

Old Rule:

#### 6.12.1 Mercy Rule - Balance of Play

In an effort to limit excessive scoring, if at any point during a game, U9 or older, there is a 5-goal differential, the losing team must add a player (if available), if not the winning team must remove a player. If it moves to a 6-goal differential the losing team must add another player (if available), if not available, the winning team must remove another player. The number of players reverts if the goal differential is reduced. If at any point halfway or more through the second half of the game, the score reaches a 7-goal differential, the losing team has the option to end the game.

**New Rule:**

#### 6.12.1 Mercy Rule

**In an effort to limit excessive scoring, if at 20 minutes or later into the second half of any game the goal differential is 7, the game is automatically over.**

### 5.7.2 Playoff--MBOS Flights – Other 7 or 8 team flights

In all flights of 7 or 8 teams, each team plays all other teams once during the first 7 weeks of the season. The Games Chair(s) and applicable Division Commissioner will determine the type of flight to determine how the last weeks of the season are scheduled.

First option is a full **schedule of a minimum of 8 (U15 and up) or 9 games (U14 and below)**, with each team playing **1 or more** other teams a second time at random. In such flights, only the second time the teams play counts for standings. The game that counts is the second game played between the two teams. The game number or date of play on the original schedule released by the Games Chair(s) does not dictate the game that counts. The second game actually played is the result that is used for final standing purposes.

Second option is a Playoff Flight, with the opponents for the last 3 weeks being determined Based on Standings (MBOS) from the first 7 games as long as they are played by the Sunday of the 7<sup>th</sup> week of play. Based on the total points, teams will be divided into two brackets: the Award Bracket – the top 4 teams based on total points and the Consolation Bracket – all other teams. Only teams in the Award Bracket will be eligible to win the Flight; only the points from the Award Bracket playoff/MBOS round-robin will count for final standings purposes. In the event of a tie in points, see Rule 5.7.4 for tie-breakers. These procedures apply to both the Award and Consolation brackets: All teams in a Playoff or MBOS flight must have all of their games played by the end of week 7 of the season; if any game is not played by that date, then such game(s) may be played later but will not be counted towards seeding. Playoff/MBOS round games will be scheduled in weeks 8, 9 and 10 and all games must be played by the end of the season. The schedule for weeks 8, 9 and 10 must be set by 11:00am on the Monday preceding the weekend in which the teams are scheduling the game (typical TBS game scheduling); games scheduled after the Monday deadline (or under 5 days in advance) may not have officials assigned as the games were not scheduled timely.

In the event that a Playoff or MBOS game in week 8, 9 or 10 ends in a draw (tie) the game will advance to:

Penalty Kick Shoot-Out:

- In the event the score is tied after regulation in weeks 8, 9 or 10, penalty kicks (KFTM) will be taken to determine the winner. The penalty kick shootout may not be played unless full regulation time has been played.
  - Only those players on the field at the end of the game may compete.
  - Each team will designate 5 players to take shots in an ABABABABAB pattern, until a decisive result is reached.
  - If the penalty kick score is tied at the end of five kicks, teams will continue to take penalty kicks, alternately, in matched pairs until there is a winner.
  - All players on the field must take a penalty kick before any player is allowed to kick a second time.
- If the penalty kick shootout cannot be completed due to weather, lack of lighting or similar extraordinary circumstances, then the game, if official under Rule 8.2.4, will remain a tie.