

**TRI-CITIES SOCCER
SPRING 2011 U12-U14 TOURNAMENT FORMAT**

Teams are to proceed to their first scheduled game field 10 – 15 minutes before game time. We will have Field Marshall's available whose responsibilities will be to check waivers prior to games, 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.

- **Divisions will be divided into subgroups:**

U12 Boys 12 Teams (3 groups of 4)

Top team from each group advances plus team with the 4th most points

U12 Girls 14 Teams (2 groups of 4 and 2 groups of 3)

Top team from each group advances

U14 Boys 9 Teams (3 groups of 3) **

Top team from each group advances plus team with the 4th most points

U14 Girls 10 Teams (2 groups of 3 and 1 group of 4)

Top team from each group advances plus team with the 4th most points

****Top 3 seeds in U14 boys division get a bye game**

Points awarded to bye team is 8 points (6 for win, 1 for shut out and 1 for goal)

- **Morning format**

1. **24 minute games*** (6 minute subs - 3 minute half times)

***If games get backed up, TCSA reserves the right to shorten games in order to get back on schedule.**

2. **Game Times:**

7:00, 7:30, 8:00, 8:30, 9:00, 9:30, 10:00, 10:30, 11:00, 11:30

Semi-final Games – 12:30

Final & Consolation Games – 2:00

3. **Points Awarded:**

Win = 6 points

Tie = 3 points

Loss = 0 points

Shutout = 1 point

Each Goal Scored = 1 point (maximum of 5 points)

Maximum Points for any one game is 12

Forfeits have a maximum of 8 points (6 for win, 1 for shutout & 1 goal)

*****In the event we have excessive heat, the game times will be reduced to 20 minutes with a 6 minute halftime.**

PLEASE BE SURE TO READ THE SECTION REGARDING SELECTION OF THE ALL-STAR TEAM AND THE ALL STAR TEAM CEREMONY.

- **Advancement into Semi-finals and Finals**

1. First criteria for teams to advance out of their brackets are based on points. The highest point total team advance in each bracket.
2. Divisions with an odd number of sub groups will have a wild card team advance. The wild card team will be the next highest team or teams from all sub groups (as noted above).
3. In the event teams are tied for wild card selections, ties will be broken as follows:
 - Head to head competition
 - If still tied, the team with the least goals against will advance
 - If still tied, a **Coin Flip will be done to determine the team to advance**. If more than two teams qualify there will be numbers drawn to determine rank of coin flip.

Semi-final Games - 20 minute halves (5-minute subs & 5-minute half times)

- Semi-final games at 12:30 PM
- Fields TBD

If the game ends in a tie

1. If the game is tied – game decided by shootout
 - 5 players from each team (they do not need to be in the game at the end of regulation)
 - If still tied, 1 to 1 shootout will continue until one team wins

Final & Consolation Games – 20 minute halves (5 minute subs & 5-minute half times)

- Final games at 2:00 PM
Fields TBD
- Consolation Games at 2:00 PM
Fields TBD
 - If the game ends in a tie
 1. Sudden Death (Golden Goal) up to two 5 minute overtimes
 2. If still tied – game decided by shootout
 - 5 players from each team (they do not need to be in the game at the end of the second 5 minute overtime)
 - If still tied, 1 to 1 shootout will continue until one team wins

MEDALS WILL BE AWARDED TO ALL 1ST, 2ND, 3RD AND 4TH PLACE TEAMS IMMEDIATELY AFTER THE FINAL GAMES.

All Star Team Selection and Ceremony

22 players will be selected based on votes cast by opposing team coaches. Each participating coach will receive 3 ballot cards, one for each of their preliminary games. During the game each assistant coach is responsible to evaluate their opponents and select 3 players from that team by writing their number on the provided ballot cards. Signed ballot cards will be given to the field marshalls and tallied.

The All Star Tournament Team Ceremony will be held after the final pool game (12:00).