## 2023 Noel Smethers Memorial Rec Tournament Items Tie Breaker Procedures

If this happens in your match, please get Michael Mead, Paul Robbins or Donald Conrad to assist in administering the tie breaker process.

**U6 Girls** – Double Elimination Bracket so <u>all games must have a winner.</u>

In the event of a tie, you will take shots on an empty goal. A coin toss will be determined to see who kicks first. You bring out your team and pick your top 5 kickers. Each team kicks 1 time and alternates and the best of 5 is the winner. The kick will be taken from the bottom of the center circle towards the goal that the referee will decide. If it is still tied after 5 kicks, then you alternate 1 shot each until the winner is determined. You must use everyone on your team before you can reuse a kicker.

**U6 Boys** – Pool Play Bracket so games can end in a tie. **The ONLY games that need a declared winner are Sunday at** 2:30 for the 3<sup>rd</sup> Place Game and the Championship Game.

In the event of a tie, you will take shots on an empty goal. A coin toss will be determined to see who kicks first. You bring out your team and pick your top 5 kickers. Each team kicks 1 time and alternates and the best of 5 is the winner. The kick will be taken from the bottom of the center circle towards the goal that the referee will decide. If it is still tied after 5 kicks, then you alternate 1 shot each until the winner is determined. You must use everyone on your team before you can reuse a kicker.

**U8 Girls** – All games <u>can</u> end in a tie. We are using the point system to determine the winner. In the event of a tie, we use the following to determine the winner.

- 1) Head-to-Head competition for the tournament.
- 2) Least amount of goals allowed during the tournament.
- 3) Goals scored minus goals allowed with a maximum of 3 goal differential.
- 4) Red Cards deduct 1 point. 2 Yellow Cards on a team will equal a Red Card.
- 5) PK's.

## **U8 Boys** - Double Elimination Bracket so <u>all games must have a winner.</u>

In the event of a tie, you will take shots on goal. The shots will be taken from a marked spot that is 10 yards from the goal. A coin toss will be determined to see who kicks first. The referee will determine the goal to take shots on. You bring out your team and pick your top 5 kickers. Each team can select a single goalkeeper to remain in goal for the entire kicking process. The goalkeeper must remain on the goal line until the ball is kicked. Each team kicks 1 time and alternates and the best of 5 is the winner. If it is still tied after 5 kicks, then you alternate 1 shot each until the winner is determined. You must use everyone on your team before you can reuse a kicker.

**U10 Girls** - All games <u>can</u> end in a tie. We are using the point system to determine the winner. In the event of a tie, we use the following to determine the winner.

- 1) Head-to-Head competition for the tournament.
- 2) Least amount of goals allowed during the tournament.
- 3) Goals scored minus goals allowed with a maximum of 3 goal differential.
- 4) Red Cards deduct 1 point. 2 Yellow Cards on a team will equal a Red Card.
- 5) PK's.

**U10 Boys** - All games <u>can</u> end in a tie **EXCEPT the Championship Game at 1:30 on Sunday.** In the event of a tie, you will take shots on goal. The shots will be taken from the PK Spot. A coin toss will be determined to see who kicks first. The referee will determine the goal to take shots on. You bring out your team and pick your top 5 kickers. Each team kicks 1 time and alternates and the best of 5 is the winner. If it is still tied after 5 kicks, then you alternate 1 shot each until the winner is determined. **You must use everyone on your team before you can reuse a kicker.** 

**U12 Girls** - All games <u>can</u> end in a tie **EXCEPT the 1:30 Semi Final Game on Sunday and the Championship Game at 4:00 on Sunday.** In the event of a tie, you will take shots on goal. The shots will be taken from the PK Spot. A coin toss will be determined to see who kicks first. The referee will determine the goal to take shots on. You bring out your team and pick your top 5 kickers. Each team kicks 1 time and alternates and the best of 5 is the winner. If it is still tied after 5 kicks, then you alternate 1 shot each until the winner is determined. **You must use everyone on your team before you can reuse a kicker.** 

**U12 Boys** - All games <u>can</u> end in a tie **EXCEPT the Championship Game at 2:45 on Sunday.** In the event of a tie, you will take shots on goal. The shots will be taken from the PK Spot. A coin toss will be determined to see who kicks first. The referee will determine the goal to take shots on. You bring out your team and pick your top 5 kickers. Each team kicks 1 time and alternates and the best of 5 is the winner. If it is still tied after 5 kicks, then you alternate 1 shot each until the winner is determined. **You must use everyone on your team before you can reuse a kicker.** 

**COED** - All games <u>can</u> end in a tie **EXCEPT the 1:30 Semi Final Game on Sunday and the Championship Game at 4:00 on Sunday. In the event of a tie, you will take shots on goal. The shots will be taken from the PK Spot. A coin toss will be determined to see who kicks first. The referee will determine the goal to take shots on. You bring out your team and pick your top 5 kickers. Each team kicks 1 time and alternates and the best of 5 is the winner. If it is still tied after 5 kicks, then you alternate 1 shot each until the winner is determined. <b>You must use everyone on your team before you can reuse a kicker.**