

Burnt District Shootout-Tournament Rules

U6 & U10

U6 & U10 teams start at 9:00 am.

Single Pool Play

U6 Play 20 minutes games. (2 halves of 10 minutes; Halftime- 2 minutes)

U10 Play 24 minutes games. (2 halves of 12 minutes; Halftime- 2 minutes)

Teams after pool play are seeded and advance to semi-final game.

Loss in the semi-final games go to the Consolation game

Winners of semi-final games advance to Championship game

U6 Tie scoring

Tie Breaker for Semi, Consolation, and Championship games; Full 4 minute OT; most goals wins.

U6 Note: If no winner after first OT then a second OT will be played w/Golden Goal rule (first team to score).

****No "camping" at goals Offensively and Defensively during game.**

U8

U8 games start at 9:00 am.

Double Pool Play (A & B)

Play 24 minutes games. (2 halves of 12 minutes; Halftime- 2 minutes)

3rd Place points from each pool play in the Placement game.

Top two points from each pool advance to Semi-final games.

Loss in the semi-final games go to the Consolation game

Winners of semi-final games advance to Championship game

U8 & U10 Scoring for Tie at end of Placement, Semi-Final; Championship games-

Tie breaker after regulation play; winner decided by penalty kicks (best of 3).

FIFA shootout rules apply:

Only players who were on the pitch at the end of play are allowed to participate in the shoot-out. If still tied, then Sudden Death PK. The remaining players that finished the game, including the goalkeeper, will kick. If still tied then players from the bench will kick. A player cannot take second kick until entire roster has kicked.

All Pool Scoring- Goals will be kept.

Win 6 points

Tie 3 points

Loss 0 points

Extra points- 1 point per goal; Maximum 3 points per game

1 point for clean sheet; keeping opponent scoreless

Tie breakers after pool play complete;

- 1) Head to Head; if applicable
- 2) Fewest goals allowed
- 3) Most goals scored
- 4) Double coin flip; Odd or Even call