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With two (2) exceptions, the Spring tournament will be played according to the same rules as the regular season, **including the minimum playing time for all players.**

Exceptions:

- 1) The option to start a game with a reduced number of field players is eliminated. Teams must play with the appropriate number of players per their age division. If a team does not have enough players to start the game within 10 minutes of the game time, that team will forfeit the game. The intent is to not penalize a team because the opposing team does not have enough players.  
**Though the game will be forfeit, play a scrimmage to allow the players present to play with reduced and equal numbers.**

U10C (6v6), U10G (6v6), U12C (7v7/8v8 optional\*), U12G (7v7/8v8 optional\*),  
U15C (7v7/8v8 optional\*), U18C (7v7/8v8 optional\*)

\* There is a discrepancy in the number of rostered players per team in the older age divisions. To keep games fun and competitive, the team with the least number of players present will decide 7v7 or 8v8; as has been the case the entire Spring for those divisions.

- 2) Because of the nature of a tournament, the games may not end in a tie. The tie-breaker rules we will follow are below.

#### **2019 Spring Rec Tournament Tie-breaker Rules**

For non-championship games that end in a tie, the game is decided by a shootout. Each coach selects five players from their team who were on the field at the end of the game to take kicks from the mark (penalty kicks). The goalkeeper position may be played by any player who is on the field at the end of the game. The goalkeeper may also be selected to take a kick. The shooting order of the players must be given to the referee prior to the first kick. The referee shall determine the goal to be used, with the team winning the coin toss choosing to kick 1st or 2nd. The teams alternate turns with one player from each team taking a kick against the opposing team's goalie. The team with the most goals at the end is the winner. If still tied after five rounds of kicks, then an additional sudden-death round will occur. In a sudden-death round, both teams take one kick. Sudden-death rounds will continue until a team makes a kick and the opposing team does not. Once a player has taken a kick, they may not take another until all other players on the field at the end of the game have as well. The player rotation remains the same throughout.

The championship game tie-breaker includes overtime. Before going to a shootout, the teams play 2 five minute overtime periods, with a 2 minute break and the teams changing sides. The overtime periods are not sudden-death, the teams play until the end of both periods. If still tied after the second overtime, the game is decided by a shootout as described above.

**U10 Coed Spring Tournament**

***Round 1***

***Semi-Final***

***Final***



- \* The home team will be the team with the lowest seed number of the match
- \* Game times may be shifted up to 4 hours within a day if conflicts arise from team advancement for coaches with 2 teams.
- \* Finals teams should report to the office following the match for 1st and 2nd place award presentations

**U10 Girls Spring Tournament**

***Semi-Final***

***Final***

(1) 81-Bowlin

Sat, May 11, 9am  
Field 5B

(4) 80-Wilson

(2) 82-Walton

Sat, May 11, 9am  
Field 5C

(3) 83-James

Sat, May 11, 1pm  
Field 5C

***Champion***

\* The home team will be the team with the lowest seed number of the match

\* Game times may be shifted up to 4 hours within a day if conflicts arise from team advancement for coaches with 2 teams.

\* Finals teams should report to the office following the match for 1st and 2nd place award presentations

U12 Coed Spring Tournament

*Semi-Final*

*Final*

(1) 103-Ekstein

Sat, May 11, 11am  
Field 1B

(4) 101-Orlick

(2) 102-Zender

Sat, May 11, 11am  
Field 1C

(3) 100-Comer

Sat, May 11, 3pm  
Field 1B

*Champion*

- \* The home team will be the team with the lowest seed number of the match
- \* Game times may be shifted up to 4 hours within a day if conflicts arise from team advancement for coaches with 2 teams.
- \* Finals teams should report to the office following the match for 1st and 2nd place award presentations

**U12 Girls Spring Tournament**

***Semi-Final***

***Final***

(1) 111-Woodard

Sat, May 11, 9:30am  
Field 1B

(4) 113-Ilkenhons

Sat, May 11, 1:30pm  
Field 1B

(2) 112-Smith

Sat, May 11, 9:30am  
Field 1C

(3) 110-Lanier

***Champion***

\* The home team will be the team with the lowest seed number of the match

\* Game times may be shifted up to 4 hours within a day if conflicts arise from team advancement for coaches with 2 teams.

\* Finals teams should report to the office following the match for 1st and 2nd place award presentations

**U15 Coed Spring Tournament**

***Semi-Final***

***Final***

(1) 122-Perrin

Sat, May 11, 5pm  
Field 1B

(4) 120-Disher

(2) 121-Meeks

Sat, May 11, 5pm  
Field 1C

(3) 123-Aizpurua

Sun, May 19, 2:30pm  
Field 1B

***Champion***

\* The home team will be the team with the lowest seed number of the match

\* Game times may be shifted up to 4 hours within a day if conflicts arise from team advancement for coaches with 2 teams.

\* Finals teams should report to the office following the match for 1st and 2nd place award presentations

**U18 Coed Spring Tournament**

***Semi-Final***

***Final***

(1) 143-Keshguerian

Sat, May 18, 9:30am  
Field 1B

(4) 140-Ferrell/Spillane

(2) 142-Herzberger

Sat, May 18, 11:30am  
Field 1B

(3) 141-Exline

Sun, May 19, 4pm  
Field 1B

***Champion***

- \* The home team will be the team with the lowest seed number of the match
- \* Game times may be shifted up to 4 hours within a day if conflicts arise from team advancement for coaches with 2 teams.
- \* Finals teams should report to the office following the match for 1st and 2nd place award presentations