

## **AREA 1U FALL TOURNAMENT GUIDELINES U16 & U19 - 2005**

**Any game cancelled due to rain may be made up on Saturday Nov. 12<sup>th</sup>.**

The tournament will be pool play format. Awards will be given to all teams advancing to semi finals. Teams will advance to the semi finals as follows:

U19 Division: The first and second place teams from both pools will advance to the semi finals. The match ups for the semi finals are as follows: Winner Pool A vs. Second place team from Pool B, Winner from Pool B vs. Second place team from Pool A.

U16 Boys: The first place team from each of the four pools will advance to the semi finals. The match ups for the semi finals are as follows: Team with the highest points will play the team with the fourth highest points and the team with the second highest points will play the team third highest points.

U16 Girls: The first place team from each of the three (A, B, C) pools will advance to the semi finals. The fourth team from among all pools (A, B, C) with the highest points will advance as the Wild Card team. (Note: Teams in Pool C will have their point totals multiplied by .75 to compensate for their extra game) The match ups for the semi finals are as follows: Team with the highest points will play the Wild Card team\* and the team with the second highest points will play the team with the third highest points.

\*If these two teams are both from Pool C then the following semi final match ups will occur: Team with the highest points will play the team with the third highest points and the team with the second highest points will play the Wild Card team.

### **POOL PLAY**

Pool games will be on a 10-point system. Games will be full length. 90 minutes for U19, 80 minutes for U16. Pool games may end in a tie.

Points:

- 6 points = Win
- 3 points = Tie
- 1 point = for every goal scored (maximum 3 points per game)
- 1 point = Shutout

Note: 0 to 0 tie = 4 points; 1 to 1 tie = 4 points

- 2 points for every Red Card
- 1 point = forfeit (forfeited game will have a score of 1 to 0 (8 points))

### **TIE BREAKER**

In the event of a tie in points at the conclusion of pool play, the following tiebreaker system will be used:

Head to Head

Least goals scored against\*

Shootout (shots from the mark)

\*In the GU16 Division, teams from Pool C will have their goals scored against multiplied by .75 to compensate for their extra game.

### **SEMI FINALS & FINALS**

In the event of a tie at the conclusion of a game, there will be 2 complete overtime periods played. Overtime periods will be 8 minutes each.

In the event the game is still tied, then teams will go to standard shootout (shots from mark)

Any situations not covered in these guidelines will revert back to the Area 1U guidelines. The tournament director will have the final decision in any matters not covered by the aforementioned rules.