



CHARGER CUP – JV DIVISION 2019 TOURNAMENT RULES AND SCORING

GAME CARDS

The field marshals will provide game cards to the referee prior to the start of the game. Coaches should review game cards for accuracy at the match's end and sign off on the card. Teams will be checked in at the field 15 minutes prior to game time.

GAME BALLS

Home team will provide 3 game balls

SPECIAL FIELD RULES

FIELD 1 –

- TURF with benches (water ONLY)
- No spectators beyond the concrete border
- Parents must sit on opposite side of field from team
- Spectators are not allowed behind goal nets, they will kindly be asked to move

FIELD 2 –

- GRASS no benches – Team is encouraged to bring a team bench.
- Parents must sit on the opposite side of the field from team.
- Spectators are not allowed behind goal nets, they will kindly be asked to move

FIELD 3 -

- TURF with benches (water ONLY)
- No spectators on or inside the track
- Parents may sit in bleachers directly behind their own team.

POOL PLAY:

- Games are 30-minute halves with a 5-minute half time
- One (1) 7-team pool
- Each team plays two (2) round-robin games, games chosen at random.
- After each game, teams are awarded points as outlined below
- After pool play is completed, top four teams with the most tournament points advance to the Semi-Final Bracket. Bottom three teams, with the lowest points after pool play continue on in the Consolation Bracket.

POOL PLAY SCORING SYSTEM:

Teams shall be awarded points on the following bases, to a maximum of 10 points:

- Six (6) points for each win
- Three (3) points for each tie
- Zero (0) points for a loss
- One (1) point for each shut out
- One (1) point for each goal, to a maximum of 3 per game
- 0-0 tie is scored as 4 points, 3 points for a tie, 1 point for the shutout
- Nine (9) points to a team winning by forfeit (2-0)
- Minus one (-1) point for each red card received by a player
- Minus one (-1) point for each expulsion received by a coach, team official, or team-affiliated spectator.

All scores will be posted on the Charger Cup Website <http://www.edisongirlssoccer.com/chargercup/> as soon as possible after the Saturday 12/7 & 12/14 games. Coaches will also receive an email from the tournament director once standings are posted.

TIE-BREAKING PROCEDURE at the end of POOL PLAY

In case of a tie in tournament points after the completion of pool play games, the advancing team will be determined on the following criteria in the order specified:

- a) Head-to-Head competition – the team that won the head-to-head competition between the teams that are tied will advance. If teams tied in the head-to-head or did not play each other in pool play, continue on to the next determining factor.
- b) Team with the highest goal differential advances (goals scored minus goals allowed, not to exceed 4 goals in any one match)
- c) Most goals scored in pool play
- d) Fewest goals allowed in pool play
- e) Team with the fewest send-offs advances
- f) Coin Toss – Performed by the Tournament Director, Jody Roberts

CONSOLATION BRACKET (5th-7th place after Pool Play)

- Games are 30-minute halves with a 5-minute half time
- Games may end in a tie

SEMI-FINAL BRACKET (1st-4th place after Pool Play)

- Games are 30-minute halves with a 5-minute half time
- Winner moves on to the Finals
 - If tied at the end of regulation teams will move immediately on to Penalty Kicks using only players on the field. Standard procedure applies.

FINALS

- Games are 30-minute halves with a 5-minute half time.
- If tied at the end of regulation time the following tie breaker will proceed:
 - Two five-min. overtime periods will be played. First team to score a goal wins, "Golden Goal."
 - Teams switch sides after the first period.
 - If no Golden Goal is scored teams will move on to Penalty Kicks using only players on the field. Standard procedure applies.
 - Both Champions and Finalists will receive awards immediately following the game.