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# REGION 213 PLAYOFFS & TOURNAMENT RULES OF COMPETITION

Fall 2009 Version 02

## INTRODUCTION

The purpose of the Playoff component of the Season is to produce a Champion in each Division who will represent the Region in post season Area play, and possibly in Section and Tri-Section playoffs. This document is intended to outline the Rules of Competition applicable to the Playoff component of the season.

There are two different elements to the post-Regular Season games: the playoffs and the tournament.

The standings at the end of the regular season impact both elements. In divisions where there are multiple pools due to the number of teams, the top teams from each pool play each other in "playoffs" to determine a Regular Season winner. The Regular Season standings also determine the placement of teams within pools for the Tournament Season.

This document is intended to outline the Rules of Competition for the Regular Season Playoffs, Tournament Season, and divisional Regional Championship components of the Region 213 Fall season for Under-10 (U10) through Under-14 (U14 Regular AYSO teams only).

Region 213 Regular AYSO divisions Under-5 (U05) through Under-8 (U08) do not have a Playoff or Tournament component to their Fall Season.

A Regional Championship game will be played between the winner of the Regular Season and the winner of the Tournament Season. The winner of the Regional Championship game shall be declared the Region 213 Division Champion and, along with the second place team, shall represent Region 213 in post season Area play and in the Mayors Cup.

Unless explicitly stated to the contrary in this document, all Regional and National Guidelines and Regulations shall apply.

## GENERAL RULES WHICH APPLY TO ALL PARTS OF THE PLAYOFFS:

### NUMBER OF PLAYERS & PLAYER PARTICIPATION

Each team is expected to field the minimum amount of players required to form a team as outlined in the Regional Rules and Regulations (RR&Rs) at the designated game start time (the referee being the sole timekeeper).

If one team is unable to field the minimum number of players within five (5) minutes of the designated game start time (the referee being the sole timekeeper), the game will be considered a forfeit with a 1-0 win being awarded to the other team (3 Game Points).

If neither team is able to field the minimum number of players within five (5) minutes of the designated game start time (the referee being the sole time keeper), the referee shall report the game was not played. The Region 213 Executive Committee will determine whether or not the game shall be replayed at a time and location designated by the Regional Commissioner (RC). The RCs decision shall be final.

**GAME RESCHEDULES**

No changes to the game schedule are permitted without the prior approval of the Region 213 Scheduler. Game make-ups are subject to field availability and may – or may not – be rescheduled at the discretion of the Regional Commissioner and the Region 213 Scheduler.

The procedure for requesting schedule changes or reschedules:

1. The coach contacts the division commissioner to make schedule change requests. The division commissioner will contact the opposing team coach and notify them of the change request.
2. The division commissioner submits the request to the Region 213 Scheduler (at [scheduler@aysosoccer.org](mailto:scheduler@aysosoccer.org)). Working with the division commissioner, the Region 213 Scheduler will offer alternatives or decline the request. All rejected change requests (by the Region 213 Scheduler) are final.
3. If an alternate is available, then the division commissioner contacts all coaches impacted by the suggested changes. All coaches impacted by the change must approve -- any coach rejecting the alternate is enough to prevent the change.

**DETERMINING WINNERS AND TIE BREAKING RULES**

If three or more teams are tied, then go through the list of rules until one team is eliminated. Once a team is eliminated, return to the beginning of these rules and (with the remaining teams) run through them again (from the start) until a winner can be determined.

Tie-breakers are as follows:

Total Points (the teams Game Points plus Referee Points);

Game Points (the team's win/draw/loss record);

Head-to-head game results, unless more than 2 teams are involve;

Goal differential adjusted to a maximum of 3 goals per game;

Goals against total adjusted to a maximum of 3 goals per game;

Goals for total adjusted to a maximum of 3 goals per game;

Un-adjusted goal differential;

Another game providing there is a time and field available at the sole discretion of the RC; or

A coin flip performed by a person designated by the RC.

Cautions [Yellow Cards] and Send Offs [Red Cards] issued to players will have no impact on standings.

Team officials (coaches and assistant coaches) or spectators associated with a team dismissed or expelled from a match will have no impact on standings.

In the event that the Playoffs cannot be completed due to severe weather conditions, the Regional Commissioner, in consultation with the Regional Board and applicable Division Commissioner(s), shall select a Division Champion

for all impacted divisions. Any decision made by the Regional Commissioner shall be final and is not subject to appeal.

#### PROTESTS AND MATCH RESCHEDULES

No game protests except for games played with ineligible players (as defined in the RR&Rs).

If any match which was not started cannot be played due to any circumstance and cannot be rescheduled, the Tie-Breaker system shall be used to select a winner, who shall be considered as having won the game by a score of "1-0" and earning 3 points. In such case where a team is awarded a victory by forfeit is involved in a tie-breaker, the "goals for" tiebreaker option shall not be used.

In the event that the tournament cannot be completed, the Regional Commissioner, in consultation with the Regional Board and applicable Division Commissioner(s), shall select a first and/or second place team for all impacted divisions. Such decision by the Regional Commissioner shall be final and is not subject to appeal.

#### TROPHIES AND MEDALS

Participation medals will be awarded to all teams that do not advance to the Playoff component of the season. Teams that advance to the Playoffs (either as a result of standings during the Regular Season, or Tournament Season) shall not receive participation medals for the Tournament Season.

For all divisions, the Division winner and runner-up will receive trophies.

For U10 divisions, the teams finishing 1<sup>st</sup> through 4<sup>th</sup> in each in Regular Season pool will receive trophies.

For the B12 division, the teams finishing 1<sup>st</sup> through 3<sup>rd</sup> in the Regular Season will receive trophies.

For the G12 division, the teams finishing 1<sup>st</sup> through 3<sup>rd</sup> in the Regular Season will receive trophies..

For the U14 divisions, the teams finishing 1<sup>st</sup> and 2<sup>nd</sup> in the Regular Season will receive trophies.

Match duration shall be standard AYSO length for all divisions.

Matches may not end in a tie. In the event that at the end of regulation play both teams have scored the same number of goals or neither team has scored any goals, the Overtime Tiebreaker outlined below shall be used.

#### OVERTIME TIE BREAKER RULES

A winner must be determined for all games for the Regular Season Playoff and division Championship matches. If, at the end of regulation time, both teams are tied (have scored the same number of goals or have not scored any goals), then overtime periods shall be played in accordance with the following rules.

The length of each overtime period shall be as follows:

- For division U10 = 5 minutes,
- For division U12 = 6 minutes, and
- For division U14 = 7 minutes

The referee shall be the sole timekeeper and shall make all decisions on whether additional time is to be added to any overtime period. The referee's decision shall be final.

Each overtime period shall be started with a kickoff as follows:

- Prior to the start of the first overtime period, the Referee shall perform a coin toss. The team winning the coin toss will select which goal to attack and the other team wins the kickoff.
- For the second overtime period, teams shall switch ends of the field, and the team who did not kick off the first overtime period shall kick off the second.
- Between each overtime period, teams shall be allowed a maximum of 1 minute to perform substitutions.

Both Overtime periods will be played – no “sudden victory.”

If the game is still tied after two (2) overtime periods, then the teams will go to Kicks from the Penalty Mark (KFTPM) in accordance with the Laws of the Game as modified below:

- All players of the team are available to participate in the KFTPM (substitutes not playing in the game at the end of the second overtime are eligible to participate in the KFTPM).

Substitution rules require all players participate in the Overtime unless they have been sent off the field (receive a “red card”) by the referee during the match. In the second Overtime, the team must first field all eligible players who have not participated in the first Overtime, before any players from the first overtime can be play.

Any Caution or Send-off a player receives in the game or overtime period applies throughout the match. For example, if a player received a Caution in the game and then another Caution during any overtime period, then this player is sent off for receiving a second Caution and cannot return to the game (including all overtime periods and the KFTPM). Any players sent off the field of play during the game or any overtime period shall not be allowed to participate in any part of the remainder of the match (including overtime periods or KFTPM) and his/her team will play short for the remainder of the game and all overtime periods.

U10 players can be cautioned and/or sent-off during a match if the misconduct warrants this action. However, Referees are reminded U10 players are not shown the cards.

Coaches must supply lineups to the referee prior to the beginning of the first overtime period, indicating which players shall play in the first and second overtimes. No changes to these lineups are permitted (with the exception of injuries) once the lineups have been presented to the referee.

All players who start an overtime period receive credit for having played that overtime period, regardless of whether they finish the period. In cases when a player is injured during an overtime period, the following substitution rules shall apply:

If the player is substituted, he/she shall receive credit for the overtime period played and may not return to the field of play for the remainder of the overtime period.

If the substitution occurs during the first overtime period, the player being substituted may not play in the second overtime period.

If the player is not substituted [the team plays short], the player may return to the field of play during the same overtime period after receiving the referee’s permission to do so.

## REGULAR SEASON PLAYOFFS

Each division may have a slightly different approach for the Regular Season Playoffs.

All Regular Season Playoff games are single elimination.

For all divisions, match duration for the first two halves shall be the standard AYSO length for that division.

### FOR B-10 AND G-10

In these divisions, there are 2 pools of teams. Two (2) semi-final matches between the first (1st) place team of one pool against the second (2<sup>nd</sup>) place team of the other pool (2 matches). The winners of the aforementioned semi-final games will play a match to determine the Regular Season winner.

### FOR B-12

Every team will get to play every team in their division one (1) time. Therefore, a final match between the 1<sup>st</sup> and 2<sup>nd</sup> place teams will be played to determine the Regular Season winner.

### FOR G-12, B-14 AND G-14

The team in 1<sup>st</sup> place at the end of the Regular Season will be the Regular Season Winner since every team in these three (3) divisions will play all of the teams in their division twice during the regular season.

## TOURNAMENT SEASON

For all divisions, match duration shall be the standard AYSO length.

The purpose of the Tournament component of the Season is to give teams in each division another chance to qualify for entry into the Playoff Season.

Game Points per match are awarded as follows: 3 Game Points for a win, 1 Game Point for a tie, and 0 Game Points for a loss.

In general, teams will be divided up into Tournament Season pools. All teams will play each team in their pool once in a round robin format. The standings for the pool are determined by Total Points (equal to the Game Points and the Referee Points). In the case of a tie, use the Tie-breaker rules listed above.

### B-10 AND G-10

Matches can end in a tie.

There are four (4) Flights in both divisions. The Tournament Semi-finals have the winner of Flight 1 versus the winner of Flight 3 and the winner of Flight 2 versus Flight 4. The winners of the semi-finals play in the Tournament final.

### B-12

Matches can end in a tie.

There are two (2) Flights. Each team plays every team in their Flight once.

The semi-final matches are:

- The 1<sup>st</sup> place team in Flight 1 versus the 2<sup>nd</sup> place team in Flight 2, and
- The 1<sup>st</sup> place team in Flight 2 versus the 1<sup>st</sup> place team in Flight 1.

The winners of the semi-final matches play in the Tournament final to determine the Tournament Season winner.

### G-12

Matches can end in a tie.

There are two (2) Flights. Each team plays every team in their Flight once.

The winners (1<sup>st</sup> place team) of each Flight play in the Tournament final to determine the Tournament Season winner.

### G-14

Matches **cannot** end in a tie. All G-14 matches shall follow the overtime rules for all games played during the Tournament. Every game must have a winner.

The tournament winner is determined using the standings. If 2 or more teams are tied at the end of the Tournament, then use the tie-breaker rules to determine the Tournament winner.

### B-14

Matches **cannot** end in a tie. All B-14 matches shall follow the overtime rules for all games played during the Tournament. Every game must have a winner.

There are two (2) Flights. Each team plays every team in their Flight once.

The winners (1<sup>st</sup> place team) of each Flight play in the Tournament final to determine the Tournament Season winner.

## REGIONAL CHAMPIONSHIPS

All games are held between the Regular Season Winner and the Tournament Winner.

Any team that qualifies through both the Regular Season Format and Tournament Format will be placed on opposite sides of the bracket so that they will need to lose twice before being eliminated.

## REFEREE POINTS

Referee Points are added to the Game Points to determine a team's Total Points. Final Tournament flight standings are affected by Referee Points (RPs) earned according to the currently published Referee Point System (RPS) with the following modifications and clarifications:

All teams begin the Tournament with zero (0) RPs.

Only RPs earned from referees officiating matches apply. No RPs from additional ways to earn them – such as new referee certification, referee upgrades, or the \$100 donation at registration – can be applied to the Tournament RPs total.

A maximum of 3.0 RPs can be earned per team during the Tournament Season and can be earned at any time throughout that division's Tournament. If a Tournament game is not played, then, at the discretion of the Referee Points System Administrator, no RPs can be earned for that game.

RPs can be earned only for games played within Region 213.

From time-to-time, the Regional Referee Administrator (RRA) may specify additional games are available and RPs may be earned for doing them. The RRA's or Referee Points System Administrator's decisions regarding RP allocation and games where RPs may be earned is subject to change without notice and all decisions are final.

All Referee Points must be earned by the last game within the division. Referee Points must be reported within twenty-four (24) hours of the match and within twelve (12) hours of the last game of Tournament game to allow the RRA and to record the Referee Points and, with the Executive Committee, determine the division's Tournament winners.