



**AREA 1-S CHAMPIONSHIP PLAYOFFS
RULES OF COMPETITION
LEAGUE**



10U, 12U, 14 Co-Ed: Preliminary competition will begin on Saturday, December 7, 2019

Location
Bullhead, AZ

Hosted by:
Region 397

All 9am Games Check-in after you're First Game

These play-offs will be conducted in accordance with the current FIFA Laws of the Game, under AYSO National Rules and Regulations; Section 1 Rules and Regulations; Area Guidelines and the following rules of Competition (ROC). As with all AYSO Area events, Kid Zone environment shall be supported by all participants in the Play-offs. **NO** drugs, alcohol, smoking (including electronic cigarettes) abusive language, obscene gestures, pets or bicycles on, in or around the playing fields. **THERE WILL BE NO COACH CHECK IN FRIDAY NIGHT.**



1. TEAM REGISTRATIONS AND ELIGIBILITY

A. Game Day – Saturday

- 1) One (1) hour prior to your first scheduled game time, the Coaching Staff shall present themselves along with the entire Team, with all variations of uniforms present, to the Tournament Staff at the check-in area/tent. Tournament roster, Player registration forms, **KIDS ZONE PLEDGE** signed by parents and Pre-Printed Team line-up cards must be presented again in jersey order once Teams are ready to be inspected. **TEAMS WILL LINE UP IN JERSEY ORDER** for Player verification and uniform inspection. This includes any/all inclement weather pieces which may be used. **ATTACH COACHING STAFF CERTIFICATIONS FROM AYSOU OR CLASS ROSTER WITH ROSTER NUMBER AND TRAINER.**
- 2) Teams should arrive at assigned field 30-minutes prior to each scheduled game time.
- 3) Prior to a Team's departure at the end of the day, a member of the Coaching Staff should check in with the Area tent to verify game times on Sunday. Sunday's games will be based on points from Saturday pool play or continued pool play. Game times will be posted at fields and given to RC's / RCA's, so they may contact Coaches for game times on Sunday.

B. Sunday

- 1) Teams do not need to check in at the Area tent but should arrive at their assigned field at least 30-minutes prior to scheduled game time.

C. Regions, which have failed to submit the required Player registration fees to the National Training and Support Center by November 1st, shall be ineligible for participation in the Section 1 Play-offs unless approved by the Area Director (AD).

2. COACHING STAFF AND ELIGIBILITY (revised)

A. Rosters should include three (3) registered volunteers acting as the Coaching Staff and must be signed by the RC or their delegate

- 1) Two (2) Coaches must be
 - Registered
 - Safe Haven and Concussion Awareness Certifications
 - Age specific Training both coaches
- 2) One (1) Team Parent must be
 - Registered
 - Safe Haven AND concussion Certification



- B. Only these three (3) members of the Coaching Staff and the Players listed on the rosters are allowed in the Coach's Area.
- C. One member of the Coaching Team should be the same gender as the Players.
- D. Coaches and Assistant Coaches must wear their Region issued Coach Shirt.
 - Coaches **SHALL NOT WEAR A REFEREE SHIRT** while coaching their Teams assigned games.
- E. Team Parent must wear their Region issued shirt (if issued).

3. ROSTER SIZE

A. LEAGUE

			PLAY
• Under 19 Co-Ed	Maximum 18	Minimum 12	11 v 11
• Under 14 Co-Ed	Maximum 15	Minimum 12	11 v 11
• Under 12	Maximum 14	Minimum 10	9 v 9
• Under 10	Maximum 10	Minimum 8	7 v 7

B. ALL-STAR

			PLAY
• Under 14	Maximum 15	Minimum 12	11 v 11
• Under 12	Maximum 14	Minimum 10	9 v 9
• Under 10	Maximum 10	Minimum 8	7 v 7

4. OFFICIAL UNIFORM

- A. There will be strict observance of the dress code. All Team participants will be uniformed in the same **matching** color/style jersey, shorts, and socks with both socks being of the same color, without exception. All Uniforms will have the official AYSO Logo.
- B. Shin guards must be worn, completely **under** the issued uniform sock and must be **age and size appropriate** (three finger test).
- C. If any Player is found to be in improper uniform, the uniform shall be corrected before the offending Player(s) are allowed to play. Decisions of the Area Director or his delegates regarding uniforms are final and may not be appealed. In case of inclement weather, see attached guidelines.
- D. Additional clothing must be snug, and the Team colors must be of the same color as jersey or a neutral color, with no hoods. Sliding shorts must match uniform shorts and not extend below the knees.
- E. No temporary hair coloring, face painting, tattoos, or ribbons in the Player's hair will be allowed. **NO ADORNMENT OF ANY TYPE** will be allowed in the hair. Cloth only for pony tails.
- F. **NO SOFT CASTS, SPLINTS OR BRACES** will be allowed even with a doctor's release. Any and all support items must be approved at time of Team check-in. Support items will be listed on the check-in roster by Area staff and will be available for Referees to check if any items are in question.
- G. In case of conflicting colors, **both Teams** shall change uniforms or wear scrimmage vests provided by each competing Region.
- H. All items of jewelry (Necklaces, Bracelets, Earrings, Leather bands, Rubber Bands etc.) are Forbidden and must be removed. Using tapes for cover Jewelry will not be accepted. Referees are also prohibited from wearing Jewelry except for watches for timing the match.

5. FORMAT

A. Field Assignments & Coin Toss

- Field assignment maps will be handed out at check-in with designated spectator and coaching area.
- Both Teams will be on the same side of the field.

- Only the Coaching Staff listed on the Team roster can be in the Coach Area. This is a designated area 1 yard off the touchline and 10 yards on either side of the halfway line.
- All others are considered spectators and will be on the opposite side of the field.
- The Team listed first on the schedule will be considered the Home Team.
- The Visiting Team will call the coin toss.

B. Preliminary Pool Play – Tie games will stand.

1) Game Times

- Under 14 COED Two 35-minute halves
- Under 12 Two 30-minute halves
- Under 10 Two 25-minute halves



2) Point System

- An accumulated point system will be used as follows:
 - 6 points for win
 - 3 points for a tie
 - 0 point for loss
 - 1 point (up to 3) Goals scored (win or lose)
 - 1 point shutout (i.e. 0-0=4 Points)
 - 8 points forfeit

-1 point for Send-off (ejection) for each PLAYER, COACH OR SPECTATOR before, during and after games.

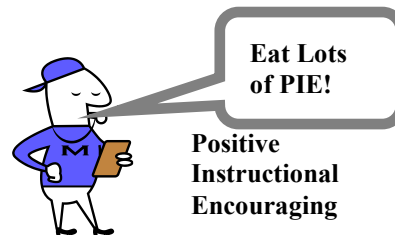
- Additionally, all Referees, Coaches and spectators, who are watching a game, are prohibited from commenting or questioning a call of a Referee officiating a game. A disruption of this nature will result in a DEDUCTION OF POINTS for exhibiting UNSPORTSMAN LIKE BEHAVIOR to the Team to which the disruptor belongs. Officiating Referees, Regional, Area and/or Tournament Staff may recommend to the Area Director that POINTS BE DEDUCTED from their standings.

**THERE IS A NO-TOLERANCE POLICY
FOR COMMENTING ON HOW A REFEREE IS OFFICIATING.
TAKE YOUR ISSUES TO THE REFEREE STAFF, COACHING STAFF, TOURNAMENT STAFF,
YOUR REGIONAL COMMISSIONER OR THE AREA DIRECTOR.**



3) **TIES** between first place Teams will be determined on the following priority basis:

- I. Prior head to head play
- II. Fewest send-offs (ejection's)
- III. Fewest goals allowed
- IV. Goal differential (maximum 3 per game)
- V. Fewest cautions
- VI. Sportsmanship
- VII. Coin toss



4) **Teams in each pool group will advance to the Semi-Finals. If two pools are not used, the top Teams in Division will go to Semi-Finals.**

C. Semifinals and Finals will be single elimination and in accordance with National Rules (I.B.5&6), which states:

1) Game Times

- Under 19 Co-Ed Two 45-minute halves



- Under 14 Co-Ed Two 35-minute halves
 - Under 12 Two 30-minute halves
 - Under 10 Two 25-minute halves
- 2) In case of ties, the following tie breaking system shall apply:
- In case of a tie at the end of regulation time, two 5-minute overtime (OT) periods shall be played with the Home Team calling the coin toss. If a Team is playing short because of ejections, they will continue to play short during the OT periods.
 - In the case of a tie at the conclusion of the two OT periods, the winner shall be determined by taking of kicks from the penalty mark as per the *Laws of the Game* and summarized below:
 -

KICKS FROM THE PENALTY MARK TO DETERMINE THE OUTCOME OF THE MATCH

In case of a tie at the conclusion of the two Overtime (OT) Periods, the winner shall be determined by the taking of kicks from the penalty mark as per the Laws of the Game.

- 1) All the Players on the field at the end of the second OT Periods must remain on the field and immediately enter the center circle in their respective half of the field.
 - 2) The Coaching Staff shall remain in their respective designated Coaching Area outside the touchline. Coaches cannot summon Players or Team Captains to the touchline.
 - 3) No Players in the Coaching Area at the end of the second OT period can enter the field of play.
 - 4) Only Players who are on the field of play at the end of the OT periods are allowed to take kicks from the penalty mark.
 - 5) If a Team finishes the OT periods with a greater number of Players than their opponent that Team shall reduce their number of Players to equate with that of their opponent's number of Players and the Team Captain shall inform the Referee of each Player to be excluded.
 - 6) The Referee chooses the goal at which the kicks will be taken. The Referee conducts a coin toss (visiting Team calls coin toss) and the Team whose Captain wins the coin toss decides whether to take the first or the second kick.
 - 7) Both Teams will take five kicks with kicks taken alternately by each Team. If, before both Teams have taken five kicks, one Team has scored more goals than the other Team could possibly score, no more kicks are taken.
 - 8) If, after both Teams have taken five kicks, both have scored the same number of goals (or no goals), kicks continue to be taken in the same order until one Team has scored one more goal than the other from the same number of kicks.
 - 9) All eligible Players must take a kick from the penalty mark before any Player can take a second kick.
- D. Medals may be awarded for 1st through 2nd place or as Published in final game schedule.
- E. If a game is terminated prior to completion, the outcome/standings shall be determined by the Area Director, or designee.

- F. Semi-Final Game Groupings and brackets are subject to change at the discretion of the Area Director and following FIFA guidelines.

6. SUBSTITUTIONS

Substitutions will be approximately midway through each half, at half time and for injury. Players waiting to enter for play will wait until ALL Players have come off the field at the Halfway line, i.e. if you have two Players to substitute then the two Players entering waits until Two Players are off and accounted for by the Assistant Referee (AR). The substitution period is **Not a water break or Coaching session**, once both AR's have the substitutes accounted for, the Referee (Center) will initiate play by the sound of his/her whistle. Game/playing time is not Stopped during substitutions periods (except half time).

7. COMPETITION

- A. It shall be mandatory for a Team to play a scheduled game. Failure to do so could result in disciplinary action against the Coach or Team. The Coach may present an excuse for such non-appearance, but the full power to uphold the forfeit, and levy discipline rests with the AD or respective designee.
- B. In case of failure to play a regularly scheduled game, the offending Team shall lose said game by a score of 0:1.
- C. Failure to Appear (no-show)
- 1) Should a Team be selected to represent their Region in the Play-offs not be able to play its games as scheduled (per Sec.II.B.), a minimum of seven (7) days' notice must be given to the Area Director, to allow for a replacement Team to be selected. In the event that notice is less than seven (7) days and a replacement Team cannot be found, or the Team simply fails to appear, then the following sanction will apply:
 - The Coach involved will be ineligible to participate in the next year's Area Play-offs, whether League or All-star.
 - 2) Should a Team that has advanced from the pool play portion of the Play-off to the Semi-final and Final portion of the Play-offs fail to appear to play its scheduled games, the above shall apply and in addition that Team will forfeit any medals or awards.
 - 3) The AD will notify the Regional Commissioner of the Team involved and the actions taken. The AD shall have the discretion to not impose these sanctions if it is determined that circumstances were beyond the control of the Team.
- D. Games shall be played as scheduled and only the Referee per FIFA Laws, the AD or respective designee shall have the authority to cancel such games.

8. SEND-OFF'S (EJECTION'S)

- A. Any Player, who receives a Send-off for actions other than violent conduct, serious foul play or abusive language, before, during or after a game, will be suspended from the **Team's** next scheduled game. Send-offs for violent conduct, serious foul play or abusive language will result in suspension from further participation in the Play-offs for the remainder of the year, whether league or all-star.
- B. Any Player that is sent-off for violent conduct, during the regular Regional Season, Regional Playoffs, or Area Playoffs will be ineligible to participate in the Play-offs for this year and the next year.
- C. Any member of the Coaching Staff who is expelled for irresponsible behavior will be suspended for the duration of the Playoffs.
- D. Any member of the Coaching Staff that is expelled for irresponsible behavior during the Regional Season, Regional Playoffs or Area Playoffs will be ineligible to participate in the Playoffs for this year and the next Year.
- E. Outrageous conduct, as determined by the AD, may result in suspension from AYSO.

9. GRACE PERIOD/MINIMUM PLAYERS

- A. A grace period of 5 minutes shall be allowed by the Referee in charge of the game, this period to commence at the scheduled kickoff time for the game, after which the Referee will cancel the game if one or both Teams are not ready to play.
- B. A minimum of seven (7) Players shall constitute a Team; a scheduled game shall not commence nor be continued if one or both Teams cannot field seven (7) eligible Players. (Nat.I.A.2)
 - Under 10 only: A minimum of five (5) Players shall constitute a Team; a scheduled game shall not commence nor be continued if one or both Teams cannot field five (5) eligible Players.

10. ARTIARTIFICIAL NOISEMAKERS

Horns, etc., shall not be allowed. Electronic devices used to communicate between the Players, Coaches and/or spectators shall not be allowed.

11. PROTESTS

There will be no protesting of games, Referee calls or red cards. Use the Referee evaluation Form in your packet and turn it into the Play-off Officials.

11. THERE WILL BE NO HEADING IN U10/U12 THIS WORD MUST GET OUT AND BE ENFORCED.

12. PDI's that US Soccer has implemented will be enforced. Specifically, no punting 10u goalkeepers. Ball is thrown in or placed on ground and passed in. PDI's were sent in June 2019 and are on Area website under Referee Program in Referee Tab.

POSITIVE YOUTH DEVELOPMENT THROUGH SOCCER



ALERT!

You are entering an



By entering this kids zone, you agree to the following:

- Kids are #1
- Fun - not winning - is everything
- Fans only cheer, and only coaches coach
- No yelling in anger
- Respect the volunteer referees
- No swearing
- No smoking
- Leave no trash behind
- Set a proper example for our children

If you can agree to the above, we welcome you. IF NOT, WE ASK THAT YOU PLEASE LEAVE NOW.

AYSO – it's for the kids!