



2024 CRUSA SPRING INTRAMURAL TOURNAMENT

Saturday, June 1st @ Old Richboro Middle School

(Rain Date either June 8th or 9th)



Field	8:30 AM	9:00 AM	10:00 AM	10:30 AM	11:30 PM	12:00	Championship Games
7		U9 Girls Team A2 vs A3 9 Min Qtrs		U9 Girls Team A1 vs A3 9 Min Qtrs		U9 Girls Team A1 vs A2 9 Min Qtrs	U9 Girls Championship 1:20 PM Winners of Brackets A vs B Field 7 11 Min Qtrs
9		U9 Girls Team B2 vs B3 9 Min Qtrs		U9 Girls Team B1 vs B3 9 Min Qtrs		U9 Girls Team B1 vs B2 9 Min Qtrs	
4	U11 Girls Team A2 vs A3 19 Min Halves		U11 Girls Team A1 vs A3 19 Min Halves		U11 Girls Team A1 vs A2 19 Min Halves		U11 Girls Championship NO GAME Winner determined by Point System
6	U11 Girls Team A1 vs A4 19 Min Halves		U11 Girls Team A2 vs A4 19 Min Halves		U11 Girls Team A3 vs A4 19 Min Halves		

U9 Girls		
Team	Color	Bracket
Blizzard	White	A1
Typhoons	Green	A2
Lightning	Royal Blue	A3
Hurricanes	Light Blue	B1
Thunder	Pink	B2
Cyclones	Orange	B3



U11 Girls		
Team	Color	Bracket
Sky	Light Blue	A1
Breeze	Pink	A2
Storm	Red	A3
Breakers	Orange	A4



2024 CRUSA SPRING INTRAMURAL TOURNAMENT

Sunday, June 2nd @ Old Richboro Middle School

(Rain Date either June 8th or 9th)



Field	8:30 AM	9:25 AM	10:20 AM	11:15 AM	12:10 PM	1:05 PM	Championship Games
7	U9 Boys First Four #1 9 Min Qtrs		U9 Boys Quarter #1 9 Min Qtrs		U9 Boys Semi #1 9 Min Qtrs		U9 Boys Championship 1:20 PM Winners of Brackets A vs B Field 7 11 Min Qtrs
8		U9 Boys Consolation #1 9 Min Qtrs	U9 Boys Quarter #2 9 Min Qtrs		U9 Boys Consolation #2 9 Min Qtrs		
9	U9 Boys First Four #2 9 Min Qtrs		U9 Boys Quarter #3 9 Min Qtrs		U9 Boys Semi #2 9 Min Qtrs		
10			U9 Boys Quarter #4 9 Min Qtrs		U9 Boys Consolation #3 9 Min Qtrs		

U9 Boys		
Team	Color	Bracket
Blast	Orange	A1
Fire	Royal Blue	A2
Clash	White	A3
Energy	Navy	A4
Flash	Ligh Blue	A5
Heat	Maroon	B1
Impact	Grey	B2
Fusion	Black	B3
Blazers	Yellow	B4
Bolts	Green	B5



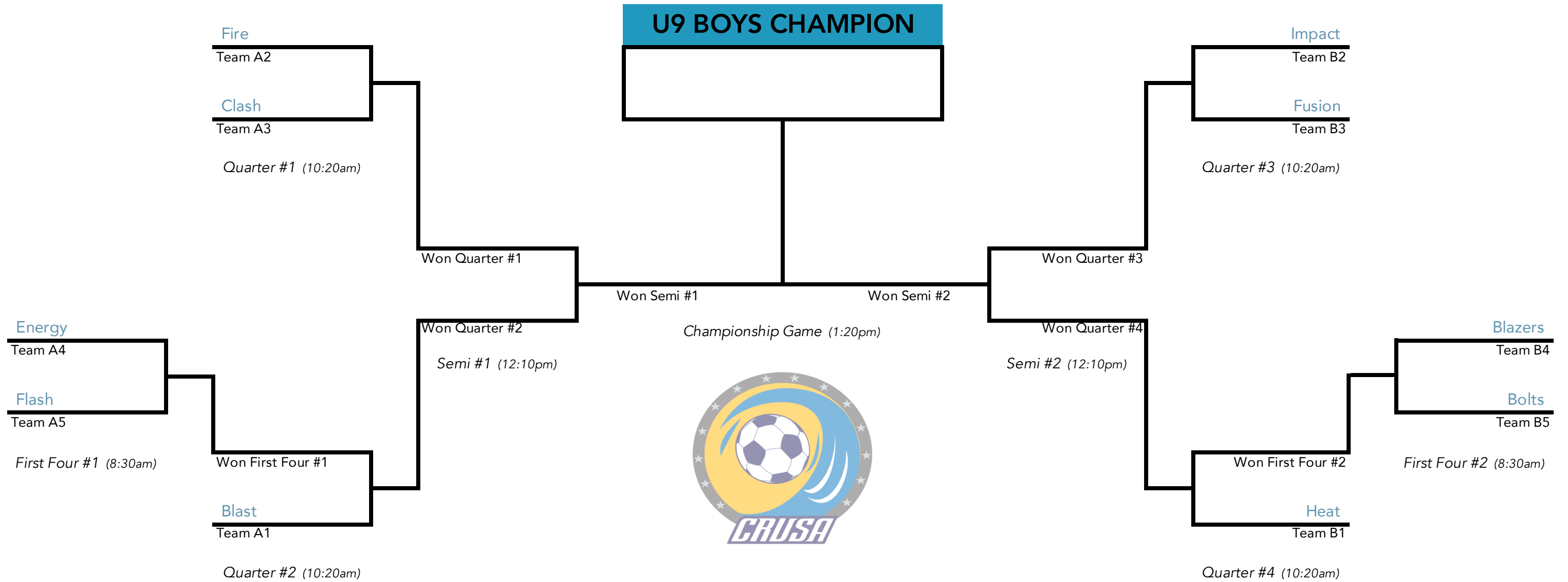
3		U11 Boys Team B1 vs B4 19 Min Halves		U11 Boys Team B2 vs B4 19 Min Halves		U11 Boys Team B3 vs B4 19 Min Halves	U11 Boys Championship 2:25 PM Winners of Brackets A vs B Field 7 24 Min Halves
4		U11 Boys Team A2 vs A3 19 Min Halves		U11 Boys Team A1 vs A3 19 Min Halves		U11 Boys Team A1 vs A2 19 Min Halves	
5		U11 Boys Team B2 vs B3 19 Min Halves		U11 Boys Team B1 vs B3 19 Min Halves		U11 Boys Team B1 vs B2 19 Min Halves	
6		U11 Boys Team A1 vs A4 19 Min Halves		U11 Boys Team A2 vs A4 19 Min Halves		U11 Boys Team A3 vs A4 19 Min Halves	

U11 Boys		
Team	Color	Bracket
Galaxy	Maroon	A1
Sounders	Yellow	A2
Union	Light Blue	A3
Dynamo	Navy	A4
Red Bulls	Red	B1
Crew	Green	B2
Revolution	Orange	B3
Rapids	Black	B4



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Score Sheet: Knockout Bracket: U9 Boys



Consolation Games

Consolation #1 (9:25am)
Lost First Four #1
Lost First Four #2

Consolation #2 (12:10am)
Lost Quarter #1
Lost Quarter #3

Consolation #3 (12:10pm)
Lost Quarter #2
Lost Quarter #4

Once a consolation game ends, the season is over for the participating teams.

There is no consolation game after the semifinals.





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Rules and Regulations



Round-Robin Format Scoring System*

(U9 Girls & U11 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

*U9 Boys play in a knockout-style bracket

Format (Players on the Field):

U9 Boys and Girls: 7v7

U11 Boys and Girls: 9v9



Round-Robin Game Durations and

Tie Game Procedure:

U9 = Four 9 Minute Quarters

U11 = 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:

U9 = Four 11 Minute Quarters

U11 = 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:

U9 Boys & Girls: 7 players per team // U11 Boys & Girls: 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 opposite 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.**