The following rules apply to 11U, 13U, 15U and 18U. 9U festival rules are separate.

**Qualification for Tournament**

To participate in the tournament, league standing will apply. Standings are based on total points. If two teams have the same number of points the following tie breakers will be used in this order –

1. Goal difference (max of 3 counted per game)
2. Goals for (max of 3 counted per game)
3. Head to head results (total points)
4. Head to head goal difference
5. Head to head goals scored (max of 3 counted per game)
6. Fewest red cards (as recorded in Arbiter)

Note: If a team plays a tenth game no points or goals for or against are awarded for the tenth game.

If the above tiebreakers cannot separate teams the following occurs –

1. If the tied teams are the top two in the division both teams are declared co-champions for the division.
2. To determine seeding for playoffs – flip a coin. For coin flip the following must be present – Member of Executive Committee, Senior Referee/Assignor, and one representative from a neutral club.

For divisions with 12 or fewer teams the top 4 teams go to the tournament.

* 1. If any of the top four teams cannot participate in the playoffs the next highest seed (e.g. fifth place team) is invited to the playoffs
	2. If only three teams participate in the playoffs the highest seed gets a bye to the final and the remaining two teams play a semifinal.
	3. If only two teams can participate in the playoffs they play in the final

For divisions with more than 12 teams 6 teams go to the playoffs. Seeds 3-6 play in a play in game (3V6 and 4V5) with the winners proceeding to a semifinal against seeds 1 and 2.

1. If any of the top six teams cannot participate in the playoffs the next highest seed (e.g. seventh place team) is invited to the playoffs
2. If only three teams participate in the play in, the highest seed gets a bye to the semi-final and the remaining two teams play a play in game with the winner going to the semifinal.

**Tournament Format**

The format of the tournament games will be as follows:

* Semifinal 1: Seed 1 V Seed 4
* Semifinal 2: Seed 2 V Seed 3
* Final: Semifinal 1 Winner V Semifinal 2 Winer

**Team Registration**

All coaches must check in their teams at the registration table at least one half hour before their first scheduled game. At that time they will be required to submit their NYSWYSA rosters and their coaches and player passes for any coaches and players participating in the tournament. Coaches should have copies of their player’s medical forms with them also.

**Playing Rules Modifications**

2018 league rules as modified below (by section) will be used:

 7. Length of games: 11U play 20 minute halves, 13U play 25 minute halves, 15U & 18U play 30 minute halves.

If a game ends in a tie (other than weather-related), there shall be two 5-minute overtime periods, and the number of players on each team is reduced by one for each period:

|  |  |  |
| --- | --- | --- |
| **OT Period** | **18U, 15U, and 13U** | **11U** |
| Period 1 | 10 V 10 | 8 V 8 |
| Period 2 (if needed) | 9 V 9 | 7 V 7 |

The first team to score in OT will be declared the winner and the game will end. Teams start on same side as the second half and will switch during the two minute break between overtime periods.

Substitutions are only allowed between periods, except for an injured player. An injured player removed from the field during OT may not return.

If no goal is scored during the overtime periods, then penalty kicks will determine the winner. Only players on the field at the end of OT can participate in the penalty kicks.

10. A player may only play for the team they were originally registered. The use of “guest” players will not be permitted. No lateral moves between teams in the same club within a division are allowed.

11. The league will endeavor to have three referees for games in all age group U11’S (will have one).

14. Weather conditions:

14.1 Games shall be played regardless of weather, except during thunder or electrical storms or other unplayable conditions.

14.2 Games will be delayed by 30 minutes after the last incident of thunder or lightning is observed. One weather delay is allowed per game. A second delay will lead to the conclusion of the game.

14.3 If the first half of a game is completed and the second half cannot be played due to weather conditions, then the game shall be deemed complete at the half. If the game has a tied score, the game (plus the final if this is a semi-final game) is rescheduled and replayed at the earliest possible opportunity with the date/time/location agreed upon by the participating clubs and the referee union.

If a game is abandoned (cannot be completed the same day) due to weather before halftime –

1. The game is rescheduled and replayed at the earliest possible opportunity with the date/time/location agreed upon by the two participating clubs and the referee union.
2. If a final game cannot be replayed both teams are declared co-champions for the season.