

Tournament Play



All Auburn Soccer Association recreational league tournament games will be played in accordance with the *Modified Soccer Playing Rules for Auburn Recreational Leagues*, and as specifically modified by the rules below.

A. Group Winners advancing to the Championship Round will be those teams accruing the most total points in the preliminary games.

B. Group Play. Each age group will use Group Play to determine the standings for the Championship Round.

Points will be awarded as follows:

Win	3 points
Tie	1 point
Loss	0 points
Shut-out	1 point

C. In case of a tie in total points after the Group Play games, the Group Winners will be determined in the following sequence:

1. Result in head-to-head competition during Group Play (note: this does **not** include results from regular season play).
2. Least number of goals allowed in Group Play.
3. Highest goal differential in Group Play. The maximum goal differential of three (3) per game (e.g., a team winning by a 5-0 score would only receive a +3 goal differential).
4. Penalty kicks. Pursuant to rule **E.5**, below, each coach will select players to participate at a time and field chosen by the Tournament Director.

D. Forfeits will result in a 3-0 loss for the team that forfeited their game, and a 3-0 win for the winning team.

E. Rules for settling ties in the Championship games:

1. Two 5-minute, sudden-death, overtime periods will be played beginning 5 minutes after the end of regulation play.
2. All tournament rules will apply.
3. A Referee coin toss will determine kick-off and choice of end.
4. Teams will switch ends and kick off after the first overtime period; play is to be restarted after a 1-minute break. *No substitutes will be permitted at this time.*
5. If tied at the end of the sudden death overtime periods, a 5-person penalty kick shootout will determine the outcome of the game. Any 5 players may participate, but cannot shoot again until every player, including the goalkeeper, has shot once. If still tied after five 5 rounds, a sudden death shootout will proceed one round at a time. The taking of penalty kicks continues, alternatively, until one team scores and the other does not.

F. Any player or coach who is ejected from a game by the Referee must leave the Soccer Complex for the remainder of the game and is automatically banned from the next tournament game. The Field Marshal is required to report to the Tournament Director, as expeditiously as possible, any player or coach who is given red or yellow cards during a game. Violations of a serious nature require notification of the Tournament Director and may result in further disciplinary action, including suspension from the Tournament.

G. Spectators must sit on the opposite side of the field from the coaches and players. Coaches are responsible for the behavior of their spectators. Players, coaches, and spectators shall conduct themselves in a temperate, sportsmanlike manner. Displays of temper or dissent are cause for ejection from the field of play.

H. Inclement Weather and Schedule Changes

1. The Tournament Director will determine whether or not to cancel games due to inclement weather.

2. The Tournament Director holds the right to cancel or reschedule games as he or she deems necessary.

I. General Tournament Rules

1. All decisions of the Referee are final and binding.

2. The Tournament Director reserves the right to decide on all matters pertaining to the Tournament. His or her judgment is final.

3. No protest is allowed.

MAY GOOD SPORTSMANSHIP PREVAIL AND MAY EVERYONE ENJOY A WEEK OF COMPETITIVE SOCCER!

Revised August 5, 2021