

Game Score Standards (Mercy Rule)

Coaches should take measures to avoid running up the score of a game.

In situations where one team does take a substantial lead over the other team, the following actions should be taken:

- If the game score reflects a goal differential of six (6) goals, the match will be stopped regardless of how much time has passed or is remaining in the match. The final score will be recorded at the time that the match is stopped. The goal differential may be 6-0, 7-1, 8-2, etc. Please note: For U16 and U19 Divisions, the match must be played until halftime – regardless of the goal differential prior to halftime.
- Once the match officially ends, the referee team will facilitate the hand shake, record the final match results and leave the field.
- If additional time remains on the clock, the two coaches may agree to scrimmage for the remaining time on the field – without the assigned referee team. The coaches should clear the field at the scheduled time to allow for the next teams to prepare for their match.
- If the match ends early, the coaches need to remain on the field to fulfill their referee assignments per the published game schedule.

Considerations:

If you find your team taking a substantial lead in the match, take measures to avoid ending the game prematurely and encourage good sportsmanship:

- Adjust your line-up to a more defensive stance
- Focus on moving players into positions that they don't normally play
- Focus on passing and multiple touches prior to preparing an attack
- Talk to your players at the water break about these measures
- Avoid yelling "don't score again" and advise your players to avoid these types of statements
- Explain these standards to your team parents

This is a competitive level of play and there is nothing wrong with winning a match. That said, work with your players to demonstrate good sportsmanship and focus on player and team development at all times.

Thank you for volunteering!