

U10 - REGION PLAYOFFS - FALL 2015

Top 8 teams, regardless of pool, will be seeded into playoffs based on their regular play points. If two teams have the same regular points the tiebreakers for seeding are:

1) Head-to-Head 2) Best Record against like opponents 3) Most Goals for up to 3 per game 4) Fewest Goals against 5) Coin Toss

Playoff games are win-lose so no points. Each match must have a winner. Team listed first is Home Team.

Regional Playoff Games still REQUIRE 3/4 play for all players on your team. This means that each player must play 3 of the 4 quarters in each game.

Champions move on to Area Playoffs in December (see Calendar at www.ayso55.org)

U10B Region Playoff Schedule

	Spring View 1 Sat 11/14	Spring View 1 Sun 11/15	Spring View 2 Sun 11/15
9:00	Game A = 1st pts v 8th pts		
10:15	Game B = 2nd pts v 7th pts	Win A v Win D	Win B v Win C
11:30	Game C = 3rd pts v 6th pts		
1:00	Game D = 4th pts v 5th pts	Loser A/D v Loser B/C (for 3rd & 4th)	
2:15		Win A/D v Win B/C (for 1st & 2nd)	

U10G Region Playoff Schedule

	Spring View 2 Sat 11/14	Spring View 1 Sun 11/15	Spring View 2 Sun 11/15
9:00	Game A = 1st pts v 8th pts	Win A v Win D	Win B v Win C
10:15	Game B = 2nd pts v 7th pts		
11:30	Game C = 3rd pts v 6th pts		
1:00	Game D = 4th pts v 5th pts		Loser A/D v Loser B/C (for 3rd & 4th)
2:15			Win A/D v Win B/C (for 1st & 2nd)

Game Tie Process:

If a tie exists at the end of regulation play, then two (2) full five (5) minute overtime periods shall be played to determine a winner.

Teams playing short in regulation time play as a result of ejection(s), shall continue to do so in overtime.

The teams shall change ends of the field after the completion of the first overtime period.

No "half-time" break. The second overtime period must begin immediately.

The team with the most goals at the end of the two (2) overtime periods shall be declared the winner.

Should a tie remain after the completion of the two (2) overtime periods, a winner shall be determined by a Shoot-Out (kicks from the mark).

Player's on the field at the end of the second overtime period may take part in the Shoot-Out.

None of these players may be exempted from taking a kick should the number of kicks required to determine a winner warrant their participation.

The referee chooses the goal at which the kicks will be taken.

The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.

The referee keeps a record of the kicks being taken.

Subject to the conditions explained below, both teams take five kicks:

The kicks are taken alternately by the teams.

If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.

If, tied after the five kicks, kicks are taken by additional players until one team has scored one goal more than the other from the same number of kicks.

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

A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by any player on the team.

With the exception of the foregoing case, only players who are on the field of play at the end of the match, including extra time, are allowed to take kicks from the mark.

An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.

All players, except the player taking the kick and the two goalkeepers, must remain within the center circle.

The goalkeeper who is the team-mate of the kicker stands outside the penalty area, on the goal line where it meets the penalty area boundary line.