

# 2017 HHS JV SuperCup

## Tournament Rules

Updated Marc 7, 2017

### **Roster and Team Registration**

Each team roster may have a maximum of 22 players. Each team must submit an official, signed high school roster when you arrive at the tournament. The roster is fixed for the duration of the tournament and cannot be changed. We encourage each coach to bring your best JV team and limit the use of Varsity players.

Coaches should check in with the Field Marshall 30 minutes prior to your first match only. At that time, you will receive any last minute instructions or schedule changes and you should verify and/or provide the Field Marshall with your local contact information.

Submission of your tournament roster confirms your registration.

### **Laws of the Game**

Except as otherwise stated, AHSAA rules shall apply.

### **Forfeit**

Kickoff will be at the time shown on the schedule. A team must be at the appropriate field at the time for scheduled play. A grace period of 10 minutes will be granted before forfeit is declared.

### **Uniforms and Equipment**

The team listed first on the schedule is the Home Team and is required to provide three game balls. The Home Team should wear a light color uniform and the Visiting Team should wear a dark color uniform in order to avoid conflict. The Home Team will change jersey colors in case of a conflict.

### **Team Standings and Tie Breakers**

Group matches will be scored as follows:

Six (6) points for a win

Three (3) points for a tie

Zero (0) points for a loss

One (1) point for a shutout victory

- **NOTE:** *A 0- 0 (zero-zero) tie is NOT a win by shutout and no additional shutout point will be awarded. You must have a shutout VICTORY to obtain this additional shutout point.*

One (1) point for each goal scored (maximum of 3 per match)

In the event of a forfeit, the winning team will be credited with a 3-0 win and 10 points.

At the end of group play, the group winner will be the team with the most points. In the event of a tie for first place, the following criteria shall be used to determine the group winner:

1. Head-to-head competition
2. Most Wins

3. Goal Differential - Goals scored minus Goals allowed to a maximum of three (3) goal difference per game, positive (+) or negative (-). Highest Goal Difference advances.
4. Goals against - Fewest goals allowed
5. Kicks from the Mark

If a 3-way tie still exists, after all other tie breakers, a 3 team coin toss will be conducted. The 2 teams that tie in the coin toss will compete in penalty kicks to eliminate one team prior to competing with the third team in PKs.

### **Match Information**

All group matches will be played as 2x30 minutes in duration with a 7 minute halftime. If necessary, match times may be reduced in order to maintain the scheduled start and/or insure the completion of matches.

If tied at the end of regulation play in either a semifinal or final the match will be decided by Kicks from the Mark.

### **Weather**

In the event of inclement weather, the tournament director has the authority to restructure or cancel the tournament. Games that are suspended because of inclement weather will be started where they left off before the delay. This includes suspended games that are not resumed until the following day. In the event of cancelation, the tournament will not be rescheduled and any refunds of all or a portion of entry fees will be at the discretion of the tournament committee.

### **Protests**

No appeals or protests will be allowed.

The Tournament Director will resolve all conflicts not covered by the Tournament Rules.