



SEASON PLAYOFF GUIDELINES & TOURNAMENT RULES

<p>Summary</p>	<p>AYSO 878 offers a postseason Playoff Tournament for divisions 10U through 14U after both the Fall and Spring seasons. This represents the only Competitive element of our otherwise recreational Core Program.</p> <p>Teams shall qualify to earn their place in the tournament. Players shall qualify to earn their place on their team to play in the tournament. Teams shall have the correct, minimum, composition of Team Volunteers with complete training.</p> <p>In the Fall season only, the winning teams may earn an opportunity to represent AYSO 878 at the Area tournament in January (post-season), one of a series of playoff tournaments.</p>
<p>Team Qualification</p>	<p>Only teams which meet ALL the requirements detailed below will be eligible to participate in the Regional Season Playoff Tournament:</p> <ul style="list-style-type: none"> ● Fall Season: Teams shall earn at least 30 total points, of which a minimum of 20 Referee points and a maximum of 10 Volunteer points are required to qualify. ● Spring Season: Teams shall earn a minimum of 24 total points, of which a minimum of 16 Referee points and a maximum 8 Volunteer points are required to qualify. <p>➤ <i>A game 'consumes' 4 referee points and 2 volunteer points. Each team must contribute half that per game planned in the season; thus, all teams share the volunteer 'burden' equally. If the planned game counts change from 10 and 8, the point totals must change respectively.</i></p>
<ul style="list-style-type: none"> ● Referee Points 	<p>Trained and certified referees may earn referee points as follows:</p> <ul style="list-style-type: none"> ● Referee a game, or partial game (field position): 2 points ● Assistant Referee a game, or partial game: 1 point ● Pass a Referee Course <u>and</u> officiate a Region 878 game after: 1 point ● Referee points beyond the minimum may be applied towards the remaining required Volunteer points. ● A referee may earn a maximum of 4 points-per-team-per-week <ul style="list-style-type: none"> ○ <i>For example. if an official referees 3 games in a week (6 points), the third game's points must be assigned to a different team or are lost.</i>
<ul style="list-style-type: none"> ● Volunteer Points 	<p>Anyone may earn volunteer points for any team as follows.</p> <ul style="list-style-type: none"> ● 1 point for volunteering as a VIP Buddy (training required) for 2 VIP Games <ul style="list-style-type: none"> ➤ <i>VIP Buddy requires specific training because it is a player-interactive position.</i> ● 1 point for volunteering to assist with region-level set up <ul style="list-style-type: none"> ➤ <i>Setting up the pitch for your team's game does not count</i> ● 1 point for volunteering to assist with region-level tear down. <ul style="list-style-type: none"> ➤ <i>Tearing down the pitch for your team's game does not count.</i> ● 1 point per 1.25 hours for volunteering as a field monitor ● 1 point per hour for volunteering to help paint and mark the fields



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	<ul style="list-style-type: none"> ● Club Linesman (only if trained Referees are unavailable to take the AR position), per game: 1 point ● A bonus “Volunteer Point” may be earned if all team volunteers have completed their required training prior to the first practice of the season. ➤ <i>Referee points more than 20 may be applied toward this volunteer point requirement.</i>
<ul style="list-style-type: none"> ● Team Volunteer & Training Requirements 	<p>Teams shall have a minimum of 2 qualified volunteers (coach, assistant coach, or team manager) present at all activities (games, practices, events, etc.) to comply with “two-deep leadership” requirements of Safe Haven and SafeSport.</p> <ul style="list-style-type: none"> ● At least one volunteer must be of the same gender as the team. <ul style="list-style-type: none"> ○ For example, a female coach for a 10U girls team or a male team manager for a 14U boys team. ○ A co-ed team requires a volunteer of each gender. ➤ <i>Players may encounter gender-specific issues which they need to address immediately; they must have an adult volunteer who they are comfortable talking about such issues when they arise.</i> ● A minimum of 30-days before the Season Playoff Tournament, team volunteers SHALL complete: <ul style="list-style-type: none"> ○ Volunteer application, ○ Hesperia Park District Fingerprinting, ○ AYSO Fingerprinting, and ○ All applicable training: <ul style="list-style-type: none"> ■ Safe Haven (within the last 2 years) ■ SafeSport ■ CDC Concussion Awareness (within the last 2 years) ■ Cardiac Arrest Training ■ Coach and Assistant Coach shall also complete Age-Appropriate Coach Training: <ul style="list-style-type: none"> ● 10U Coach for a 10U team * ● 12U Coach for a 12U team * ● Intermediate Coach for a 14U team ** <p><i>* Both the classroom and field portions of each course must be completed.</i></p> <p><i>** Intermediate Coach Prerequisite requires the volunteer hold 12U Coach for 1 year. Coaches will qualify as “in-progress” after completing 12U certification less than 1 year prior to the deadline. After the 1-year deadline, completing the online portion of Intermediate Coach qualifies as “in-progress” until an in-person course is offered by an Area 10D instructor. The class may be taken anywhere; the Area 10D class only establishes the deadline.</i></p> <ul style="list-style-type: none"> ● Anyone may earn Volunteer Points for their team. Volunteer training is not required EXCEPT for VIP Buddy which shall complete the following before participating with the VIP team: <ul style="list-style-type: none"> ○ VIP Buddy <ul style="list-style-type: none"> ■ Volunteer Application



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	<ul style="list-style-type: none"> ■ Safe Haven Training ■ CDC Concussion Awareness Training ■ VIP Volunteer Training: Buddy module
<ul style="list-style-type: none"> ● Player Qualification 	<p>Only Players who meet all the requirements below will be eligible to participate in the playoff tournament and any post-season play (i.e. Area or Section playoffs in the Fall Season):</p> <ul style="list-style-type: none"> ● Players shall be registered and properly rostered to the team prior to October 15th (the roster reporting deadline set by Area 10D) in the Fall Season or Week 3 game day of the Spring Season. ● Players shall have played in a minimum of half (rounded up) of all eligible games in the season: <ul style="list-style-type: none"> ○ An example of ineligible games are those while a player is recovering from a DOCUMENTED medical injury/illness or family injury/illness. ○ For example, a player who is injured and unable to play 3 games during the Fall season, must play a minimum of 4 of the remaining 7 games to be considered eligible for tournament play. ○ Coaches and players shall contact the Regional Board to document these instances and shall note on appropriate game cards that the player is absent due to injury/family emergency.
<p>Behavior</p>	<p>The Region Board reserves the right to disqualify teams that demonstrate behavioral concerns (including but not limited to consistently poor sportsmanship, excessive cautions (yellow cards), excessive send offs (red cards), consistent spectator behavior problems (ejections or warnings regarding behavior), substitution violations, poor volunteer behavior, etc.) from participation in playoffs or advancing to Area playoffs.</p> <p>In the event a team is at risk of disqualification, the Region Board may review the facts, and decide if it is more beneficial to the experience of the team to designate (a) player(s) on the team as disqualified rather than the whole team.</p> <p>In the event a team is determined to be ineligible to advance to Regional Playoffs, the Region Board will contact the coach of that team prior to release of the playoff schedule.</p> <p>The Region Board reserves the right to disqualify (a) player(s) who demonstrate behavioral concerns (including but not limited to poor sportsmanship, excessive cautions (yellow cards), excessive send-offs</p>



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	<p>(red cards), or bullying) from participation in playoffs or advancing to Area playoffs.</p> <p>In the event a player is determined to be ineligible, the Region Board will contact this player's coach, and the family of the player to inform them of this decision.</p>
<p>Pool Play</p>	<p>Teams that meet playoff qualifications will be divided into pools as follows for the first round of games. These games may take place from Monday through Saturday of playoff week, depending upon the number of qualified teams.</p> <ul style="list-style-type: none"> ○ Divisions with 2 qualified teams will play a "best of 3" finals series, with no tournament points. See "Two-Team Pool" below. ○ Divisions with between 3 and 5 qualified teams will be placed in a single pool, with the top 2 teams advancing to the finals round. ○ Divisions with between 6 and 8 qualified teams will be placed in two pools, with the top 1 team from each pool advancing to finals round. ○ Any divisions with more than 8 qualified teams will be divided into equal pools at the discretion of the tournament scheduler to provide fair opportunity for all teams. This will likely result in (an) additional semi-finals round(s) for these divisions. <ul style="list-style-type: none"> ➤ <i>For example, a group of 9 qualified teams may be divided into 3 pools, with the top team from each pool and the one 2nd place team with the most tournament points advancing to a semi-final round.</i> <ul style="list-style-type: none"> ● Results will be communicated by whatever means most commonly used for region communications prior to the next round of games being played.
<ul style="list-style-type: none"> ● Multi-Team Pools 	<p>Qualified teams will play each other team in their pool once.</p> <ul style="list-style-type: none"> ● Pool-play games tied at the end of designated time will end in a tie, with appropriate points assigned to both teams <p>During pool-play (except in two-team divisions) teams will earn points for games played on the following 10-point system:</p> <ul style="list-style-type: none"> ● Points are earned as follows: <ul style="list-style-type: none"> ○ 6 points for a win ○ 3 points for a tie (both team) ○ 0 points for a loss ○ 1 point for each goal scored maximum of 3 per game. ○ 1 point for a shutout (No goals allowed by the opposing team). ○ A forfeited game will be scored as a 1-0 win, resulting in 7 points. <ul style="list-style-type: none"> ➤ <i>Winners of a forfeit do NOT receive a shutout point; it is not an "earned" shutout.</i> ● Points are deducted as follows: <ul style="list-style-type: none"> ○ Lose 3 points for any player or coach sent off (red card) ○ Lose 2 points for any parent or spectator ejected from the match



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- Lose 1 point for every 3 cautions (yellow cards) given to players or coaches throughout the tournament (the sum of all cautions in all matches by all players and/or volunteers).
 - *For example, if a player is shown a yellow card during match 1 and two other players are shown a yellow card during match 3, the team will lose 1 tournament point.)*
- Any red card shown to a coach or player will result in that individual being asked to leave the field prior to game resumption. This will also result in a suspension of AT LEAST 1 full match, pending review of Regional Board.
 - If this results in a team being unable to field a minimum number of players, or not having a rostered and trained coach present, this will result in the termination of the match, and the team will forfeit the match.
 - The 'offending' team will lose all goals scored to that point.
 - The other team earns a shut-out victory, including their goals scored up to that point; if goals scored is zero, then the game is recorded as a 1-0 shutout victory (8 points).
- Any parent or spectator who is ejected shall leave the field prior to game resumption. This may also result in a 1-game suspension upon review of Regional Board.
 - If the spectator refuses to leave the match within a reasonable time frame, as determined by the referee, the referee may terminate the match. This will result in the team the spectator belongs to forfeiting the match.
 - The 'offending' team will lose all goals scored to that point.
 - The other team earns a shut-out victory, including their goals scored up to that point; if goals scored is zero, then the game is recorded as a 1-0 shutout victory (8 points).
- In the event two teams' tournament point totals are tied to advance to semi-final or final play, the following tiebreakers will be used:
 - Winner of head-to-head competition (If teams played each other in pool play)
 - Number of shutouts
 - Least goals allowed
 - Least number of send offs
 - Least number of cautions
 - Kicks from the Penalty Mark (If both teams are available)
 - Coin toss



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<ul style="list-style-type: none"> ● Two-Team Division 	<p>Divisions with 2 qualified teams will play a “best of 3” finals series, with no tournament points.</p> <ul style="list-style-type: none"> ● Teams will meet in three head-to-head games where a winner must be decided in each match. ● If a game in a pool of two teams ends in a tie after regulation play: <ul style="list-style-type: none"> ○ Play will resume after a two-minute water break with 2 five-minute overtime periods, including a two-minute ‘half-time’ between. ○ Substitution rules are ‘re-set’ for overtime periods. ○ If the game is still tied after this time, the result will be determined by Kicks from the Mark, as defined by the Laws of the Game. ● If one of the two teams wins both the first two games, they have won the tournament and the third match will be canceled (no longer necessary to determine the winner). ● Any red card shown to a coach or player will result in that individual being asked to leave the field prior to game resumption. This will also result in a suspension of AT LEAST 1 full match, pending review of Regional Board. <ul style="list-style-type: none"> ○ If this results in a team being unable to field a minimum number of players, or not having a rostered and trained coach present, this will result in the termination of the match, and the team will forfeit the match. ● Any parent or spectator who is ejected shall leave the field prior to game resumption. This may also result in a 1-game suspension upon review of Regional Board. <ul style="list-style-type: none"> ○ If the spectator refuses to leave the match within a reasonable time frame, as determined by the referee, the referee may terminate the match. This will result in the team the spectator belongs to forfeiting the match.
<ul style="list-style-type: none"> ● Match Format 	<p>Game times follow; no overtime during pool play (except for two-team divisions):</p> <ul style="list-style-type: none"> ● 10U Division – Two 20-minute halves with a substitution break approximately halfway through each half and 5-minute half-time. ● 12U Division – Two 25-minute halves with a substitution break approximately halfway through each half and a 5-minute half-time. ● 14U Division – Two 30-minute halves with a substitution break approximately halfway through each half and a 5-minute half-time. <p>➤ <i>The tournament director or referee administrator may alter the game time as required to ensure all games may be played in the time allowed</i></p> <p>Games will be played with the following number of players:</p> <ul style="list-style-type: none"> ● 10U – 7 vs. 7 with 1 goalkeeper. Minimum of 5 players per team. ● 12U – 9 vs. 9 with 1 goalkeeper. Minimum of 6 players per team. ● 14U – 11 vs. 11 with 1 goalkeeper. Minimum of 7 players per team. ● <i>If a team is unable to field the minimum team size, the team will forfeit.</i>



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Substitution Rules and Violations

Although the AYSO Philosophy "Everyone Plays" states all players play half the game for which they are eligible, Section 10 and Hesperia HEAT Region 878 enforces the more stringent "¾ Rule", defined as:

"No player may play the whole game unless all other players have played a minimum of three quarters of the game for which they are eligible. Further, during non-competitive core play, coaches shall rotate the player(s) who get(s) the opportunity over the course of the season."

- If a player is late, they shall play ¾s, rounded-up, of the game time they are present for, and the referee shall note the late arrival on the game card.
- If a player is injured, ill, or otherwise unable/unwilling to play this amount of game time, coach shall inform the referee and ensure a note is added to the game card.
- Players are credited as playing any "quarter" in which they start on the field even if they are injured during play and are substituted.
- The substitute brought onto the field mid-quarter is still recorded as a substitute (not playing).
- If the injury is such that the player is unable to return to play, coaches shall inform the referee and the game card shall be denoted as such.
- ***Any injury which prevents a player from returning to play MUST be documented on an incident report submitted to the Region Board within 24-hours.***

There will be a substitution opportunity approximately halfway through each half, at the half-time break, or at any time there is an injury.

Game cards will be reviewed after each round of games, to ensure play time rules are being met.

- Any team found to have violated ¾ Rule play time will forfeit the game in question.
 - The 'offending' team will lose all goals scored to that point and will receive zero tournament points.
 - The other team earns a shut-out victory, including their goals scored; if goals scored is zero, then the game is recorded as a 1-0 shut-out victory (8 points).
 - In addition, the coach may receive a 1-match suspension, upon review by Region Board.
- At the end of each game, the coach shall review and sign their game card to ensure the substitutions and notes were properly recorded.
 - **Signing the game card is not a verification of score or violations, only of the substitutions and substitution notes.**



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<ul style="list-style-type: none">● Player Injuries	<p>In the event of an injury occurring during the match, the referee will assess the situation and stop play immediately or at any time. If the referee feels the player's safety will not be jeopardized by continuing play, play may be allowed to continue until a natural stoppage or the referee decides otherwise.</p> <ul style="list-style-type: none">● The referee will check on the player prior to interacting with the sideline.● If the player appears to need assistance, or requests the coach, the referee will signal to the coach to enter the field.<ul style="list-style-type: none">○ Only coaches or certified volunteers may enter the field of play to assess an injury and only after approved by the referee.○ Any coach or volunteer who enters the field of play without referee's permission may be cautioned (yellow card) or sent-off (red card); any spectator who enters the field of play without referee's permission may be evicted from play.○ If the coach enters the field of play to assess the player, the player must leave the field. When the player is ready to return to play, the coach should inform the Assistant Referee on their side of the field. The Assistant Referee will inform the Referee, who may signal permission at any time they judge appropriate that the player may enter the field.● The coach may either substitute that player or play 'down a player' until that player is ready to return to play.<ul style="list-style-type: none">○ When the player is ready to return to play, the coach should inform the Assistant Referee on their side of the field. The Assistant Referee will inform the Referee, who may signal permission at any time they judge appropriate that the player may enter the field.
<p>Spectator Expectations and Behavior</p>	<p>Spectators are expected to behave appropriately during their team's games, and not to interfere with play in any way.</p> <ul style="list-style-type: none">● Spectators should be on their team's touchline, between the penalty areas.● The sideline adjacent to and as deep as the penalty area as well as the entirety of the goal line and behind the goal is considered a 'sensitive' area and should remain clear of spectators.<ul style="list-style-type: none">○ Coaches may NOT coach from this area.○ Spectators should NOT make noises or gestures which may be distracting in this area.○ Anyone may traverse this area while moving from one part of the park to another but should wait for play to leave the area (shift to the other side of the field), should clear the area as quickly as possible, and should avoid distracting noises and gestures while in the area.● Spectators may not be on the opposing touchline during the match.<ul style="list-style-type: none">○ Any spectator found to be on the opposing touchline will be asked to relocate to their side of the field.



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	<ul style="list-style-type: none"> ○ The Referee MAY stop play until the spectator is on the correct touchline. ○ If a spectator is asked multiple times to relocate but refuses, they may be asked to leave the field. <ul style="list-style-type: none"> ▪ This counts as a spectator ejection, resulting in loss of tournament points. ● Spectators may not coach or provide instruction to any player on the field. <ul style="list-style-type: none"> ○ Spectators may Cheer! ○ If a spectator continues to coach any player after being warned by the referee, it may result in ejection of the spectator. ● Spectators are not to address the Referee or Assistant Referee during the match and are to maintain their behavior in an appropriate manner. <ul style="list-style-type: none"> ○ Any incidents where a spectator behaves inappropriately toward a referee or assistant referee may result in a warning. ○ Continued misbehaviors may result in ejection from the game and, depending upon the severity, may result in a suspension. ● Spectators who behave inappropriately toward a youth referee or youth assistant referee will immediately be ejected from the field and receive at least a 1-match suspension. <ul style="list-style-type: none"> ○ There will be no review. ○ There is ZERO tolerance for poor behavior toward youth referees. ● Spectators may cheer in a positive manner and are expected to demonstrate good sportsmanship, regardless of the outcome of a given game. ● Coaches are responsible for the behavior of spectators on their touchline. ● In the event any spectator is ejected, or if there is difficulty identifying which spectator is misbehaving, the coach may receive a caution (yellow card) in addition to any other penalty, including ejection of a spectator, for failing to control their sideline.
<p>Coach and Team Volunteer Requirements</p>	<p>Teams must have at least 1 certified, rostered coach (volunteer application, fingerprinting, Safe Haven training, CDC Concussion Training, Sudden Cardiac Arrest training, and division specific coach training) present at all matches.</p> <p>Teams must also have at least 1 certified, rostered volunteer of the same gender as the players on the team present at all matches.</p> <p>Any team found to not have these necessary volunteers present at a match will forfeit said match. If this happens more than once during the tournament, the team will be disqualified from the tournament, and all remaining matches will be forfeits.</p>



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Semi-Final and Final Rounds

Divisions with two or fewer pools will not have a semi-final round. The two teams with the most tournament points at the end of pool play will advance directly to the championship game.

Divisions with 3 or more pools will have a semi-final round, and the winner of each semi-final match will advance to the championship game. There will be no 3rd/4th place game.

Semi-final and Final games will be played on the Sunday of tournament week. In the event no pool play games are scheduled on the Saturday of tournament week, Semi-Finals and Finals may be played that day instead.

- Semi-Final and Final matches will be the following length:
 - **10U** – Two 25-minute halves with substitution opportunities approximately halfway through each half, and a 5-minute halftime break.
 - **12U** – Two 30-minute halves with substitution opportunities approximately halfway through each half, and a 5-minute halftime break.
 - **14U** – Two 35-minute halves with substitution opportunities approximately halfway through each half, and a 5-minute halftime break.
- Semi-Final and Final matches **MUST** have a winner. If a game ends in a tie after regulation play:
 - Play will resume after a two-minute water break with 2 five-minute overtime periods, including a two-minute 'half-time' between. These are played in FULL; "golden-goal" rules do NOT apply.
 - Substitution rules are 're-set' for overtime periods.
 - If the game is still tied after this time, the result will be determined by Kicks from the Mark, as defined by the Laws of the Game.
- Any red card shown to a coach or player will result in that individual being asked to leave the field prior to game resumption. This will also result in a suspension of **AT LEAST 1** full match, pending review of Regional Board.
 - If this results in a team being unable to field a minimum number of players, or not having a rostered and trained coach present, this will result in the termination of the match, and the team will forfeit the match.
 - Any suspension applied carries over into any future matches (Area, section tournaments, EXTRA, All Star, or Select, next core season play, etc) the player is otherwise eligible to play
- Any parent or spectator who is ejected shall leave the field prior to game resumption. This may also result in a 1-game suspension upon review of Regional Board.
 - If the spectator refuses to leave the match within a reasonable time frame, as determined by the referee, the referee may terminate the



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	<p>match. This will result in the team the spectator belongs to forfeiting the match.</p>
<p>Advancing to Area Play</p>	<p>Each year, the Region is offered the opportunity to send teams to represent Region 878 in Area Play. To ensure the best experience possible, the following factors will be utilized to determine the number of teams sent:</p> <ul style="list-style-type: none"> ● Regional budget concerns ● Behavior of players in the division ● Behavior of coaches in the division ● Behavior of parents in the division ● Referee commitment and availability to assist with Area play ● Performance during Fall Season Playoffs <p>The first-place team will typically be offered the opportunity to advance to Area play. The following factors MAY influence whether team a team is invited to Area play despite a first-place win:</p> <ul style="list-style-type: none"> ● Concerns over sportsmanship of the team ● Repeated issues with coach/player behavior ● Repeated issues with parent/spectator behavior ● Multiple substitution violations during the regular season ● Substitution violations during tournament play <p>In the event the first-place team is deemed ineligible by the Region Board, the second-place team may be invited in their place.</p> <p>In addition, the Region Board reserves the right to invite additional teams to Area play. The following restrictions may be placed on inviting additional teams, in any combination, depending on the needs of the Region that year:</p> <ul style="list-style-type: none"> ● The team must place second in regional playoffs and meet all requirements the first-place team is expected to meet. ● The team may be asked to pay for a portion of the tournament fee. ● The team may be asked to guarantee referee commitment. <p>The Region also reserves the right to not send a team in a division if both first-place and second-place teams are deemed ineligible by the Region Board.</p>