Unless there are other considerations (e.g. ground conditions, safety etc.), the referee tosses a coin to decide the goal at which the kicks will be taken, which may only be changed for safety reasons or if the goal or playing surface becomes unusable
- The referee tosses a coin again, and the team that wins the toss decides whether to take the first or second kick
- With the exception of a substitute for a goalkeeper who is unable to continue, only players who are on the field of play or are temporarily off the field of play (injury, adjusting equipment etc.) at the end of the match are eligible to take kicks
- Each team 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
- If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks (except as outlined below)
- A goalkeeper who is unable to continue before or during the kicks may be replaced by a player excluded to equalize the number of players or, if their team has not used its maximum permitted number of substitutes, a named substitute, but the replaced goalkeeper takes no further part and may not take a kick
- If the goalkeeper has already taken a kick, the replacement may not take a kick until the next round of kicks

During penalties (penalty shoot-out)

- Only eligible players and match officials are permitted to remain on the field of play
- All eligible players, 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 eligible player may change places with the goalkeeper
- 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
- The referee keeps a record of the kicks
- If the goalkeeper commits an offense and, as a result, the kick is retaken, the goalkeeper is warned for the first offense and cautioned for any subsequent offense(s)
- 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 is cautioned
- If both the goalkeeper and the kicker commit an offense at the same time, the kick is recorded as missed and the kicker is cautioned.

Please remember we are dealing with youth players and apply any discipline accordingly

PENALTIES (PENALTY SHOOT-OUT) - PROCEDURES (Continued)

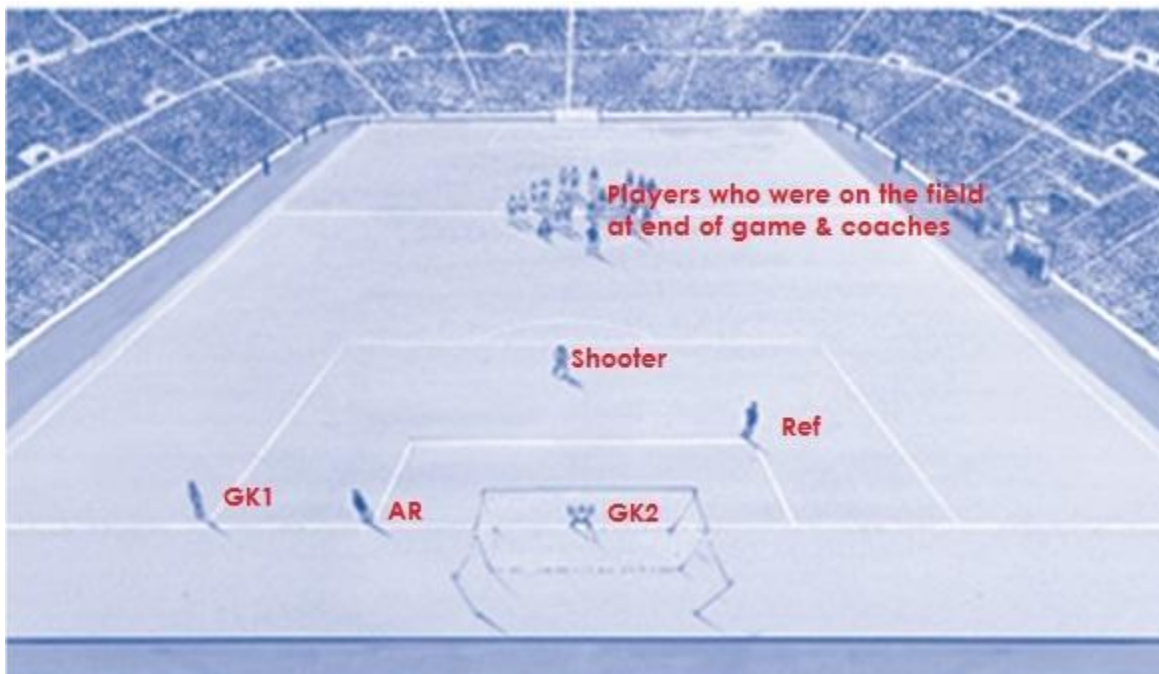
Adapted From FIFA Laws of the Game AYSO

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 level, kicks continue until one team has scored a 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
- Penalties (penalty shoot-out) must not be delayed for a player who leaves the field of play. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick

Substitutions and sendings-off during penalties (penalty shoot-out)

- A player, substitute, substituted player or team official may be cautioned or sent off
- A goalkeeper who is sent off must be replaced by an eligible player
- A player other than the goalkeeper who is unable to continue may not be replaced
- The referee must not abandon the match if a team is reduced to fewer than seven players



PENALTIES (PENALTY SHOOT-OUT) SCORE CARD

Game:	vs.											
First Kick	Home (color =) / Visitor (color =)											
Not Eligible												
Kick Number	1	2	3	4	5	6	7	8	9	10	11	12

Home Team												
Player Number												
Successful?	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No

Visitor Team												
Player Number												
Successful?	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No	Yes / No

Notes:
Referee Name:
Referee Signature: