

# 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* (AuburnSocCA.org/Laws), and as specifically modified by the rules below.

**A. Tournament Seeding** is based upon total points earned during Regular Season Play. Points are determined in the same way as in Sections **C**, **D**, and **E**, below.

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

**C. 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 Bonus	1 point

**Note:** The shutout bonus shall only be earned by playing and winning a game. A 0-0 tie and a win-by-forfeit do not qualify for a shutout bonus point.

**D. 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 will only receive a +3 goal differential).

4. Penalty kicks. Pursuant to rule **F.5**, below, each coach will select players to participate at a time and field chosen by the Tournament Director. In the case of a tie involving three or more teams, the results in head-to-head competition during Regular Season Play will determine the two teams that advance to penalty kicks.

**E. A forfeit** will result in a 3-0 loss (0 points) for the team that forfeits the game, and a 3-0 win (3 points) for the winning team. Note: The team winning by forfeit does not earn a bonus point for the shutout.

**F. Rules for settling ties** in the Championship Game:

1. Two five (5) minute, sudden-death, overtime periods will be played beginning five (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.

**G. 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.

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**H. 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. (see [Law XVIII](#), p. 19)

### **I. 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.

### **J. 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.

4. The count of accumulated yellow and red cards, and the suspension policy (see [Law XVIII](#), p. 19), continues in Tournament Play. The card count is not reset to 0 at the beginning of the tournament.

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