

# Essentia Health Lake Superior Open Coaches Cheat Sheet

This sheet has been put together for the ease of coaches to access normal rules of games and play. For a full list of rules please reference our website.

## **Players on the Field**

A maximum of 22 players may be registered for U16 Plus teams; only 18 may dress per game. A player may only play on one team.
A maximum of 18 players may be registered for U13 - U15 teams and listed on the Tournament Roster. A player may only play on one team.
A maximum of 16 players may be registered for U11 - U 12 teams and listed on the Tournament Roster. A player may only play on one team.
A maximum of 12 players may be registered for U9 - U 10 teams and listed on the Tournament Roster. A player may only play on one team.

## **Length of Games**

U9 and U10 will play a Jamboree schedule of at least three (3) 50 minute games (25 minute halves) (7v7). No scores or standings will be kept for U9 and U10 games. There will be no play-off rounds or champions declared.

U11-U12 age groups will play 25-minute halves (9v9)

U13 - U15 age groups will play 30 minute halves,

U16 - U17Plus age groups will play 35-minute halves.

All games will have a standard 5-minute halftime.

## **Tournament Scoring**

Tournament Tree Scoring:

In this style of bracket, the winners will advance in one direction (right) and play against other winners, while the losers will be placed in the consolation bracket (moving left). These games will be simply win and move to the right, lose and go to the left. In the event that a game is tied at the end of regulation:

- There will be NO overtime played with the exception of a championship game.

Non-Championship Games that are tied will be determined by:

- The game will be decided by a shootout using FIFA rules, officials will do a coin toss to determine who has the option to shoot first. Each team will be given the chance to select 5 shooters, the team with the most goals after 5 rounds will be declared the winner. In the event there is a tie after 5 shooters the shootout

will advance in single round format until a winner is decided. A shooter may only shoot for a second time after the 10th round.

- Please note: The Lake Superior Open reserves the right to move locations for a shootout based the best interest of the tournament. The Tournament Director or Field Marshalls have the right to make this request.

Championship Games that are tied will be determined by:

- Two 5-minute overtime periods that are NOT golden goal, the two overtime periods will be played regardless of goals being scored.
- If, after two overtime periods the game is tied: The game will be decided by a shootout using FIFA rules, officials will do a coin toss to determine who has the option to shoot first. Each team will be given the chance to select 5 shooters, the team with the most goals after 5 rounds will be declared the winner. In the event there is a tie after 5 shooters the shootout will advance in single round format until a winner is decided. A shooter may only shoot for a second time after the 10th round.
- Please note: The Lake Superior Open reserves the right to move locations for a shootout based the best interest of the tournament. The Tournament Director or Field Marshalls have the right to make this request.

Round Robin Tournament Scoring:

Games ending in ties will remain ties in preliminary rounds.

Semi-final or championship games that cannot end in a tie must be determined by, overtime play of (two) 5-minute periods. After the first 5-minute period, teams will switch goals with no interval. At the end of (two) 5-minute overtimes, if the game is still tied, it will be decided as governed by FIFA laws of the game. The Tournament Director or Site Coordinator, reserves the right to move the shoot-out to an alternate location.

Preliminary rounds consisting of 3 games will be pool play format. To determine final standings within pools, the following procedures will be used in sequence:

1. Highest number of points Scoring point system used will be the 10-point system as follows:  
Highest number of points  
Win = 6 points  
Tie = 3 Points  
1 Point for each goal scored up to 3 per game  
1 Point for shut out, example: 0-0 ties equals 4 points  
10 points maximum per game
2. Winner of the head - to - head competition does not apply if more than two teams are tied.
3. Winner of most games
4. Goal differential; goals scored minus goals against, with a maximum of (3) goals differential per game.
5. Fewest goals allowed.
6. Kicks from the penalty mark following the procedures published in the FIFA Laws of the Game.