

AYSO REGION 70

2018 PLAYOFF PROCEDURES



Scheduling

The Region reserves the right to make scheduling changes for the benefit of the program as a whole or for other compelling reasons.

We do not control the weather or the people who grant and pull our field permits. If it rains on either weekend, expect the schedules to be changed, including the possibility of Sunday or weeknight games.

All teams must be ready to begin their matches as scheduled and on time. Lineup cards must be filled out, captain(s) selected and all players informed of their field positions in advance of the scheduled start time. We do everything possible to conclude all matches, including any overtime play or kicks from the penalty mark, within the time allotted. Game times may be cut short if necessary to keep games on schedule.

Rules

1. All regular season rules remain in effect during all playoff matches except as modified here.
2. The three-quarter play rule remains in effect; no player can play the entire game unless all players play three quarters. This effectively guarantees a minimum of three-quarters play for all players unless you have a roster of 10 in the U10 division or a roster of 15 or 16 in the U14 division, ***in which case no player may play four quarters.***
3. The regular season restriction on players spending more than two quarters in goal remains in effect for the playoffs. Goalkeeper play is likewise restricted by the three-quarter rule. During overtime, players may play goalkeeper without limit even if they have played two quarters in goal during regulation time.
4. Matches in which the score is tied at the end of regulation time may be followed by two 5-minute overtime periods; these overtime periods are not sudden death and will not be decided by a golden goal. Coaches are required to play each player on their team during at least one overtime period. Coaches may substitute players at the beginning of each overtime period. If the match remains tied following both overtime periods, the match will be decided by kicks from the penalty mark in accordance with the attached "Procedures to Determine the Winner of a Match Using Kicks from the Penalty Mark." Only players on the field at the end of overtime may participate in Kicks from the Penalty Mark. First-round games in U10 and U12 will not have overtime and, if tied, will proceed straight to Kicks from the Penalty Mark.
5. The game referee's decisions are final. Absolutely no protests will be allowed.
6. Referees will enforce AYSO acceptable behavior from all coaches, players and spectators from whom the highest degree of sportsmanship and fair play is expected. Referees with children playing must remove their referee jersey.
7. Rules infractions regarding substitutions and goalkeeper playing time will be penalized by match forfeit upon review by the Division Director and the Regional Commissioner (or his delegate.)
8. The regular-season restriction and review of games with lopsided scores will be stricter during the playoffs. For games decided by a goal margin greater than 5 goals, the losing team will be awarded a win and advance. "Own" goals scored deliberately late in the contest will not be considered in this determination.

GOOD LUCK AND HAVE FUN!!!

**PROCEDURES TO DETERMINE THE WINNER OF A MATCH
USING KICKS FROM THE PENALTY MARK**

- The referee shall choose the goal at which the kicks will be taken. At some fields, there may be a goal specifically designated for kicks from the penalty mark.
- The referee shall conduct a coin toss; the team that did not call the prior coin toss shall call "heads" or "tails." The winner of the coin toss chooses the team to take the first kick from the penalty mark.
- Subject to the conditions explained below, both teams shall take five kicks.
- Kicks from the penalty mark are taken alternately by the teams.
- If, before both teams have taken five kicks from the penalty mark, one team has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks from the penalty mark are to be taken.
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, then the remaining kickers now participate. Each kicker takes his/her shot in the same order as the first five. The shoot-out continues until one team has scored one goal more than the other from the same number of kicks, i.e. one kicker scores a goal and one does not.
- Only players who were on the field of play at the end of the match (or at the end of overtime, if there was overtime) are allowed to take kicks from the penalty mark.
- Each kick from the penalty mark is taken by a different eligible player and all eligible players must take a kick before any player may take a second kick from the penalty mark.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
- Only the players, the coach and the assistant coach of each team, and the referees are permitted to remain on the field of play when kicks from the penalty mark are being taken.
- All eligible players, except the player taking the kick and the two goalkeepers, must remain within the center circle.
- The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
- Any time a team has a greater number of players (not counting substitutes) than their opponent, they shall reduce their number of eligible players to equal that of their opponent and inform the referee of the name and number of each player excluded.