



## **2017 Tournament Rules - January and March**

### **NUMBER OF PLAYERS**

#### January

2008-2007, 7v7, Maximum Roster size of 14

2006, 9v9, Maximum Roster size of 18

2005-2003, 11v11, Maximum Roster size of 18

#### March

2003-2002, 11v11, Maximum Roster size of 18

2001-1998, 11v11, Maximum Roster size of 22 (designate only 18 at game time)

### **MATCH TIMES**

#### January

2008-2006, 3 matches guaranteed, 50 min.

2005-2003, 3 matches guaranteed, 60 min.

#### March

2003-1998, 3 matches guaranteed, 70 min.

Some matches may be shortened or rescheduled to accommodate tournament (i.e. inclement weather, etc.).

### **MATCHES ENDING IN A DRAW**

Preliminary round matches ending in a draw shall remain a draw. Semifinal & Championship matches ending in a draw will proceed immediately to FIFA Kicks From The Mark (PK's) to determine a winner.

### **TOURNAMENT SCORING SYSTEM**

3 points = win

1 point = draw

0 point = loss

0 points for goals or shut out victory

No point deductions for yellow/red cards

Ten team brackets: 4 teams (A), {3 teams (B) vs 3 teams (C)}, 1st. of (A) and two highest points of (BC) plus best wild card team advance to semi's. Wild card will play new opponent, not his/her club.

Twelve team brackets: The wildcard team will be the best second place team from the three brackets. Seeding will be best 1st. place team versus the wild card team, unless the wild card team is from the same bracket; in which case, the 2nd best team will play the wildcard team. In bracketing the remaining teams for the fourth match, no team will play a team from its own bracket or club.

### **TIE BREAKERS ON NEXT PAGE**



## **STANDING DRAW BREAKERS**

In the event of a draw in the standings after the preliminary round matches, the following method will be used to resolve the draw:

- Head to head competition
- Goals scored up to 6 goals per game
- Goal differential (difference between goals scored and goals allowed)
- Shut out victories
- FIFA PK's

**THREE WAY DRAW:** For teams ending in a three way draw, the first draw breaker will not be the 'Head to Head' draw breaker, unless one team has defeated both of its opponents, then the draw breaker will be 'Goals scored'. If after any draw breaker the teams have been split into three distinct positions, then the teams will be positioned as indicated. If only one team has been eliminated either high or low in position, then the remaining two teams will revert back to 'Head to Head' draw breaker and proceed from there to determine the remaining two positions.

## **SUBSTITUTION**

Unlimited substitution will be allowed on any dead ball

## **DISCIPLINE**

Any player receiving a RED card shall be ineligible to participate in the remainder of that match, plus the following match. If a coach is ejected from a match, he/she will be unable to coach ANY team in the following match. If the player or coach was ejected for assault then the player or coach shall be ineligible for the remainder of the tournament and their player card will be turned over to their respective state association for disposition.

No point deductions for yellow/red cards.

## **REFUND POLICY**

Prior to the registration deadline, full refunds will be given. After that, the tournament committee will determine the amount to be refunded if a team withdraws. In the event that individual games are cancelled, due to weather or some other reason beyond our control, no refunds will be given if a team has/will still get in their 3 game minimum. If a team can't get in their 3rd game, due to cancellations, a partial refund will be given of approximately  $\frac{1}{3}$  of the entry fee. If the entire tournament is cancelled, due to weather, a full refund will be given, minus \$100 per team to cover fixed tournament cost incurred prior to the tournament. All attempts will be made to get the tournament in.