

Region 7 Divisional Playoff Rules

Schedule:

- ⚽ Teams will be seeded in the first round based on their final standings in the regular season.
- ⚽ First place team will play last place team; second place will play second-to-last place, etc. These seedings are in accordance with the AYSO Guidebook and are dependent on the number of teams qualified for the playoffs.
- ⚽ Playoffs are a single elimination format (once a team has lost, they're eliminated).

General Rules:

- ⚽ Home team will be listed first in the schedule and must provide 3 proper game balls.
- ⚽ Home team will occupy the north or west side of field. The visiting team will occupy the south or east side.
- ⚽ Coaches will stay along the touchline within 10 yards on either side of the halfway line and at least one yard back from the touchline. Coaches are responsible to keep the touchline clear so that the Assistant Referee may move along (or see) the entire touchline without interference.
- ⚽ Spectators will stay along the touchline behind the coaches, no closer to the goal line than the penalty area line. No one is allowed behind the goal line without the Referee's permission. Spectators should be at least two yards off the touchline.
- ⚽ Referees will enforce the Laws of the Game and Region 7 guidelines from the time they arrive at the field for the match until they leave following the match including any tie breakers.

Match Rules:

- ⚽ The visiting team will call the coin toss. The winner will choose either to kick off or which goal to defend.
- ⚽ Duration of matches: Two halves of **25** min. each (**U10**), **30** min. each (**U12**), or **35** min. each (**U14**).
- ⚽ Half-time will be at least **5** minutes but not longer than **10** minutes.
- ⚽ Substitutions will be approximately midway through each half and at half-time.
- ⚽ All players must play a minimum of **3/4** of regulation time in each match unless the number of players on the team does not allow **3/4** play. No player will be substituted again in regulation time until every teammate has been substituted. If, upon administrative review of the game cards, a violation of the **3/4** play rule is found, the team may be forfeited and be eliminated from further play. Goalkeepers may play every quarter (unlike 10U regular season).
- ⚽ The **3/4** play rule does not apply to extra time (tiebreakers).
- ⚽ Players Sent Off at any time do not participate any further in the match or tiebreakers and will be ineligible for the next match, if applicable.

Tiebreakers

- 1) If, at end of regulation play, the score is tied, a winner will be decided according to the following:
- ⚽ Teams will play two complete overtime periods (also called "extra time") which are part of the match. There is no "Golden Goal," i.e., both overtime periods must be played in their

entirety. Substitutions shall be re-set in overtime (in other words, the **3/4** play rule no longer applies). Players can only be substituted following the first overtime period or because of an injury. Any player Sent Off during the match will not be eligible to participate in the overtime periods or Kicks From The Mark (KFTM), and the team of the Sent Off player will continue to play short during any overtimes. Any player Sent-Off during the overtime periods is ineligible to play for the rest of the overtime periods and for KFTM. The team with the Sent-Off player will play short during the remaining portions of extra time.

- ⚽ The visiting team will call the coin toss. The winner will choose either to kick off or which goal to defend.
 - ⚽ Duration of overtime periods: **5 min. (U10)**, **7 min. (U12)**, and **9 min. (U14)**.
 - ⚽ Half-time during overtime will only be long enough for substitutions and teams to switch sides of the field.
 - ⚽ Substitutions will be done only before the start of each overtime period except for injury. Rotation of substitutions in regulation time does not carry over into any overtime periods.
 - ⚽ Players who do not play in the first overtime period **must** play in the second overtime period.
- 2) If, at the end of the two complete overtime periods, the tie has not been broken, a winner will be decided by taking Kicks From The (penalty) Mark (KFTM).
- ⚽ Only the players on the field at the end of the second overtime period are eligible to participate in KFTM. If one team has more players on the field, the other team must “reduce to equate” before kicks begin.
 - ⚽ The visiting team will call the coin toss. The winner will decide whether to kick first or second. The Referee will determine which goal will be used.
 - ⚽ Eligible players assemble inside the center circle with the Goalkeepers at the corner of the penalty area line and the goal line (behind the Assistant Referee). All other players remain outside the field of play except head coaches who may accompany their players.
 - ⚽ Any eligible player may be designated as the Goalkeeper, and the Goalkeeper may be switched during the taking of KFTM with any eligible teammate.
 - ⚽ After kicks begin, no player injured (and unable to play) or Sent Off will be replaced except for an injured Goalkeeper. The opposing team does not “reduce to equate” for these players. An injured Goalkeeper may be replaced with the Referee’s permission by any teammate who is participating in KFTM.
 - ⚽ KFTM will continue as long as each team has at least one eligible player still taking kicks.
 - ⚽ The Goalkeeper may kick at any time in the team order. After all players have kicked, the order may be changed.
 - ⚽ The first five players on each team will kick with teams alternating each kick until one team has more goals or is ahead by more goals than the other team has attempts remaining.
 - ⚽ If the tie hasn’t been broken after the first five players on each team have kicked, the remaining players will kick with teams alternating each kick until the tie is broken and each team has had an equal number of kicks.
 - ⚽ If the tie hasn’t been broken after all eligible players have kicked, teams will continue alternating kicks until the tie is broken and each team has had an equal number of kicks.