

**Area S Under 12 Boys 2003 Playoff Game Schedule**

<b>Team</b>	<b>Region Telephone</b>	<b>Team Name</b>	<b>Team Colors</b>	<b>Coach</b>	
A1	290-C.V.	CV Diablos-A1	Red/Black	Jason Roach	271-7598
A2	290-C.V.	Manchester Utd-A2	Black/Red	Scott Mattero	421-8017
A3	712-S.B.	Bad Boys-A3	Red/Royal	Jesus Pimentel	690-2319
A4	258-S.V.	SV-1-A4		Mike Mackey	469-7972
A5	116-Bon	Gators	Kelly	Jose Neves	421-4008

B1	581-P.H.	PH-1			
B2	290-C.V.	Cruz Azul	Bill Turner	Royal/Black	934-7461
B3	712-S.B.	Red Lightning-B3	Red/Black	Anthony Millican	424-8516
B4	258-S.V.	SV-2-B4			
B5	116-Bon	Wolverines	Gold	Sam Cardenas	479-5608

**Rules and Regulations**

1. All games will be governed by AYSO National Rules and Regulations as amended by Area 11-S Guidelines except as noted below:
2. All games will be **60** minutes long, consisting of two **30** minute halves.
3. **Coaches:**
  - A. Must present player registration forms to tournament official for your players to play.**
  - B. Be sure to list all players on the lineup card even if they are not present.**
  - C. Complete one lineup card for each tournament game, give all cards to tournament official at check in on the first day of play.**
  - D. Must stay in coaches box. Coaches are responsible for the conduct of their sideline.**
4. Host Regions will designate the home team side. **Parents must go to the side with their team.**
5. If a team cannot field a team (minimum 7 players) within ten minutes of the scheduled start time of the game, then that team will forfeit the game 1 – 0 (8 points awarded).
6. All players must play at least half of each game.
7. Home team provides the game ball and **must change jerseys if there is a conflict in uniform colors.**
8. **No protests are allowed except for player eligibility.**

9. To determine standings in bracket play, each team will be awarded points as follows (note: no Shutout point will be awarded in the event of a 0 - 0 tie):
- |                                      |          |
|--------------------------------------|----------|
| Win                                  | 6 points |
| Tie                                  | 3 points |
| Each Goal (3 maximum per game)       | 1 point  |
| Shutout (allowing 0 goals in a game) | 1 point  |
| Each Ejection                        | -1 point |

If two or more teams are tied on points at the end of bracket play, then the tie will be broken:

- A. Winner of Head to Head Competition
  - B. Fewest Goals Against in Head to Head Competition
  - C. Fewest Goals Against Overall
  - D. Most Shutouts
  - E. Coin Toss (if three teams are tied, then odd team advances)
10. The 1st and 2nd place teams in Bracket A and B will play in the championship series on January 11.
11. In championship series games (games marked with \*), the following rules will apply if there is a tie at the end of regulation time.
- A. At the end of regulation time, if the teams are tied, then two overtime periods (9 minutes for Under 14; 7 minutes for Under 12; or 5 minutes for Under 10) will be played. (This is not sudden death, both periods will be played). There will be a coin toss to start the overtime. The winner has the choice of which goal to defend. After the first overtime period, teams change ends and the second overtime period is started with a kickoff.
  - B. If at the end of the overtime periods the score is still tied, then a penalty kick shoot out will be used. Only players on the field at the end of the second overtime period may participate in the shootout. All players on the field are to remain on the field in the event of a shoot out. A coin toss will be used to determine who kicks first. The winner of the coin toss kicks first.
12. Free substitution is allowed in overtime. Substitutions are allowed with permission of the Referee as follows:
- |           |                                |
|-----------|--------------------------------|
| Throw In  | By the team in possession only |
| Kick Off  | By either or both teams        |
| Goal Kick | By either or both teams        |
| Injury    | For the injured player only    |
13. All games will be played at **Bonita Vista Middle School - Field #7 and Discovery Park Field #8.**
14. In inclement weather sweatshirts are allowed if worn under the uniform jersey, also, sweatpants will be allowed in inclement weather. This applies to Area play only.
15. The Area Champion will be eligible to compete in the Section tournament in March.

## 2003 Schedule of Games

<u>Date</u>	<u>Time</u>	<u>Location</u>	<u>Game #</u>	<u>Home</u>	v	<u>Visitor</u>
December 13	8:00	BVMS	Field #7	290-CV Diablos-A1		290-Manchester Utd-A2
	9:20	BVMS	Field #7	712-Bad Boys-A3		258-SV-1-A4
	1:20	DIS	Field #8	116-Gators-A5		290-CV Diablos-A1
	1:20	BVMS	Field #7	290-Manchester Utd-A2		712-Bad Boys-A3
	4:15	DIS	Field #8	258-SV-1-A4		116-Gators-A5
December 13	10:40	BVMS	Field #7	581-PH-1-B1		290-Cruz Azul-B2
	12:00	BVMS	Field #7	712-Red Lightning-B3		258-SV-2-B4
	2:40	DIS	Field #8	116-Wolverines-B5		581-PH-1-B1
	2:40	BVMS	Field #7	290-Cruz Azul-B2		712-Red Lightning-B3
	5:40	DIS	Field #8	258-SV-2-B4		116-Wolverines-B5
December 14	8:00	BVMS	Field #7	290-CV Diablos-A1		258-SV-1-A4
	9:20	BVMS	Field #7	290-Manchester Utd-A2		116-Gators-A5
	10:40	BVMS	Field #7	712-Bad Boys-A3		290-CV Diablos-A1
	12:30	BVMS	Field #7	258-SV-1-A4		290-Manchester Utd-A2
	1:50	BVMS	Field #7	116-Gators-A5		712-Bad Boys-A3
December 14	8:00	DIS	Field #8	581-PH-1-B1		258-SV-2-B4
	9:20	DIS	Field #8	290-Cruz Azul-B2		116-Wolverines-B5
	10:40	DIS	Field #8	712-Red Lightning-B3		581-PH-1-B1
	12:30	DIS	Field #8	258-SV-2-B4		290-Cruz Azul-B2
	1:50	DIS	Field #8	116-Wolverines-B5		712-Red Lightning-B3
January 10	8:30	BVMS-Semi-1	Field #7*	Bracket A 1st Place		Bracket B 2nd Place
	8:30	DIS-Semi-2	Field #8*	Bracket B 1st Place		Bracket A 2nd Place
	10:15					
	1:00	DIS	Field #8*	Winner Semi#1		Winner Semi #2

\* See note(s) 11 and 12.

Let the **FUN** begin!!

# Map to Bonita Region 116 Soccer Fields

North

