

# **TRI-CITIES SOCCER RECREATIONAL LEAGUE**

## **LARRY WINDLAND MEMORIAL CUP TOURNAMENT RULES**

### **TEAM ARRIVAL**

Teams are to proceed to their first scheduled game field 15-20 minutes before game time.

### **WARM UPS**

Teams will not be given time to warm up on the game field before the game.

### **KICK OFF TIMES**

Teams should send out starting players as soon as the field becomes available and have them take their position for kick off. Games will begin on time.

### **FIELD MARSHALLS**

We will have Field Marshalls available to keep games running on schedule, determine if games need to be cut short to stay on schedule and to answer any/all questions coaches may have.

### **MORNING GROUP PLAY FORMAT**

- all games will consist of two 12 minute halves (sub at 6 minutes) with a 1 minute half time
- game times: 7:30a, 8a, 8:30a, 9a, 9:30a, 10a, 10:30a, 11a, 11:30a
- if games get backed up, TCSA reserves the right to shorten games to get back on schedule
- clock will not stop for subs
- in the event of excessive heat, game times will be reduced to two 10 minute halves with a 5 minute half time

### **POINTS AWARDED**

- WIN: 3 points
- TIE: 1 point
- LOSS: 0 points
- SHUTOUT BONUS: 1 point
- maximum number of points to be awarded in any game is 4
- forfeits will be scored as a 1-0 win for the opposing team
- for teams playing 4 games in an uneven division, only the best 3 games will count towards points

### **TIE BREAKERS**

1. 1 - Head to Head Competition
2. 2 - Goal Differential (maximum of 5 per game)
3. 3 - Goals Against
4. 4 - Total Goals Scored
5. 5 - PK Shootout (best of 5)

## FINAL GAMES

games will consist of two 20 minute halves (sub at 5, 10, 15 minute) with a 5 minute half time

If tied after 40 minutes of play:

- 1 - Sudden Death / Golden Goal overtime period of 5 minutes
- 2 - Second Sudden Death / Golden Goal overtime period of 5 minutes
- 3 - Shoot Out (5 players selected from each team; best of 5 shots wins)
- 4 - Sudden Death / Golden Goal Shoot Out (players rotate until one team scores and the other does not; no player may take a second penalty shot until everyone has taken a turn)