



SIX/SEVEN/EIGHT TEAM TOURNAMENT POINT SYSTEM AND RULES

ALL PLAYERS MUST PLAY HALF OF THE GAME.

Point System for NCYSA Six/Seven/Eight Team Tournament.

1. Win equals 3 points
2. Tie equals 1 point
3. Loss equals 0 points
4. A team that forfeits any game shall continue to participate in the tournament but may not advance. All games will be counted as losses for that team regardless of score.
5. A forfeit win shall count as a game. The score awarded to the winning team shall be 4-0. Furthermore all other games played by the forfeiting team shall be counted as losses (regardless of the actual outcome) and the opposing team(s) shall be awarded a win with a score of 4-0.

The teams to play in the finals game will be determined by the teams having the highest point total in their pool.

Tie breaking procedures (if two or more teams have the same number of points at the end of pool play the following tie breaking procedures will be used:

1. Head-to-head Game (this criteria not used if more than two team are tied).
2. Highest Goal differential (GD): (Goals scored (GF) minus Goals allowed (GA) with a maximum of 4 goals per game). Example: Team 1 and Team 2 both have 3 points in Pool A and did not play head to head, (team 1 wins first game 6-0, loses second game 2-5,GD: first game =+4(max), second game = negative 3. Team 1 Total GD=+1.) (Team 2 wins first game 6-3, loses second game 2-3 GD: first game =+3, second game = negative 1. Team 2 Total GD = +2) Result: Team 2 advances base on highest GD.
3. Fewest goals allowed in tournament.
4. Most wins by shutout in tournament.
5. Coin Toss.

Final Games

Once the teams are determined for the championship game then the following rules apply:

If a championship game ends in a tie then the winner will be determined as follows:

1. A five-minute rest period will be given before play resumes. During this time referees will have a coin toss to determine who kicks-off.
2. Teams will play a five-minute "sudden victory" period. First team to score wins.
3. If no team scores in the five-minute "sudden victory" period, another five-minute "sudden victory" period will be played with teams switching goals and no rest period is allowed between the two "sudden victory" periods.
4. If the score is still tied after the second "sudden victory" period then kicks from the penalty mark will be used to determine a winner. Each team will take a series of 5 penalty kicks, alternately. A toss of a coin will determine which team will take the first penalty kick. Each coach will select five players from their team to take penalty kicks. Should a tie exist at the conclusion of the 5 penalty kicks, each team will take alternate single penalty kicks until one clear goal margin is obtained using the remaining players from each team. Note: One of the players taking the goal kick can be the goalkeeper. A different player takes each penalty kick and all eligible players must take a kick before any player can take a second kick. If a team has fewer players than the other team then they will start over again using the first player that took a penalty kick. Other than the kicker and the goalkeeper, all eligible players shall remain in the center circle while the Penalty Kick Competition is in progress. Note:

Goalkeepers may be changed at anytime during the penalty kicks. Substitute goalkeepers may be select from the players on the field or the bench.