

2018 Soccer Bowl Tournament

Soccer Bowl Tournament is seeded

First Round: All teams are placed in groupings based on their standings as of approximately January 31st. The number of games played by the team having completed the least games in that age group on that date will be used to determine placement. All teams within each group play each other with the winner advancing to the next round. Both first and second place teams advance to second round (or final games) for all age-groups. Second place advancement subject to change if all games cannot be played because of inclement weather (or other) conditions.

Determination of winner in each round is based on the following point system:

5 points for each win, 2 points for a tie, and zero points for a loss. The team(s) recording the highest point total at the conclusion of the round advance to the next round.

Forfeits:

In the event that a game is forfeited, for any reason, the final score of the game will be 1-0 with the higher score going to the team that did not forfeit. The winning team will receive 5 points and the forfeited team will receive zero points. In this situation, the forfeiting team will not be considered in tie-breaker rules 3-9 below and will only be allowed to advance on points or tie-breaker rule 1.

Tiebreakers: If teams are tied at the end of a round, the following prioritized tiebreaker system is used. These steps are applied from the top to determine each advancing team. Once the first advancing team from a group has been selected, the steps are restarted from number 1 to find the second advancing team from that group, etc

1. Results of the head-to-head competition for the tied teams.
2. Any team that forfeited a game within this bracket will be not be considered in remaining steps and all of the games it played in this bracket will be removed from calculations in tiebreaker rules 4 and 6.
3. Head-to-head competition for remaining tied teams.
4. Total goal differential (team's score minus opponent's score) for all games with a maximum of +3 and minimum of -3 for each game.
5. Head-to-head competition for teams still tied.
6. Fewest goals allowed in games within the bracket.
7. Head-to-head competition for teams still tied.
8. Tied teams play mini-game. Two 10-minute periods for U10, U12 and two 15-minute periods for U14 through U19. Substitutions only at half-time of the mini-game.
9. Shoot-out. See next page below.

Game Assignments:

After each game, both teams' coaches **MUST** turn in their game cards at the Soccer Pavilion in Mullins Park between fields 4-5 and 6-7. **At that time, each team's next game assignment should be verified.**

COACH CHECKLIST:

1. **NO PRACTICES DURING SOCCER BOWL TOURNAMENT.**
2. **All coaches must wear coach pass and red coach shirt.**
3. **Must stay within coach technical area (10 yds from each side of center)**
4. **Appropriate behavior at all events. No berating of the referees.**
5. **Parents are to stay as close to the bleacher area as possible.**
6. **Coaches must play all of their play-off games.**
7. **Please check our website, csys.org, for tournament standings & results.**

Tournament Rules Committee:

All interpretations, questions or changes regarding the tournament will be decided by the CSYS Tournament Committee, consisting of the President, Vice President and Tournament Director.

Verified Equal Playing Time violations (EPT) will be cause for FORFEIT of game. Any player who attends the game but is not playing because of injury or sickness MUST be reported to the referees BEFORE the game kicks off. No warnings or exceptions.

Inclement Weather:

In the event of weather (or other) conditions that result in cancellations, the Tournament Committee will make every effort to reschedule the games in order to continue the tournament format. If the committee determines that this not feasible, the Tournament may be changed to a single elimination or other format for the affected age groups.

Tied Games:

All games, except Soccer Bowl games, may end in a tie. Any Soccer Bowl games that end in a tie will play overtime using a **Golden Goal** system as follows:

1. Five-minute break, followed by a coin toss as at the beginning of regular play.
2. A maximum of 30 minutes of overtime will be played in the U14's and older. 20 minutes for U10 & U12. First team to score is immediately the winner. Substitutions are made at the halfway (15 or 10 minute) mark. Teams change ends at the halfway mark. **At the beginning of the second half, the goalkeeper becomes a field player**; i.e. may not use his/her hands in any way. When no goalkeeper is present, no penalty kicks will be allowed. All fouls in the penalty area become indirect kicks.

If still tied after 30 minute overtime period, a shoot-out will be played to determine the winner.

Shoot-Out Rules for Tie Breaker Step 7 and after Golden Goal periods in Soccer Bowl Games:

1. The players on the field at the end of the overtime or mini-game will participate in the shoot-out. No substitutions are allowed.
2. If one team is playing with fewer than eleven (nine for U10), the shoot-out is limited to that number of players for both teams.
3. Each coach will provide the referee with a list of participating players' names and numbers.
4. A coin toss will determine which team shoots first, with each team alternating thereafter. The away team will call heads or tails.
5. The keeper may be replaced at any time, but must be one of the players on the field participating in the shoot-out.
6. All players and coaches must remain on the field at mid-field during the entire shoot-out, and may not leave the field.
7. Each team alternates shots until all eleven (nine for U10) players have taken their turn, or until an insurmountable advantage is established.
8. If the score is still tied after all players have shot, the shoot-out becomes "sudden-victory". The shooting rotation begins again with the first player, and the first unanswered goal determines the winner.
9. All shots are taken from the penalty spot. The kicker can kick the ball only once, and must wait for the referee's signal before shooting. The keeper must stand in the middle of the goal on the line, and cannot move forward until the ball is kicked.