



2022 Tournament Rules

Team Composition

- Max Roster Size of 28
- Roster Required at Check-In

Bracket Play Games

- Frosh, JV and Varsity Group Play 30 Min Halves
- No Stoppage Time
- Games tied at the end of regulation, stay tied

Quarters and Semi Finals Games

- Play 35 Min Halves
- No Stoppage Time
- Games tied at the end of regulation go directly into PK

Championship Games

- Play 40 Min Halves
- No Stoppage Time
- In the event of a tie, two 10 minute OT periods (not golden goal) then PKs

Point System

- Three points shall be awarded for each win.
- One point shall be awarded for each tie.
- Zero points shall be awarded for each loss.
- If a team in group play forfeits, all scores in that group will revert to 1-0 scores.

Tie Breaker- five levels of tie breaking will be employed to resolve ties in standings

1. Head to Head competition, (in case of a 3 way tie, head to head is never used and moves directly to tie breaker number 2).
2. Goal Differential (Goals scored minus goals allowed. Up to four goals only will be counted per team for each game).
3. Goals scored, (Up to four goals only will be counted per team for each game).
4. Goals allowed, (Up to four goals only will be counted per team for each game).
5. Coin Flip

Awards

Awards will be given to the players and coaches of the first and second place teams (up to 24)

Champions: Medals and Trophy

Finalists: Medals

Discipline

All players/coaches shown a RED CARD will be suspended for the next game and could be suspended for the remainder of the tournament depending on the severity of the red card. No protests can be made or will be accepted. All games will have a 5 minute grace period; failure to start on time will result in forfeiture.

Tournament Regulations

1. A player wearing an orthopedic cast or hard brace will be up to the referees discretion.
2. PKs are in compliance with CIF.
3. Wildcards will be chosen by most points in all brackets.