



|  | Consolation \#1 (9:30am) | $\begin{aligned} & \text { Consolation \#2 } \\ & \text { (9:30am) } \end{aligned}$ | Consolation \#3 (12:30pm) | Consolation \#4 (12:30pm) | Once a consolation game ends, the season is over for the participating teams. |
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| Games | Lost A4/A5 | Lost A3/A6 | Lost A1 vs A4/A5 | Lost A2 vs A3/A6 |  |
|  |  |  |  |  | There is no consolation game after the semifinals. |
|  | Lost B4/B5 | Lost B3/B6 | Lost B1 vs B4/B5 | Lost B2 vs B3/B6 |  |

Round-Robin Format Scoring System* (U8 Boys, U10 Girls \& U12 Boys/Girls):
3-Points for a Win in Regulation
2-Points for a Win in a Shoot-Out
1-Point for a Tie (Shoot-Out Loss)
0 -Points for a Loss in Regulation
*U8 Girls \& U10 Boys play in a knockout-style bracket

Format (Players on the Field)
U8 Boys and Girls: 7v7
U10 Boys and Girls: 7v7
U12 Boys and Girls: 9v9

## CHILSA IM

Round-Robin Game Durations and

## Tie Game Procedure:

U8 = Four 9 Minute Quarters
U10 = Two 18 Minute Halves U12 = Two 19 Minute Halves In the event of a Tie Score proceed directly to a Shoot-Out.

Round-Robin Scoring Table
Tiebreakers will be as follows

1) Head-to-Head Result
2) Wins in Regulation
3) Fewest Goals Allowed
4) In the event that 2 (or more) teams are still tied proceed to a (Multiple Team) Shoot-Out.

Championship Game Durations and Tie Game Procedure:
U8 = Four 11 Minute Quarters
U10 = Two 23 Minute Halves
U12 = Two 24 Minute Halves
In the event of a Tie Score proceed to a 5-Minute Golden Goal Overtime. If no team scores in overtime proceed to a Shoot-Out.
Penalty Shoot-Out Rules:
If a shoot-out is needed to decide the outcome of a game, you must select the following number of players to take the penalty kicks:
U8 Boys \& Girls: $\mathbf{7}$ players per team // U10 Boys $\boldsymbol{\&}$ Girls: $\mathbf{7}$ players per team // U12 Boys \& Girls: $\mathbf{9}$ Players per team
Any active player or substitute from a team may be selected. The goalie can be one of the selected kickers. Only those chosen may take a kick. Any
player may be goalie; however, once chosen they may not be substituted unless the referee decides that the goalie is physically or emotionally unable to
continue. Players selected for penalty kicks should remain, with their coaches, on their team's side of the field by the build-up or midfield line. The
players that are not selected must sit on or near to their team's sideline. No one else is permitted on the fields. No one is allowed behind the end line.
5 players will shoot penalty kicks to start for each team. If at the end of the 5 players there is still a tie, a sudden death shootout will take place. If it is still
tied after all the selected players have taken a kick, the kick order will start at the beginning again until a winner is produced.

IMPORTANT: - Aside from tournament specific rules and reminders stated on this page all other rules will be the same as those found in the CRUSA Intramural Handbook.

- Only 2 adults max, the team's CRUSA-designated head and assistant coach (if applicable), are allowed to provide instruction and handle substitutions.
- There will be zero tolerance for sideline officiating. Refs are instructed to remove individuals (coaches or parents) who call out or argue for penalties against the opposing team. It is ok to instruct your team if you notice actions by your players that will result or resulted in a penalty.
- Teams (players, coaches and parents) are to set up on separate sides of the field.
- Coaching on the field or from behind the goals is NOT ALLOWED and can result in an ejection from the game.
- Coaches, parents and players are to treat the opposing team with RESPECT or run the risk of forfeiting a game/tournament.
- The number of players on the field will be strictly enforced. If you know in advance you will not have enough players please notify the office.
- A 6-goal lead will result in the losing team adding two players and the winning team removing a player. Fewest goals allowed is a tiebreaker...not most goals scored It is highly recommended that the winning team stays back by their goalie, defends up to midfield and clears the ball. DO NOT RUN UP SCORES!
- If a referee stops action for an injury the player(s) must come off the field. A substitute(s) may enter or you may hold the player(s) on the sideline until the ref allows a return to the field. Head injuries are to be treated with the well-being of the player taking precedent over all else. If there is any debate whether the player suffered a concussion keep the player out. Failure to do so will result in removal from future coaching consideration.
- Encourage the players on both teams. This day is for them. Keep it fun. Your actions will determine if future intramural tournaments will be held.

