

TO: DISTRICT REPRESENTATIVES/COACHES
ENCLOSED PLEASE FIND A COPY OF THE
TOURNAMENT RULES, TIE BREAKER RULES, AND
TIE BREAKER ROSTER FORM FOR COACHES TO
FILL OUT.

PLEASE GIVE THESE TO THE TEAMS PLAYING THE
PRELIMINARY ROUNDS IN YOUR DISTRICT.
DISTRICTS WILL ASSIGN THE REFEREES FOR THE
FIRST TWO ROUNDS.
FIVE POINTS WILL ASSIGN REFEREES FOR THE
SEMIFINAL AND FINAL ROUNDS IN HILLSBORO.

THERE WILL BE NO PETS OR GUNS ALLOWED AT ANY SITE
OF THE FIVE POINTS SAY TOURNAMENT. ANYONE BRINGING
THESE WILL BE REMOVED BEFORE THE GAME WILL BE
PERMITTED TO START. PLEASE MAKE SURE THAT ALL
COACHES, PLAYERS, PARENTS, AND SPECTATORS ARE
AWARE OF THIS RULE.

IF YOU HAVE ANY QUESTIONS, PLEASE REACH OUT TO
YOUR DISTRICT REP.

GOOD LUCK!

FIVE POINTS SOCCER ASSOCIATION 2025 TOURNAMENT INFORMATION

1. Game dates, times, and field location are shown on bracket sheets
2. Opening round matches – the team listed first is the home team. Example – 1 v 6, team 1 is the home team. For semifinal/final matches, the team with the higher seed of each pairing is the home team and must provide the game ball and must change jerseys if there is a conflict.
3. All Semifinal and Final matches are knockout games that may not end in a draw. All opening round robin group matches starting in FALL 2024 MAY NOT end in a draw. Games that end in a tie after regulation play will be decided by the enclosed tie-breaker procedure.
4. Protests will be permitted with a \$100.00 FEE PAYABLE IN CASH TO THE REFEREE AT THE TIME OF THE PROTEST IN ALL PRELIMINARY GAMES. Protests in semifinals and finals will be settled at the time of the protest by Five Points Tournament Committee officials on the grounds. Protests must be filed with the referee at the time of the incident. All decisions on protests by the Tournament Committee are final without further appeal.
 - a. All protests must be lodged at the time of the incident. Once a game has been restarted, protests will not be accepted.
 - b. The coach wishing to protest must notify the referees on the field, as well as the opposing coach, using the words “official protest”.
 - c. Time will be stopped, and the referees will notify the field supervisor, who will consult with a minimum of two Tournament committee members: these individuals will form a Protest Committee and will convene to review the facts.
 - d. If a protest is lodged, it is to be handled with the following differences: 1) Once the Protest committee convenes and facts are presented, the game will immediately resume in an orderly fashion. 2) The Protest Committee will continue to deliberate and will make its findings known at the end of the game; it is not the desire of the Tournament Committee to discontinue a game in progress.
 - e. After necessary consultation, the Protest Committee will rule on the protest, and its findings are FINAL and may not be further contested, debated, protested, or appealed.
 - f. Protests that fail to comply with both protest provisions **3A. and 3B.** will be disallowed.
5. Only one head coach and two assistants will be allowed on the team side of the field. No coaching will be allowed from the spectator side of the field.
6. One Field Marshall will be allowed on the team side of the field.

7. One timekeeper per team will be allowed on the team side of the field during Opening Rounds, Semifinals, and Finals. Timekeepers must communicate with each other and the coaches. See Timekeeper rules – notice for full details on how to keep time.
8. All Spectators are to stay at least six feet from the touchlines on the opposite side of the field from the teams and between the 18-yard lines.
9. FORFEITS:
 - a. Failure to field the requisite minimum team, complete a match or a team leaving the field during play for any reason will result in forfeiture.
 - b. No team that has forfeited a match can progress in their bracket, but a lower level scheduled game (i.e. first level loser's bracket or in-group game) is to continue as scheduled.
9. SCORES: THE DISTRICTS must report the game score to Michelle Derby by 8:30 p.m. the day of the game. Results of the semifinal and final games must be reported to the Officials on the grounds.
10. AT SEMIFINAL AND FINAL, COACHES MUST CHECK IN THEIR TEAMS 45 MINUTES PRIOR TO GAME TIME.
 - a. Coach paperwork checklist for team check-in:
 - i. Team official approved roster
 - ii. Completed penalty kick list,
 - iii. Concussion certificates for all coaches,
 - iv. SAFESport certificates for all coaches,
 - v. Timekeeping sheets and a timekeeper ready for all games
11. The awards will be given immediately following the final game in each division. Winners to advance to post-season SAY 'champions' tournament.

FIVE POINTS SAY TOURNAMENT TIE-BREAKER RULES

FOR OPENING ROUND ROBIN GROUP PLAY:

GROUP STANDINGS:

A. To determine a group winner, a set of games will be played within a group, where a win is worth three (3) points, and a loss is worth zero (0) points. All opening round robin group matches starting in 2024 may NOT end in a tie.

B. If there is a tie within a group for a winner or "wild cards", the following criteria will be used:

- 1) The team with the most points.
- 2) The team with the most wins.
- 3) The team with the least losses.
- 4) Head-to-Head.
- 5) The team with the most shutout wins.
- 6) Net goal differential - a maximum of five (5) goal differential per game.
- 7) Fewest goals allowed. AND IF STILL TIED
- 8) Goal shoot-out ('FIFA kicks from the mark' to be scheduled by the Tournament Committee).

* Note – In round robin group play, the 'best' win that a team can receive is 5-0. A 5-0 win has the same weight as a 100-0 win when determining tie breakers in points.

C. Winners in group play will advance to the knockout Semifinal and Final matches.
FOR OPENING ROUND ROBIN MATCHES

1. If an opening round is tied after regulation play, the following rules and procedures will apply:
 - a. The game will go into an overtime period.
 - i. Passers and Wings will play one 5-minute period for opening rounds.

- ii. Strikers and Kickers will play one 7-minute period for opening rounds.
- b. If a foul occurs during the overtime period that warrants a penalty kick, the game time will stop until the penalty kick is taken, and the game is restarted.
- c. This is NOT sudden death overtime.
- d. If the score remains tied after the overtime period, penalty kick shoot-outs with goalies will begin (FIFA kicks from the mark). EXCEPT PASSERS.
- e. Passers will use a special goal and no goalkeeper. One 4x6 goal will be placed inside the normal 6x12 goal. To score, the ball must enter the 4x6 goal to be counted. The ball will be placed 8 yards away from the pop-up goal.
- f. Before the game, each coach will submit a list of ten different players, in the order they will be kicking, to the referee in the event penalty kicks are necessary.
- g. A coin toss will determine which team kicks first.
- h. Each team will have the first five players from their list take penalty shots in the order they appear on the list, alternating teams after each kick, until each team has made five attempts.
- i. The team with the most goals at this point wins.
- j. If the score is still tied after both groups have completed their attempts, penalty kicks will continue on a one-on-one basis, using the same ten players from each team. (Example: Team A player kicks and scores. Team B player kicks and misses. Team A wins.) Kicks will continue until there is a winner.
- k. A member of the Tournament Committee must be present to oversee all overtime periods. The referee will send a runner to the Official's tent/booth to get a committee member when overtime is necessary.

FOR SEMIFINAL/FINALS MATCHES

1. If a semifinal or final game is tied after regulation play, the following rules and procedures will apply:
 - a. The game will go into an overtime period.
 - i. Passers and Wings will play two 5-minute periods for Semifinal and Finals.
 - ii. Strikers & Kickers will play two 7-minute periods for Semifinal and Finals.
 - b. If a foul occurs during the overtime period that warrants a penalty kick, the game time will stop until the penalty kick is taken, and the game is restarted.
 - c. This is NOT sudden death overtime.

- d. If the score remains tied after the overtime period, penalty kick shoot-outs with goalies will begin (FIFA kicks from the mark). EXCEPT PASSERS.
- e. Passers will use a special goal and no goalkeeper. One 4x6 goal will be placed inside the normal 6x12 goal. To score the ball must enter the 4x6 goal to be counted. The ball will be placed 8 yards away from the pop-up goal.
- f. Before the game, each coach will submit a list of ten different players, in the order they will be kicking, to the referee in the event penalty kicks are necessary.
- g. A coin toss will determine which team kicks first.
- h. Each team will have the first five players from their list take penalty shots in the order they appear on the list, alternating teams after each kick, until each team has made five attempts.
- i. The team with the most goals at this point wins.
- j. If the score is still tied after both groups have completed their attempts, penalty kicks will continue on a one on one basis, using the same ten players from each team. (Example: Team A player kicks and scores. Team B player kicks and misses. Team A wins.) Kicks will continue until there is a winner.
- k. A member of the Tournament Committee must be present to oversee all overtime periods. The referee will send a runner to the Official's tent/booth to get a committee member when overtime is necessary.

TOURNAMENT COMMITTEE:

Five Points SAY Board of Directors

Tie-breaker Penalty Kick Shoot-out Roster/Order

TEAM: _____

COACH: _____ Date: _____

SORT ORDER	JERSEY NUMBER	PLAYER NAME
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		