

**KENTUCKY HIGH SCHOOL ATHLETIC ASSOCIATION
2004
BOYS' SOCCER POST SEASON PLAYOFF PLAN**

DISTRICT

District sites will be set by the teams in the District.

REGIONAL (Maximum 2 Games)

The winner and runner-up in each district will advance to the Regional Tournament. The Regional Tournament will be played in **EVEN** numbered years (2004 – 2006 – 2008, etc.) at the winning site/school of the **EVEN** numbered district within that region. In other words, in 2004, the Region 1 Tournament will be played at the winning site/school of District 2's Tournament. The Region 2 Tournament will be played at the winning site/school of District 4's Tournament, etc. **Even** numbered years would be even-number districts.

If the winning district school/site declines to host the Regional Tournament, it will be that school's responsibility to find a host site. It would be expected to normally defer to the runner-up team within their district. A further progression, if necessary, might then be to the winning team of the opposite district and then even further on to the runner-up team of the opposite district. However, this would not alter the "**odd/even**" rotation sequence for future post season tournaments.

SUB-SECTIONAL (Maximum 1 Game)

Only winning regional teams advance to the Sub-Sectional Tournament. Region 1 always plays

Region 2; Region 3 always plays Region 4; etc. This addresses the geographic concerns relating to post season tournaments. In EVEN numbered years (2004 – 2006) the winning team from the EVEN numbered region would host the sub-sectional MATCH. For example, in 2004 the winning team from Region 2 would be the host site for the contests between the winning teams from Region 1 and Region 2. Region 4 would host the team from Region 3; Region 5 would host the team from Region 5, etc. Even numbered years would be even numbered regions.

SECTIONAL (Maximum 1 Game)

Only winning teams from the Sub-Sectional Game will advance to the Sectional Game.

2004 (Even numbered Sub-Section)

Sectional 1 Host (Winner of Sub-Sectional Game between Regions 1 and 2) Sub-Section 2

Sectional 2 Host (Winner of Sub-Sectional Game between Regions 5 and 6) Sub-Section 4

Sectional 3 Host (Winner of Sub-Sectional Game between Regions 11 and 12) Sub-Section 6

Sectional 4 Host (Winner of Sub-Sectional Game between Regions 15 and 16) Sub-Section 8

2004

Even Numbered Sub-Sections

2005

Odd Numbered Sub-Sections

**KENTUCKY HIGH SCHOOL ATHLETIC ASSOCIATION
2004
GIRLS' SOCCER POST SEASON PLAYOFF PLAN**

DISTRICT

District sites will be set by the teams in the District.

REGIONAL (Maximum 2 Games)

The winner and runner-up in each district will advance to the Regional Tournament. The Regional Tournament will be played in **even** numbered years (2005 – 2007, etc.) at the winning site/school of the **odd** numbered district within that region. In other words, in 2005, the Region 2 Tournament will be played at the winning site/school of District 1's Tournament. The Region 4 Tournament will be played at the winning site/school of District 3's Tournament, etc. **Odd** numbered years would be even-number districts.

If the winning district school/site declines to host the Regional Tournament, it will be that school's responsibility to find a host site. It would be expected to normally defer to the runner-up team within their district. A further progression, if necessary, might then be to the winning team of the opposite district and then even further on to the runner-up team of the opposite district. However, this would not alter the "**odd/even**" rotation sequence for future post season tournaments.

SUB-SECTIONAL (Maximum 1 Game)

Only winning regional teams advance to the Sub-Sectional Tournament. Region 1 always plays

Region 2; Region 3 always plays Region 4; etc. This addresses the geographic concerns relating to post season tournaments. In even numbered years (2005 – 2007) the winning team from the odd numbered region would host the sub-sectional game. For example, in 2004 the winning team from Region 1 would be the host site for the contests between the winning teams from Region 1 and Region 2. Region 3 would host the team from Region 4; Region 5 would host the team from Region 6, etc. Even numbered years would be odd numbered regions.

SECTIONAL (Maximum 1 Game)

Only winning teams from the Sub-Sectional Game will advance to the Sectional Game.

2004 (Odd numbered Sub-Section)

Sectional 1 Host (Winner of Sub-Sectional Game between Region 3 and 4) Sub-Section 1

Sectional 2 Host (Winner of Sub-Sectional Game between Region 7 and 8) Sub-Section 3

Sectional 3 Host (Winner of Sub-Sectional Game between Region 11 and 12) Sub-Section 5

Sectional 4 Host (Winner of Sub-Sectional Game between Region 15 and 16) Sub-Section 7

2004

Odd Numbered Sub-Sections

2005

Even Numbered Sub-Sections