

2011 LF/SH Mayor's Cup Tournament Information and Rules

Attention Coaches: Please Read This Information Carefully

Division 3-5 - All games to be played at Little Ferry Soccer Complex on Field 2 or 3

Sunday 11/6/11 **First Round Bracket 1** Game one begins at 9:30am - Field 2
First Round Bracket 3 Game one begins at 10:40am - Field 2
First Round Bracket 2 Game one begins at 1:00pm - Field 2
First Round Bracket 4 Game one begins at 11:50am - Field 2

Sunday 11/6/11 Semi-final game one begins at 2:10pm - Field 2
Semi-final game two begins at 2:40pm - **Field 3**

Saturday 11/12/11 Final game begins at 1:30pm

Division 6-8 - All games to be played at Little Ferry Soccer Complex on Field 3

Sunday 11/6/11 First Round Bracket 3 Game begins at 9:30am
First Round Bracket 2 Game begins at 10:50am

Sunday 11/6/11 Semi-Final Game 1 begins at 1:30pm
Semi-Final Game 2 begins at 12:10pm

Saturday 11/12/11 Final Game begins at 12:00pm

Division 3-5 First and Semi-Final Round Game Durations

4 -12.5 - minute quarters with a 2½ minute break between the quarters.

Division 6-8 First and Semi-Final Round Game Duration

Division 6-8 will play 4 - 15 - minute quarters with a 2½ minute break between the quarters.

Final Game Durations

Division 3-5 will play 4 - 15 minute quarters with a 2½ minute break between the quarters.

Division 6-8 will play 4 - 17 minute quarters with a 2½ minute break between the quarters.

Tournament is single elimination (one loss and out) for both divisions. Bracket seeding will be determined by regular season standings at the conclusion of the 11/5/11 games. In the event of a tie in the final standings, seeding will be determined first by head to head record and then by a coin toss if necessary. First and Second Seed in Division 6-8 receive a "bye" in the first round.

Overtime – Both Divisions

There will be TWO 6-minute overtime periods to determine a winner. This is a "golden goal" (first goal wins) overtime. There is a 5-minute break between the end of regular time and the overtime. There will be no break between the overtime periods except to change ends.

Preliminary Procedures

Each team selects a captain who will call the coin toss.
Higher seed calls the toss.
Referee will toss a coin to determine kick off and goal choice.
Winner of the coin toss has choice of goal; loser kicks off.

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Overtime Rules

All regular season rules apply. There are no special rules in effect for the Overtime periods. Substitution rules will be enforced; sub on your possession on throw-ins and on either possession on stoppages. Subs are made only with the referee's approval.

If at the end of the Overtime there is no winner, all players who are on the field must report to the referee...these are the kickers for the Kicks from the Penalty Mark. No one may leave the playing area until the referee notes the jersey number and shooting order for the final tie-breaker which is Kicks from the Penalty Mark.

Kicks from the Penalty Mark

Preliminary Procedures

- The referee chooses the goal at which the kicks will be taken
- The referee records the jersey numbers and the order in which the players take the kicks. Team that lost the toss in overtime will call. The referee tosses a coin and the team whose captain wins the toss takes the first kick
- As indicated below, each team should name a substitute from the bench who would step in for an injured player. This player can substitute for any injured player.
- Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the center circle and they will take the kicks.

Rules

1. Subject to the conditions explained below, both teams take five kicks
2. The kicks are taken alternately by the teams
3. If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
4. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same team order. Kicking order resumes with the next kicker in the kicking order until one team has scored a goal more than the other from the same number of kicks.
5. A player who is injured while kicks are being taken from the penalty mark and is unable to may be replaced by the named substitute determined prior to commencement of any kicks. This player would be a player not on the field at the end of the game and must be a direct substitute in the shooting order for the injured player. The injured player is not permitted to reenter at any future point in the tie-breaker process.
6. With the exception of the foregoing injury case, **only players who are on the field of play at the end of the overtime are allowed to take kicks from the penalty mark. This includes the goalkeeper who must also take kicks from the penalty mark.**
7. Each kick is taken by a different player and all eligible players as noted above must take a kick before any player can take a second kick. Referee will call the next player's number prior to each kick.
8. An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken. No more than 30 seconds is allowed for the change. The player being substituted for will take the place of the substitute in the kicking order.
9. Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken. No one is permitted behind the goal and all spectators, non-participating players and coaches must remain on the sidelines. Any infringement will result in a stoppage until the situation can be remedied. No coach, even if a league officer, is permitted on the field. One or more league officers will be present on the field for the kicks to assist the referees with the kicking order.
10. All players, except the player taking the kick and the two goalkeepers, must remain within the center circle
11. The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line. The only exception to this is when the goalkeeper is taking a kick from the penalty mark.
12. Normal Penalty kick rules apply; goalkeeper must stand on the goal line, between the goal posts and cannot move forward until the ball is kicked. Kicker must wait for a whistle from the referee and has 6 seconds to put the ball in play.
13. When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility. This would be in the event that a team was playing short after a Red Card or having no substitutes for an injured player. In other words, both teams must have the same number of kickers at all times.