



Recreation Tournament Rules U10-U12-U14

- I. Seeding
 - a. Seeds are determined by random draw
 - b. Depending on the number of teams in a division, teams may be awarded byes via the random draw
- II. Rules of Play
 - a. Regular season rules will remain in effect unless specifically noted in these tournament rules.
 - b. Players must be rostered to the team on the field of play.
 - i. No player passing from other rec or travel teams.
 - ii. Players will be checked with CCFC rosters provided by the assigned field marshal
 - c. Each tournament game will be assigned a field marshal who will maintain the scoreboard under the advisement of the Center ref
 - d. Official scoring is maintained by the Center ref
 - e. If a coach disagrees with a score, they must let the field marshal know before play resumes.
 - i. Field marshal will call refs over to allow discussion of scoring play
- III. Ties
 - a. If regulation ends in a tie, the game immediately goes to penalty kicks (PKs)
 - i. The center ref will select the goal where the PKs will be taken
 - ii. A coin flip will determine the order of PK
 1. Winner will select if they wish to go first or second
 - iii. Any player that has played in the match may take a PK
 1. EXCEPTION: Any player who has been disqualified (red card) may not participate in PK's
 2. A player may NOT take a second PK penalty kick until ALL other eligible players on the team have taken a PK. (including goal keepers).
 3. Kicking players DO NOT need to be on the field at the end of regulation to qualify to take PKs
 4. PKs will be taken in the following sequence:
 - a. Each team will choose 5 players for the first round of PKs
 - b. PKs will alternate between each team.
 5. If at the end of the first round of PKs the team who has the advantage, is the winner.
 6. If at the end of the first round of PKs if there is a tie, each team will choose 5 additional players for a second round of PKs, alternating between each team
 7. If at the end of the second round of PKs the team who has the advantage, is the winner.

8. If at the end of the second round of PKs the score is still tied, each team sends one player to PKs
 - a. At whatever point after one team scores a PK and not the other, the scoring team wins