



Tournament Rules

Round robin games: The **winning coach** must provide the score to an official at the shelter so that the score can be recorded! In the event of a tie both coaches must be present to record the score.

Finals: If the score is tied at the end of regulation then teams will enter into a penalty shoot-out. At the conclusion both teams should go to the shelter to receive their awards.

Game duration: Regular season game durations will be played. The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee. Due to the time allowed for the completion of all games, the clock should run continuously.

POINTS: Winners of division play will be selected on the basis of the most total points after pool play is complete. Scoring will be on a 3-1-0 system. Each team will be awarded three 3 points for a win, one 1 for a tie and zero 0 points for a loss.

In the event of ties in the group standing, the following will determine the winner/leader:

- Team with the most wins (if tied go to step 2)
- Winner of the game played between the tied teams. (If three or more teams are tied for the group lead, Step 2 is by passed, go to Step 3)
- Highest number of total NET goals (goal differential). The maximum goal differential is three (3) per match. Example: for a score of 4-1, goal differential is +3 for the winner and -3 for the loser. For a score of 5-1, goal differential is also +3 and -3 as above)
- Fewest total goals allowed (gross)
- Most shutouts
- Penalty kicks (according to FIFA laws of the game) - when the results would allow a winner to advance to a semi-final, or championship match
- Coin toss - when the winner would advance to a 2nd place vs. 2nd place, or 3rd place vs. 3rd place match (3rd match).
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PENALTY KICK ELIMINATION: Only players on the field at the end of the game are eligible for penalty kicks. Coin flip will determine who will go first (visiting team calls the coin toss, winner of the coin toss has the decision to shoot first or second). Five penalty kickers per team. After the first round of 5 kicks, the team will continue to alternate shooters until there is 1 unmatched goal between opposing players. After all eligible players on the field of play have taken kicks, teams will start with their first kickers again and in the same order.