



**2017**  
**10U, 12U and 14U**  
**POST SEASON**  
**LEAGUE PLAY**  
**RULES & REGS**

On behalf of the kids in our region, I want to thank everyone for their time and effort this season. Our Region playoffs for the 10U, 12U and 14U teams are played in October/November. It is not guaranteed that all teams will play in the Pool Play Round. The winning teams in the Pool Play Round that have met their volunteer commitments will then advance to the Single Elimination Round to determine Division Champions. This booklet contains playoff rules and game schedules (attachments, provided after the pools have been set).

It takes help from everyone to make playoffs happen. Every team needs to provide their fair share of referee and volunteer support. Teams not helping will not advance from pool play.

Please be on time during playoffs as we've got a busy game schedule for pool play. For the first game of each day, you must check in the team 45 minutes prior to your game time with medical release forms.

Please remember that every player must play at least 3/4 of each game in playoffs if possible based on the number of players on the team. Coaches failing to follow this rule will face disciplinary review.

SPORTSMANSHIP is more important than ever. Emotions are always run high during playoffs but please remember to be respectful of all referee calls. They are volunteering their time for a difficult job. Winning now matters but coaches still need to remember to back off when winning big. A 3-0 win receives the same number of points as a 10-0 win in playoffs. We will send at least one team from each division to Area Playoffs in late November. These teams will be selected based on **sportsmanship** as well as playoff performance.

Playoffs are always a special time that will produce lasting memories for everyone involved. I wish everyone good luck and hope everyone enjoys the experience.

Scott Barradas

Regional Commissioner

AYSO Region North Oxnard

# 2017 AYSO REGION 304 PLAY OFF GAMES RULES AND REGULATIONS ver a

Welcome to North Oxnard AYSO Region 304 Playoffs. This information is intended to provide standard rules for the conduct of the tournament and to ensure fair, safe and fun play for all of the teams playing. These guidelines are not intended to replace Region Rules and Regulations, Section 10 Guidelines and Area 10 Guidelines, but are to supplement and clarify those areas that are playoff related. As noted during the coach meeting and, as posted on the Region website, "Failure to complete the required points during regular season may result in the team not being eligible to participate in region playoffs. These teams WILL NOT advance out of pool play. Failure to provide a referee for the minimum of three games during pool play will also result in the team not advancing out of pool play."

## **PLAYOFF COORDINATION & CONDUCT**

The coordination of these tournaments is the responsibility of the Regional Commissioner (RC) and Region Board. All decisions concerning field assignments, scheduling, location, rescheduling, and dispute resolution will be made by and at the direction of the RC or her designated representative. Every Coach is responsible for the conduct of his/her players and their team's spectators, all of whom are expected to display positive support and good sportsmanship consistent with the AYSO philosophy. Our attitude towards the volunteer referees, other players and tournament staff must always be positive. Failure to comply can result in playoff disqualification.

## **LOCATION**

All playoff games will be at Fremont Junior High School.

## **SCHEDULE/FORMAT**

As shown in Table 1, the playoffs format will start with pool play games followed single elimination games.

**Table 1. Region Playoff Format**

	10UB	10UG	12UB	12UG	14UB	14UG
Number of teams**	TBD	TBD	TBD	TBD	TBD	TBD
Number of Pools	TBD	TBD	TBD	TBD	TBD	TBD
Teams per Pool	TBD	TBD	TBD	TBD	TBD	TBD
Quarterfinals	TBD		TBD			
Semi-Finals / Finals	YES		YES		YES	

\*\*Based on meeting the volunteer and ref point requirements.

**PLAYOFF DATES**

As shown in Table 2, the playoffs will be conducted over two days for 10U and 12U teams and three days for 14U games. Points will be accumulated as indicated in the Points and Tie Breaking section of these rules.

**Table 2. Playoff Dates**

Date	Day	10U	12U	14U
10/28	Saturday	League Games		League Games
10/29	Sunday	Pool Play Games		Pool Play/Finals
11/4	Saturday	Pool Play Games		Pool Play/Finals
11/11	Saturday	Semi-Finals and Finals		No games
11/18	Saturday Sunday	AREA Playoff Games, Camarillo		

The winning teams from pool play will advance to Semi-Finals and the Finals for 1<sup>st</sup>/2<sup>nd</sup> place and the losers will play the consolation game for 3<sup>rd</sup>/4<sup>th</sup> place.

**IMPORTANT NOTE:** In the event of cancellations for rain, the Regional Commissioner may alter the format of the playoff format.

Game duration for pool play and single elimination is shown in Table 3

**Table 3. Playoff Game Duration (minutes)**

Division	Pool Play	Single Elimination
10U	40	50
12U	50	60
14U	60	70

All semi-final and championship games will be played to conclusion. In case of a tie after regulation, the overtime will consist of two five minute halves, depending on the division. There is no golden goal. If the score is tied at the end of two overtime periods, teams will go to shoot-outs (kicks from the mark).

**POINTS AND TIE-BREAKING PROCEDURES**

The criteria for advancing to Single Elimination round will be based on the results of the Pool Play round. Pool play points will be awarded for each game played as follows:

- 6 Points for a win
- 3 Points for a tie
- 1 Point for a shutout
- 1 Point for each goal (maximum of three per game)

In addition, one point will be subtracted for each player sendoff or coach dismissal. For example, a 3-0 win would result in 10 points for the winning team (6 for win, 3 for goals scored and 1 for shutout) and none for the losing team.

**Forfeited Games.** Forfeits will be treated as 1-0 wins (8 points). Forfeited games will not be re-scheduled.

**Abandoned Games.** Games may not be played for administrative reasons, such as no available referees or safety issues on the field. Such games are abandoned games rather than forfeits. The RC has the option of re-scheduling the game or pro-rating the pool play points for both teams for the abandoned game. For example, a team has been awarded 20 points for two games and their third and final game in pool play is abandoned. The team would be awarded 30 points for the playoff round.

To qualify for the Single Elimination round, teams must provide the necessary volunteer and referee support during the regular season and pool play. The criteria for qualified teams advancing to the Single Elimination round is presented in Table 4.

**Table 4. Single Elimination Teams**

Division	Team Selection for Single Elimination Round (must complete ref/volunteer points to advance)
10U	TBD based on pools, Updated with attachments
12U	TBD based on pools, Updated with attachments
14U	TBD based on pools, Updated with attachments

**TIE BREAKERS**

In event of ties in pool points, the following criteria will be used:

- 1) Most wins
- 2) Head-to-Head Result
- 3) Least goals allowed
- 4) Most goals scored (maximum of 3 per game)
- 5) Sportsmanship (-1 for Cautions, -2 for Send off)
- 6) Coin Flip

Seeding for Single Elimination will be based on pool points. Teams from the same pool will not face each other in the first round of elimination play, if avoidable. Otherwise it will be bracketed

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using higher seed versus lowest seed; seeds 1 & 2 will be in opposite brackets.

### **AWARDS**

Awards will be given to teams taking 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place.

### **PLAYER ELIGIBILITY**

Players must have been registered prior to the fifth game and participated in at least half of their team games after player registration. Games missed for injury will count as games played for this eligibility criteria.

### **PLAYING TIME**

All players **MUST** play at **least  $\frac{3}{4}$  of each game** during playoffs. Time lost during a game for injury by a player will be counted towards the  $\frac{3}{4}$  rule. For players arriving late, the number of quarters required is rounded down from the  $\frac{3}{4}$  rule. Players arriving at the start of the 2<sup>nd</sup> quarter must play two of three remaining quarters.

The **exception** to this rule will be **10U teams with 10 players**. These teams will have to play at least one player  $\frac{1}{2}$  game whenever they have a full roster. The same player may sit for  $\frac{1}{2}$  of one game during pool play and  $\frac{1}{2}$  of one game during the signal elimination round. No player shall sit for  $\frac{1}{2}$  of the game more than once during the pool play round. No player shall sit for  $\frac{1}{2}$  of the game more than once during the single elimination round. As discussed in the above paragraph, playing time will be adjusted for late arrivals and injury.

There is no restriction on the amount of time that a player can be the goalkeeper other than the above rule for  $\frac{3}{4}$  playing time.

### **VOLUNTEER and FIELD RESPONSIBILITIES**

Volunteers are needed for playoffs. Teams will be asked to provide referees and volunteer field support to ensure the best possible tournament possible. Teams failing to provide the necessary support will be disqualified from the Single Elimination round.

### **REGISTRATION FORMS, TEAM CHECK-IN & UNIFORMS.**

Forfeit time is game time. The field must be ready for use and the team is through check-in (there may be allowances due to delay by the Regional Commissioner and his/her staff).

The Coach will have ready for inspection the valid Player Registration Form for each player on the team. All forms must have an original signature by the player's parent/guardian.

Forty-five (45) minutes before the first playoff game time, the Coach and his/her Team will assemble at the team check-in area. All of the game card(s) for the day will be presented with all players listed in numerical order. Players will line up in numeric order and be holding their medical release.

All players shall be in AYSO standard game-ready uniform with shoes and shin-guards on, matching shorts and jerseys tucked inside the shorts.

- All players jerseys should be of the same color and match in style
- All players shorts should be the same color
- All players socks must match both their team-mates and each other
- The goalkeeper, while in the penalty area, does not wear matching jersey, shorts or socks of the team. In the event the goalkeeper is substituted, he/she will have to change gear to match his/her teammates

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- Shorts are not to be worn on or below the hip.
- No bandanas are allowed. **No jewelry of any kind is allowed.**
- ONLY cloth hairbands and/or headbands that are plain or contain manufacturer's logo will be allowed.
- No face painting.
- Nothing that can be interpreted as a danger to the player or others is allowed, however remote the possibility of the danger.
- Goalkeeper may wear a painter's cap (soft bill only).
- The keeper's jersey cannot display any advertising-logos that are not AYSO
- Wristbands will be allowed ONLY to cover a medical bracelet.
- No HARD casts!
- Knee braces are allowed. No metal or hard plastic may show and must be covered by no less than ½" polyurethane wrapping or covering.
- When the team is properly assembled, the medical releases are to be given to each player to hold during check-in.

ALL players must be wearing an AYSO uniform that complies with all National Rules and Regulations. No deviation is allowed. No names are allowed on the uniform. If players on a team are wearing "sliding shorts", everyone on the team must ALL be wearing the SAME COLOR sliding shorts, either black or white or the color of the short of the team. Shorts are not to be worn on or below the hip. Players who leave the field for uniform non-compliance will not re-enter the field until the referee gives permission. *Keep the team's shorts standard, only the Region issues uniform set will be allowed!*

In case of a conflict in uniform color, the home team will be required to change (wear pennies). The home team is listed first on the schedule. Alternate color pennies will be available at the check-in table (A driver's license deposit will be required).

Players who have received treatment for an injury (or illness) shall present a signed medical release (on the physician's letterhead) with the doctor indicating the player by name and the permission to resume play. These releases must be provided to your coach who must certify to the Regional Commissioner the player may return to active play prior to check-in.

A minimum of 7 players (11v11) is required to play a game. A minimum of 6 players is needed for 12U (9v9) and 5 players for 10U (7v7). The match begins at team check-in and ends when the referee team has left the field.

### **DISCIPLINARY ACTIONS (Cards)**

All disciplinary actions (cards) require a written report by the issuing referee. The Regional Commissioner and his/her Staff will review disciplinary actions and will make a determination as to appropriate and/or any additional disciplinary action.

The issue of a red card (a send-off due to a penal foul, vice a second yellow) to a player during or after games will result in a two game suspension (the game in progress and the following game). The player will serve his/her suspension at his/her next scheduled game (league or all-star). Flagrant, violent action may result in more severe discipline, including disqualification from further play. Two red cards or the equivalent may result in the player's suspension from representing his/her region in this tournament and any subsequent playoffs.

A coach that is dismissed will receive a minimum of a one game suspension. A certified assistant coach must be available for the team to continue playing.

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### **RESCHEDULING DUE TO RAIN**

- Every effort will be made to play the games, even in the rain.
- In event that teams are unable to play pool play games because of rain, the team pool points will be prorated for the missing game(s).
- Games will be skipped if a game day is lost to rain.
- In event that teams are unable play the Semi-Finals and Finals because of rain, the team pool points will be used to determine First, Second, Third and Fourth Place.
- Play/no-play status will be posted on the region website ([www.ayso304.org](http://www.ayso304.org)) and on Facebook, AYSO Region 304 – North Oxnard.

### **AREA PLAYOFFS**

The Region will send two teams from each division on to Area Playoffs in late November. The RC will select these teams based on performance and **SPORTSMANSHIP** during playoffs. Traditionally, it has been the 1<sup>st</sup> and 2<sup>nd</sup> place team in each division, however, poor sportsmanship from coaches, players or sidelines will result in a team being not selected for Area playoffs. Teams chosen to participate in Area 10W League Tournaments shall play in Area, Section, and Tri-Section until eliminated which may be until late March. All coaches and players advancing will fall under AREA Playoff Rules.

### **PROTESTS**

There are no protests.