

U10 House League Cup Tournament

Round Robin Games

A tie is permitted and no special procedures are needed.

Points awarded for round robin games:

- 2 pts win
- 1 pt tie
- 0 pts loss

The team with the most points will be declared first in round-robin competition, the team with the next highest points second and so on. In the event of two teams finishing with the same number of points, the following tie-breaking criteria will be used:

1. Winner of the game between the tied teams;
2. Least goals against;
3. Goals for minus goals against;

Playoff Games

If there is a tie at the end of regulation time:

- 1) Play one 10 minute overtime. If there is still a tie,
- 2) Go to a shoot out.
 - Five players from each team alternate shots.
 - The five players and the goalie must have been on the field at the end of the overtime (no subbing).
 - The goalie can be one of the shooters
 - The goalie may be any of the players that were on the field at the end of the overtime.
 - Kicks are taken from the penalty dot - if there isn't a dot, pace out approximately 8 yards from the goal line.

If there is still a tie,

- 3) Go to a sudden death shoot out
 - Must use the same shooters as the regular shoot out
 - Shots are measured in pairs.
 - If team A scores, team B then has a chance to score. If B scores, move on to the next 2 players.
 - Similarly if A and B both miss move on to the next 2 players.
 - If team A scores and B does not, A wins.
 - Similarly if team A misses and B scores, B wins.