



Hillsborough Cup 2025

AYSO Region 2/N/110

Schedule, Format, Scoring, Rules

THIS DOCUMENT SUPERSEDES ALL OTHER DOCUMENTS WITH RESPECT TO THE 2025 HILLSBOROUGH CUP

Tournament Schedule

[Tournament schedule is posted here.](#)

2025 Hillsborough Cup Schedule											
SE= Single Elimination		G= Group Stage			SF= Semifinal			F= Final			
Divisions	11/5 W	11/6 Th	11/7 F	11/8 Sa	11/9 Su		11/12 W	11/13 Th	11/14 F	11/15 Sa	11/16 Su
8UB				SE, SF	F						
				6	1						
8UG				SE	SF,F						
				5	3						
10UB										G	SF,F
										8	3
10UG				G	SF,F						
				4	3						
12UB										G	SF,F
										4	3
12UG				G	F						
				3	1						
14UB											F
											1
14UG				F	F						F
				1	1						1

Tournament Format

Hillsborough 110, adapted from AYSO Area 2N			Age Division Standards		Rev. 2025	
Division Players' Birth Year Age (December 31 2025)	8U 2018 & 2019 6 & 7	9U & 10U 2016 & 2017 8 & 9	11U & 12U 2014 & 2015 10 & 11	13U/14U 2012 & 2013 12 & 13	15U/16U 2010 & 2011 14 & 15	17U/18U/19U 2007 & 2008 & 2009 16 & 17 & 18
Maximum Players on Roster	10	11	13	Fall Core (18) Winter Select (16)	22 maximum, 18-20 preferable	
Number of players on field	6 v 6	7 v 7	9 v 9	11 v 11		
Minimum players on field	Loan between sides	5	6	7		
Substitutions	"Quarters" and for injury			Monitored free substitutions, injury		
Playing time	Must play at least 1/2 the match. No player will play 4 quarters until all players have played 3 quarters. Players arriving during the 2nd/3rd quarters must play at least 1 quarter.			Players must play at least 1/2 the match. Players arriving during the 2nd/3rd quarters are only required to play 1 quarter.		
Goalkeeper Playing Time	No goalkeeper	Maximum of 2 quarters		No restrictions		
Game Details						
Half	20 min.	25 min.	30 min.	35 min.	40 min.	45 min.
Ball size	3	4		5		
Field & goals	Small sided			Regulation (Law I)		
Spectators	All Spectators on one side of the field, Coaches & Players on the other					
Player ID	None required				Region issued Player ID Card is required to play	
Player uniform #s	No special requirement			Jersey must have a number on the front & back		
Coaches	Only 2 Qualified Coaches may be in the Technical Area at any one time.					
	Coaches must wear a Region Issued Coach Photo ID Badge including Required Certifications to be in the Technical Area for Area games					
	8U Coach	10U Coach	12U Coach	Intermediate 14U Coach	Advanced 16U-19U Coach	
Teams	The home team is the one listed first on the schedule and will occupy the left side (when facing the field) technical area.					
Referees	1 Referee only	Diagonal system of control only: 3 Referees; Center Referee, 2 Assistant Referees or Club Linesman				
	Regional recommended	Regional		Intermediate recommended	Advanced recommended	
Fouls, Misconduct, Restarts						
Free kicks	Always IFK, no PK	Laws XIII & XIV				
Offside	No Offside Law	Beyond the Build-Out Line	Law XI			
Distance	6 yards	8 yards	10 yards (Law XIII)			
Misconduct	Referees should work with coaches. Cards not shown to Players but misconduct penalized if appropriate.		Red cards very rare	Law XII		
Play						
Heading the ball	Deliberate Heading of the Ball Results in an IFK Infraction			Allowed		
Goalkeeper Punt	No goalkeeper	Punt, Drop Kick Results in IFK	Allowed			
Build-Out Line	Yes - Any time goalkeeper has the ball, or goal kick awarded			No		
Running up the score	As soon as a Team is ahead by 3 Goals, Coaches should take immediate corrective action to mitigate the situation. The Largest Acceptable Final Goal Difference is 5 Goals. Points will be deducted for a Final GD of 6 Goals or Higher. The Referee takes no action except to note the circumstances in the match report, and possibly deducting Sportsmanship Points.					

- There is no heading at 12U and under, 10U goalies can only roll the ball out or put the ball down and kick it, all free kicks at 8U are indirect with no penalty kicks, and no offside law.
- Each champion at 10U+ will represent Hillsborough at the Area 2N Tournament.
- The format varies per division based on the number of teams.

8UB & 8UG:

- Single-elimination tournament
- Games that end in a **tie after regulation time will be decided by Golden Goal** ("sudden death") in a 5-minute extra period called Extra Time. If no goals are scored in the first 5-minute Extra Time, another 5-minute Extra Time period will be played. Additional Extra Time periods are played until a goal is scored. The game can not end in

a tie. A winner must be determined. A coin flip will determine which team kicks off in the first Extra Time. The other team will kick off if there is a 2nd Extra Time.

- Referee signups are first-come, first serve in MySoccerLeague. Independent Referees are ideal, but not required. As a backup, a Referee is to be supplied by the Home team followed by an Away team Referee, and ultimately a Home team coach as a last resort.
- Only independent Referees will be assigned for Semifinals and Championship games.
- There is no Area 2N tournament for 8U.

10UB:

- Group Stage: 2-flight, 2-game round robin. All teams play a double-header on Saturday. The top two point earning teams, using the tournament scoring system, from each flight advance to the semifinals. **Group Stage games can end in a tie.**
- Semifinals: The highest point scoring team of Group 1 plays the second highest point scoring team in Group 2. The highest point scoring team of Group 2 plays the second highest point scoring team of Group 1. **If tied after regulation play, there are two 5-minute Extra Time periods (played in full)**, with no substitution restrictions. If the game is still tied after Extra Time, a penalty kick shoot-out will determine the winner. Only players on the field at the final whistle of Extra Time are eligible to kick.
- Championship: **If tied after regulation play, there are two 5-minute Extra Time periods (played in full)**, with no substitution restrictions. If the game is still tied after Extra Time, a penalty kick shoot-out will determine the winner. Only players on the field at the final whistle of Extra Time are eligible to kick.

10UG:

- Top Seed game: The #1 and #2 seeded teams from the regular season play a single game to determine the #1 Tournament seed for the Semifinals. The losing team is the #2 Tournament seed for the Semifinals. **If tied after regulation play, there are two 5-minute Extra Time periods (played in full)**, with no substitution restrictions. If the game is still tied after Extra Time, a penalty kick shoot-out will determine the winner. Only players on the field at the final whistle of Extra Time are eligible to kick.
- Group Stage: The other three teams play a double-header on Saturday. The top two point earning teams, using the tournament scoring system, advance to the semifinals. **Group Stage games can end in a tie.**
- Semifinals: The winner of the Top Seed game plays the 2nd place team from group play. The loser of the Top Seed game plays the 1st place team from group play. **If tied**

after regulation play, there are two 5-minute Extra Time periods (played in full), with no substitution restrictions. If the game is still tied after Extra Time, a penalty kick shoot-out will determine the winner. Only players on the field at the final whistle of Extra Time are eligible to kick.

- Championship: **If tied after regulation play, there are two 5-minute Extra Time periods (played in full)**, with no substitution restrictions. If the game is still tied after Extra Time, a penalty kick shoot-out will determine the winner. Only players on the field at the final whistle of Extra Time are eligible to kick.

12UB:

- Top Seed game: The #1 and #2 seeded teams from the regular season play a single game to determine the #1 Tournament seed for the Semifinals. The losing team is the #2 Tournament seed for the Semifinals. **If tied after regulation play, there are two 5-minute Extra Time periods (played in full)**, with no substitution restrictions. If the game is still tied after Extra Time, a penalty kick shoot-out will determine the winner. Only players on the field at the final whistle of Extra Time are eligible to kick.
- Group Stage: The other three teams play a double-header on Saturday. The top two point earning teams, using the tournament scoring system, advance to the semifinals. **Group Stage games can end in a tie.**
- Semifinals: The winner of the Top Seed game plays the 2nd place team from group play. The loser of the Top Seed game plays the 1st place team from group play. **If tied after regulation play, there are two 5-minute Extra Time periods (played in full)**, with no substitution restrictions. If the game is still tied after Extra Time, a penalty kick shoot-out will determine the winner. Only players on the field at the final whistle are eligible to kick.
- Championship: **If tied after regulation play, there are two 5-minute Extra Time periods (played in full)**, with no substitution restrictions. If the game is still tied after Extra Time, a penalty kick shoot-out will determine the winner. Only players on the field at the final whistle of Extra Time are eligible to kick.

12UG:

- Group Stage: Single flight with 2 games played by each team on Saturday. **Group Stage games can end in a tie.**
- Championship: The top two point earning teams, using the tournament scoring system, advance to the Championship. **If tied after regulation play, there are two 5-minute Extra Time periods (played in full)**, with no substitution restrictions. If the

game is still tied after Extra Time, a penalty kick shoot-out will determine the winner. Only players on the field at the final whistle of Extra Time are eligible to kick.

14UB:

- Championship: **If tied after regulation play, there are two 5-minute Extra Time periods (played in full)**, with no substitution restrictions. If the game is still tied after Extra Time, a penalty kick shoot-out will determine the winner. Only players on the field at the final whistle of Extra Time are eligible to kick.

14UG:

- Best of Three Championship: First team to win two games wins. **For each game, if tied after regulation play, there are two 5-minute Extra Time periods (played in full)**, with no substitution restrictions. If the game is still tied after Extra Time, a penalty kick shoot-out will determine the winner. Only players on the field at the final whistle of Extra Time are eligible to kick.

Tournament Scoring (10U, 12U, 14U)

Maximum score per game is 10

- 6 points for win. 3 for tie. 0 for loss.
- 1 point for each goal up to a maximum of 3.
- 1 point for shut out, includes 0-0 tie
- 8 points total if other team forfeits

Misconduct and Poor Sportsmanship modifiers

- -2 points for a final goal differential greater than 5 goals; doesn't apply to 8U
- -1 point for each Yellow Card (player or coach)
- -2 points for each Red Card (player or coach)
- Spectator misconduct enforced via Cards shown to coach

Tiebreakers, in order

- Head-to-head result in the Hillsborough Cup
- Least goals conceded in the Hillsborough Cup
- Goal differential in the Hillsborough Cup (up to 3 goals per game max)
- Sportsmanship deductions in the Hillsborough Cup

- Coin flip

Resolution of Games that Must Declare a Winner (10U, 12U, 14U only)

Any 10U, 12U or 14U match that must declare a winner will have two periods of Extra Time each lasting 5 minutes. There are no restrictions on substitutions for each Extra Time period: any player may play or not play in each period, including as keeper. Regardless of how many goals are scored during either period of Extra Time, both periods of Extra Time are played in full (**there is no “golden goal” or “sudden death”**). In the event that the score is tied at the final whistle of the second period of Extra Time, the winner is determined by Law 10.3 penalty shoot-out, as described [here](#). Only players on the field at the final whistle of the second period of Extra Time are eligible to participate in the penalty shoot-out. A coin flip will determine which team kicks off in the first Extra Time. The other team will kick off for the 2nd Extra Time.

Adherence to the rules

During the Hillsborough Cup, rules will be strictly enforced. This includes rules we are often more flexible on during the Regular Season.

A summary of the Area 2N rules below. Note that 8U follows 10U except for rules involving goal keepers, offside, direct free kicks, and penalty kicks.

To note:

- **Only 2 coaches in the technical areas ("coaches box") at any time.** If there are more than two coaches, the others must watch the game from the spectator side. Anybody on the spectator side is encouraged to cheer, but no coaching from the sidelines. Positive and encouraging comments are always welcomed. At 14U a timekeeper may also be in the technical area, but can not coach.
- **Team lineup cards must use Hillsborough-provided template cards with players listed in numerical order. No pasting or stapling of printed forms onto the Hillsborough card stock.**
- No coaches in the technical area unless they are 100% certified, including SafeSport and the age-appropriate coach certification.
- If coaches cannot make the game, another age-appropriate certified coach can stand in. The team referee cannot coach unless they have the appropriate coach certification.
- Substitution rules will be closely monitored. 8U-12U: No player can be substituted for a 2nd quarter until every other player on the team has been substituted at least once.

For 10U and 12U, no player may play goalie more than 2 quarters, and playing goalie does not “count” as a substitution. No restrictions on which players play or sit out during Extra Time.

- No 2nd chance "re-do's" for throw-ins with bad form.
- Verbal conflict between a coach/referee, and opposing coach/coach can result in a sportsmanship penalty (Yellow or Red Card).
- “Running up the score” may result in a sportsmanship deduction.

Unless otherwise explicitly stated in this document the tournament conforms to the IFAB [Laws of the Game](#) and [AYSO National Rules and Regulations](#).

See you on the pitch!

