

2021 Goal Rush Summary of Rules

Game Check-In

All teams are required to check-in at the Field Marshall table at least 15 minutes prior to each game.

Players Can Only Play for One Team in the Tournament:

If a team uses a player that has played on another team during the tournament already, the game will be ruled a forfeit and scored as a 1-0 result. (Exceptions permitted with prior approval of the tournament staff)

Substitutions: On any throw-in or stoppage of play (with referee approval)

Tournament Competition

Bracket Play

U9 – U10 22:30 Minute Halves, 5 Minute Half-Time, Ties Stand (No OT or PK's)

U11 – U12 25:00 Minute Halves, 5 Minute Half-Time, Ties Stand (No OT or PK's)

U13 – U19 30:00 Minute Halves, 5 Minute Half-Time, Ties Stand (No OT or PK's)

Finals and Consolation Games

Same as Bracket Play except tied game move directly to PK's (No OT)

Point System

6 points for each Win

3 point for each Tie

1 point for each goal scored (Max 3)

1 points for shut-out (Including 0-0)

There are no point deductions for red cards or send offs but both will result in minimum 1 game suspensions.

Tie Breakers

In the event of a tie in points at the end of bracket play, the teams to advance will be determined as follows:

1. The winner in head-to-head competition
2. Cumulative Goal Differential (4 goal differential is maximum counted in any one game).
3. Fewest Goals Given Up (4 goals against is maximum counted in any one game)
4. Most Goals Scored (4 goals for is maximum counted in any one game)
5. Penalty Kicks

Three Team Ties:

One Team Needed to Advance: Proceed through the tie breaker procedures from steps 2 to 4. After each step, if one team wins the tie breaker, that team advances. If after any step, two teams are tied and one team is below the 2 teams that are tied, the one team below is eliminated and the process starts from Step 1 with the two remaining teams.

Two Teams Needed to Advance: Proceed through the tie breaker procedures from steps 2 to 4. After each step, if one team wins the tie breaker, that team advances and the process starts from step 1 with the two remaining teams. If two teams are tied and one team is below the other two teams, the two teams tied advance and the one team below is eliminated. The two teams that advance, then return to step 1 to determine order of advancement.

Home Team Responsibilities

- Home teams are responsible for changing jerseys if deemed necessary by the referees
- Home teams are responsible for providing 3 game balls for the match.
- Home teams select which field end they want to defend first (No coin toss)
- Both teams shall share the same sideline with all spectators across the field opposite their team.

Bracket Play

4 Teams: 3 game Round Robin bracket play, Playoff seeding determined by points

6 Teams: 3 game cross bracket play, Playoff seeding determined by points regardless of bracket (Wildcards)

8 Teams: 4 game intra bracket play, Playoff seeding determined by points within each bracket

10 Teams: 4 Team Bracket plays within bracket and two 3 team brackets cross over, Playoff seeding determined by points regardless of bracket (Wildcards)

Heading: No heading U9 – U11 games, Heading is permitted U12 – U19

Build-Out Lines: Build-out lines will be utilized for all U9-U10 games