

# Sabers Invitational MS Girls Soccer Tournament

## REGULATIONS

- **Pools:** Two pools of 4 teams
- **Pool play points:** Win = 3 points; Loss = 0 points; Draw = 1 point.
- **Seeding:** Points from round-robin pool play – 3 matches per team – determine seeding for elimination round.
- **Elimination round:** Top 2 teams from each pool advance to semifinals. 3<sup>rd</sup> and 4<sup>th</sup> place teams from each pool advance to consolation play. (The 4<sup>th</sup> place teams from each pool play each other as their final match of tournament.)
- **Trophies:** 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>. Top goal scorer – Golden Boot.
- **Match length:** 20-minute halves, 5-minute halftime. 5 minutes between matches. Next teams take field immediately upon completion of previous match. *Exceptions: 7<sup>th</sup> place and 5<sup>th</sup> place matches will have 15-minute halves.*
- **Squad size:** 8 players per team. Unlimited substitutions.
- **Unlimited substitutions:** Either team may substitute on a goal kick, corner kick or free kick. Only the team in possession may substitute on a throw-in.
- **Extra time:** Elimination round only (Saturday afternoon) – 2 periods of 5 minutes.
- **Penalty kicks:** Elimination round only (Saturday afternoon) – see notes below.
- **Yellow and red cards:** Referees may issue yellow and red cards for foul play, excessive complaining, swearing and other unsportsmanlike conduct. A player receiving a **red card** or a **second yellow card** will be **ejected** from the match (no replacement permitted) and **suspended** from the next match. (Yellow cards do not accumulate from match to match.)

### TIEBREAKERS

If two teams in the same pool finish round-robin play with the same number of points, the first tie breaker will be the head-to-head result.

If two teams in the same pool finish round-robin play with the same number of points and also drew with each other in head-to-head play, or if three or more teams in the same pool finish round-robin play with the same number of points, these tie breakers shall be used in the following order:

1. Goal differential among tied teams (goals scored minus goals given up; maximum of 5 goals counted per match)
2. Goal differential among all pool teams (goals scored minus goals given up; maximum of 5 goals counted per match)
3. Goals scored against among tied teams (maximum of 5 goals counted per match)
4. Goals scored against among all pool teams (maximum of 5 goals counted per match)
5. Coin toss or *jan-ken*.

**Penalty kick shootouts, elimination matches only (Saturday afternoon)**

- a. PKs will be taken by five players (selected from those players who were playing at the end of the match) from each team.
- b. Winner of a coin flip (or jan ken) chooses to kick first or defer.
- c. The kicks shall be taken alternately.
- d. Each kick shall be taken by a different player and all eligible players shall take a kick before any player may take a second kick.
- e. If, before both teams have taken five kicks, one has scored more goals than the other could score from all five of its kicks, no more kicks shall be taken.
- f. If a tie exists after five kicks, the goalkeeper may be changed.
- g. If a tie still exists after five kicks, sudden-death penalty kicks will be taken by players who have not already kicked.