

Southern Tier Travel Soccer League Tournament Rules

Amended May 19 2019

The following rules apply to 12U, 14U, 16U and 19U.

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 ten games no points or goals for or against are awarded for the first of their ten games.

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.

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

If a team qualifies for the end of season tournament and is either a no show on the day or does not inform both the league (President, Scheduler and Referee Union) and the next club in the standings (both their coach and club rep) 96 hours prior to game time the club will incur a penalty, financial or otherwise, deemed appropriate by the league.

It is the responsibility of the club and the team coach to monitor league standings and playoff schedules to determine if they have qualified for the playoffs.

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 online at least 24 hours before their first scheduled game. They will be required to submit their state association roster and coaches and player passes for any coaches and players participating in the tournament.

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Playing Rules Modifications

2019 league rules as modified below (by section) will be used:

- Length of games: 12U, 14U, 16U & 19U play two 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	19U, 16U, and 14U	12U
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.

- The use of "guest" players will not be permitted. A "guest player" is defined as a player not registered with the club as his/her primary club. No lateral moves between teams in the same club within a division are allowed. A player may "play up" on a team within the same club and may play in multiple divisions/games.
- The league will endeavor to have three referees for all U12, U14, U16, and U18 games.
- Weather conditions:
 - Games shall be played regardless of weather, except during thunder or electrical storms or other unplayable conditions.
 - 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.
 - 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 –

- 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.
- If a final game cannot be replayed the highest seed is declared champion for the season.