



## 16<sup>TH</sup> ANNUAL COMMISSIONERS' CUP TOURNAMENT RULES

### Game Format

Divisions will be open for team registration in the following age brackets:

U7 only Preferred, but may be combined w/ U8

U8 only Preferred, but may be combined w/ U7

U9 only Preferred, but may be combined w/ U10

U10 only Preferred, but may be combined w/ U9

Although it will depend on the number of teams entering, the following will likely be combined age brackets:

U11/U12

U13/U14

U15/U16

U17/U19

Coaches – Please note the potential for combined age brackets. You are likely to be playing teams that are older/younger than your team. You have been warned – no complaints please!!

Teams will play up to 3 preliminary games, with the top ranked teams playing a final game to determine the Cup winner. Depending on number of teams entered, a semi-final may also be needed.

U7 & U8 will play 4v4, 10 minute quarters with 2 minutes between each, halftime 5 minutes

U9 & U10 will play 7v7, 20 minute halves, halftime 5 minutes

U11/12 will play 9v9, 25 minute halves, halftime 5 minutes

U13/14 will play 11v11, 30 minute halves, halftime 5 minutes

U15 and up will play 11v11, 35 minute halves, halftime 5 minutes

Semis (if applicable) will be shortened and finals will be played full time for each age group

### KSA's standard age-appropriate Modified Game-Rules apply

Standings Division Standings are calculated based on the following 10 point system:

- Win - 6 points
- Tie - 3 points
- Shutout - 1 point
- Loss - 0 points
- No Show – (5) points... If a team does not show up for an original scheduled game (Excludes weather related reschedules)
- Goals Scored- 1 point for each of first 3 goals per game.  
(maximum 6 goal differential will be allowed for counting goals scored per game)  
Example...A 2-1 win scores 8 points for the winning team, and 1 for the losing team.  
A 4-4 tie scores 6 points for each team.  
An 8-0 win scores only as 6-0 and 10 points for the winning team.

In the event that two teams are tied in the standings based on their game points, standings will be determined based on the following:

- 1. Head to head results
- 2. Goals against
- 3. Goal differential (up to 6 max per game)
- 4. Kicks from the Mark. If more than 2 teams are tied, then a flip of the coin will determine.

### **Kicks from the Mark Procedures**

In the event that a Final Game is tied at full-time, then Penalty/Kicks from the Mark will take place.

- Round 1 – Best of 5
- Coach nominates 5 players as shooters from the roster (Player does not have to be on the field at the end of regulation). Coin Toss is conducted as in Pre-Game; Winner states option: kick first or kick second in order.
- Teams take alternating Penalty/Kicks from the Mark
- Team with most goals after all 5 players from each side have taken kicks is the winner. If before 5 kicks are taken by each side, one team has scored more than the other could score, no more kicks are taken.
- Round 2 – If necessary
- Remaining players not originally nominated, take alternating Penalty Shots until one team has scored a goal more than the other from the same number of shots.
- No player can take a second kick, until all team mates have kicked.
- Goalies can be substituted whenever necessary, but once a goalie has been removed they cannot go back in goal until the next round.

### **Weather Considerations**

In the event of bad weather during the Tournament, KSA will attempt to wait out the weather and resume the games. If this is not possible due to field conditions or dangerous weather, the game will be cancelled:

- If the game is stopped at any point during the second half – the game will be considered final, and the score when the game was stopped will be the final score.
- If the game was not started or is stopped during the first half, the game will be recorded as a 0-0 tie.
- No games will be rescheduled if they cannot be played as planned.

*\*Decisions by the Tournament Director(s) are FINAL and cannot be protested/appealed, except for ineligible player.*

### **Coaches Game Cards**

All Coaches will need to print their game reports from their gotsport account. These will be handed to referee prior to each game. AFTER each game, the completed Game/Score Cards will be returned to the Teams. EACH TEAM will need to submit their Game/Score Card to the Cup Headquarters. In the event of discrepancy of scores reported by Teams, Referee Report Game Card will be final.

### **Referees**

Referees will receive Game Cards from EACH Team at the start of each game. AFTER each game, the Game Cards will be returned to each team, with the proper game score recorded. Make sure each coach agrees before taking card to the Cup Headquarters

### **5 Team Bracket**

Four teams will play regular round robin matches (3 games) and one team will only play 2 games. The team that only plays 2 matches will get their points from Match 1 & 2 plus the average of their 2 games (to be their equivalent points for match #3). This gives all 5 teams a full set of points. The 3 teams with the most points after pool play will advance. If the team with the 2 game route advances, they must play in the semi-final match vs the 3<sup>rd</sup> place team. The team with the most points (that played all 3 pool play matches) will advance to the championship match and play the winner of the semi-final match. The top seed in the age group (determined by Spring standings) will have the first option to take the 2 game route or pass to the #2 seed (determined by Spring standings).