

APRICOT JAM

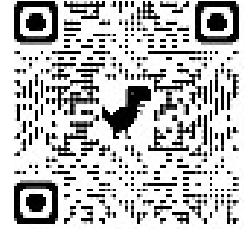
Game- Points, Time, Tie Breakers, Teams Advancing

Home Team:

- Listed first or top
- Supplies game ball
- Changes color in the case of a color conflict.

Home Side Designation:

- South- located on the home/hillside
- East- is the opposite direction of the Entrance.
- Spectators must stay on their team's side.



Pool Play Points for Standings: Max Points 10 per game.

WIN	= 6 - points
TIE	= 3 - points
LOSS	= 0 - points
GOAL	= 1- point (per goal scored, max. 3, win, lose or draw)
SHUTOUT	= 1- point (for an <u>earned</u> shutout, including a 0-0 tie)
FORFEIT	= 7- points (scored as a 1-0 win, no shutout point)

Note: If a team forfeits a game during pool play, then all games played against that team will be scored as a forfeit.

RED CARD = 2-point deduction for team **(includes Players, Coach, Asst. and/or Spectators)**

Tie Breakers:

- Head-to-Head competition
- Fewest goals allowed (excluding Forfeit)
- Most wins
- Least red cards/send offs **(includes Players, Coach, Asst. and/or Spectators)**
- Least yellow cards/misconduct
- Most Shutouts
- Goal differential, max 5 per game.
- Coin toss at the end of pool play.

Teams Advancing from Each Pool:

- The top two teams from each pool advance to the Final Rounds.
- First-place teams play for 1st and 2nd medals.
- Second-place teams compete for 3rd and 4th medals.

Game duration is as follows: NOTE: There will be a running clock including substitutions; games are expected to end on time and may be shortened if it starts late.

<u>Division</u>	<u>Pool Play</u>	<u>Semi, Final Rounds</u>
10-U:	20-minute half	20-minute half
12-U:	25-minute half	25-minute half
14-U:	25-minute half	30-minute half

Medal rounds ending in a tie:

- Two FULL overtime periods of five minutes
- Kicks from the penalty mark.