

# NSGSC Indoor Christmas Tournament

## December 29 –31st, 2011

### Team Guidelines

There will be a Bubble Marshal present at the Bubble at all times. If you have any questions, please approach the Bubble Marshal first (usually one of the referees).

#### Tournament Contacts

- Contacts:
  - \* Jeff Mulock cell: 604-512-2477 Tournament Director

#### FORMAT

- Girls game times will be – 2 halves of 20 minutes; 5 v 5
- There will be a 2 minute half time break. Teams do not change ends at half time. Teams are asked to leave the pad area immediately following their game so the next teams can get set-up and started.

#### POINTS

1. WIN – 3 points
2. TIE – 2 points
3. LOSS – 0 points
4. SHUTOUT – 1 Bonus Point (0-0 is not a shutout)
5. FORFEIT – 3 points (score placed as 1 – 0)
6. NO POINTS will be awarded if neither team appears for the game
7. The maximum points awarded for goal differential is 3
8. The maximum points a team can earn for a game is 7

Example #1 - if a team won 4 – 0, they would receive 3 pts for the win, 1 bonus pt for a shut-out and 3 pts for maximum goal differential; total 7 points.

Example #2 – if a team won 2 -1; they would 3pts for the win, no bonus pt. and 1 point for goal differential; total 4 points

#### **Ties**

If top teams are tied, the tie breaker will be:

- Match result between tied teams
- Goal differential

***Exception: Any team winning all of their games (regardless of their point standing) will be declared the winner.***

**In a CHAMPION MATCH:** If teams are still tied after regulation time, then there will be a 5 minute overtime period (each team will remove one player). **Golden goal** decides match and ends overtime. If the teams are still tied, the match will be decided by penalty kicks per FIFA laws.

## **TOURNAMENT RULES**

1. The following age groups may enter: girls U12 – U16; Competitive – HPL, Metro, Gold; Recreational – Bronze and Silver
2. Players must play in their own age groups; younger players may play up.
3. Players must be registered with BCSA and a Club. Hand in team rosters to Bubble Marshal prior to first game.
4. Girl's teams should have at least 8 to 10 players for 5 v 5 play.
5. **All games are to start on time. Late starts mean a shorter game played.**
6. **Home Team supplies game ball.**

## **SUBSTITUTIONS**

- Substitutions are on the fly. See tournament rules.

## **UNIFORM COLOURS**

- Home Teams (Listed First) are responsible for providing alternate uniforms or pinnies if the teams have the same colour
- Goaltenders **MUST** also wear a different colour

## **OFFICIALS**

- Referee's decisions are **FINAL**
- Players accumulating 2 yellow cards in one game will automatically be suspended from the Team's next game.
- Players accumulating 3 yellow cards in 3 different games must sit out their next game.
- Any player receiving a red card will be ejected from both the game and the next Tournament Game.
- Penalty for playing a suspended player is forfeiture of the game.
- **Abuse of Officials (verbal or physical) will not be tolerated. This applies to players, coaches, parents and team supporters. Officials are to report any incidents to the Bubble Marshal.**
- There will be no time added on due to injury. Referees shall exercise discretion on a long delay due to a serious injury only. (There is not a lot of time between games).

## **PROTESTS**

- Protests must be made to **Bubble Marshal** within 1 hour of the incident

## **PRESENTATIONS**

- \$50 restaurant certificates will be awarded to the winning teams.

## **FIRST-AID**

- Please bring your own First Aid Kit.

## **LOST AND FOUND**

- **Please** turn in all items found to the Bubble Marshal.