

AYSO Region 18

Region 18 Playoff Rules for U10 through U14

The following procedures shall be used in Region 18 for divisions U10, U12 and U14 for playoff matches that cannot end in a tie. A double elimination playoff format shall be used for all playoff matches in the Divisions above.

These rules are based on the AYSO Edition of FIFA Laws of the Game 2008 per the Area 1D and Region 18 Guidelines.

General Playoff Instructions for COACHES, REFEREES, and SPECTATORS

Coaches and Spectators are reminded of the AYSO and Region 18 guidelines regarding attitude, dissent, and harassment of any match officials, especially youth referees.

Matches shall be administered such that they are FUN, FAIR and SAFE for everyone.

Referees and Coaches are reminded that scheduling of referees is solely the responsibility of the Division Referee Coordinators and Division Commissioners. Any issues with staffing should be directed to the Division Commissioner and not the Referee or Referee team.

In order to assist in providing impartial/neutral referees, a coach or assistant coach shall not center referee (CR) matches within a division for which they have a team without prior authorization from the Division Commissioner and Referee Coordinator. However, coach(es) may perform assistant referee (AR) duties within their own teams division without prior authorization.

In the event that club AR(s) (either untrained, or representing one of the playing teams) must be employed, it is solely at the Referee's discretion whether they will be allowed to signal offside or fouls. (Referees are advised that, in general, club ARs should be limited to calling the ball in or out of play).

Referees are reminded that they may suspend a match and ask the coach(es) to remove anyone who cannot otherwise control physical or verbal outbursts. (The match shall be terminated if a coach is asked to leave the match and an assistant coach is neither identified on the team card, nor present.)

Referees should arrive at least 15 minutes prior to their matches and be prepared to perform minor field repairs and/or enlist the help of others to do so. (For example, bring something you could use to repair and/or fasten a net to a goal post (string, tape, etc.) or to mark the penalty spot (baby powder, paint, etc.). It is very important that no ball enter the goal from the side and that all penalty kicks (especially during kicks from the mark) are taken from the same place.

Extra Time, a.k.a OT (Overtime)

1. In the event that the match score is tied at the end of regulation play, the teams will play two OT periods. Both OT periods must be played in their entirety. There is no "Golden Goal" or "Sudden Victory/Death". The duration of the OT periods are identified by division as follows:

Division	Duration of each OT period (minutes)
U10	5
U12	7
U14	9

2. The first OT period is started with a coin toss just as at the start of the match however with the home team calling the toss. The team that wins the toss decides which goal to attack in the first OT period. The other team kicks off.
3. Each OT period must be played in its entirety and without a substitution break. After the first OT period has elapsed, a brief substitution break will be taken, teams will switch sides and the team that won the coin toss will perform the kick off to start the second OT period.
4. *Each eligible player must play at least one of the two OT periods.* (AYSO "Everyone Plays".)
5. If the match is still tied upon completion of the second OT period, then the winner of the match will be determined by kicks from the penalty mark.
6. *Only players who were on the field at the end of the second OT period are eligible to take kicks from the penalty mark.*

Kicks from the Penalty Mark, a.k.a. Shootout

*All coaches must remain in the coaching areas. Spectators must remain off the field, outside the touchlines and at least 18 yards from the goal line during kicks from the mark. **No one shall be allowed to stand behind the goal line.***

Definitions

Player: a team member who was on the field at the end of the second OT period and is eligible to participate in kicks from the mark.

Substitute: a team member who is not on the field at the end of the second OT period and who would otherwise be eligible to participate.

Team members: all eligible players and eligible substitutes.

1. The referee chooses the goal at which the kicks will be taken.
2. The referee conducts a coin toss prior to starting kicks from the mark and the team that wins the toss decides whether to take the first or the second kick.

Note: The laws do not specify which team calls the toss. Therefore, the referee could choose to assign heads to one team and tails to the other. The referee would then toss the coin to determine the winner.

3. The referees shall keep a record of the kicks being taken.
4. Subject to the conditions explained below, both teams take five kicks.
5. The kicks are taken alternately in the order determined by each team.

The ball may only be played once by the kicker. Rebounds from a post or crossbar may not be played. However, a ball that deflects from the keeper, crossbar, or post, and enters the goal on its own momentum shall be a goal.

6. If, before both teams have taken five kicks, one team has scored more goals than the other could score, even if they were to complete five kicks, no more kicks are taken, and that team shall be declared to winner.
7. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored one goal more than the other from the same number of kicks.

The remaining players shall take kicks, alternating by team, until one team has scored one goal more than the other team from the same number of kicks. Whereas the first set of kicks is a "round of five", these subsequent kicks are "rounds of one" where one kicker from each team takes a kick. If after a "round of one" pair of kicks, one team has scored one goal more than the other team, the match is over.

8. A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper, they may be replaced by a team member.
9. With the exception of the foregoing case (#8), only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark.

ANY team member may be selected to be the goalkeeper, though if they were not on the field at the end of OT, they cannot take kicks subject to overriding situation in 8.

10. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.

The order in which players take kicks is determined by the team; however, each kick is taken by a different player and all eligible players must take one kick before any player can take a second kick.

11. An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
12. Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.

13. All players, except the player taking the kick and the two goalkeepers, must remain within the center circle.
14. The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken (intersection of the goal line and penalty area boundary line).
15. Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken.

For example, laws regarding the penalty kick, fouls and misconduct, etc.

16. When a team finishes the match with a greater number of players than their opponents, they shall reduce their player numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded.
17. Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the center circle and they shall take the kicks. (Use discretion to allow non-eligible team members to be present in the Center Circle but segregated from the eligible players)

Referee should have all eligible players on the field move immediately to the Center Circle after the second OT period ends and request the team to determine the kicking order of the eligible players in a timely manner.

Referee Responsibilities

1. CR will keep track of players and score (AR may backup CR). No matter how many goals are scored, the winner of the kicks from the mark will be awarded a 1 goal advantage (win) on the scorecard.
2. CR should hand the ball to kicker and let kicker place ball on mark
3. CR should stand to the left side of the kicker (near the corner of the penalty area) so that the kicker and AR are in sight.
4. When AR, keeper, and CR are ready, CR should ask both keeper and kicker if they are ready and if confirmed, should blow the whistle to signal kicker that he/she may kick when ready.
5. One AR should be designated at the Center Circle to control players who are not kicking and send a kicker from alternate teams in the kicking order when needed.
6. One AR will stand on the goal line between PA & GA to judge (1) if the ball completely crosses the goal line and (2) if the goalkeeper moves forward before the ball is kicked. (The goalkeeper may move side-to-side but not jump forward or move forward off the goal line until the ball is kicked.)
7. If the goalkeeper moves forward and a goal is scored, then the goal is awarded. If the goalkeeper moves forward prior to the kick and a goal is not scored, the kick is retaken.

Example: BU10 Playoff Match

At the end of the second half, the match is tied 2 to 2. The match will proceed into extra time. The captain of the home team wins the coin toss and elects the goal they wish to attack. In the first 5 minute OT period, the visiting team scores a goal. After a brief substitution break, the home team ties the match in the last minute of the second OT period and the match ends in a tie of 3 to 3.

Suppose that the home team played without substitutes, and that sometime during the match, one of their players became injured and was unable to play.

At the start of kicks from the mark, the visiting team must “reduce to equate”. (The reason for this rule is so that one team does not end up with fewer, more capable kickers who would then be able to go through their rotation faster than the other team.) During the coin toss, the visiting team wins the toss and elects to have the home team kick first.

The first five players from each team alternate taking kicks from the mark. Kickers 1, 3 and 5 score for the home team, while kickers 2, 4 and 5 score for the visitors. The score is tied, so now the match proceeds into the “rounds of 1” kicks.

The next player from the home team scores. The next player from the visiting team scores. The match is still tied. The match proceeds into the next “round of 1” kick.

The next home player’s shot goes over the crossbar. The visitor’s player’s shot scores. The visiting team wins. Mark the scorecard 4 to 3 in favor of the Visitors.

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