

Sherwood Parkdale Under 11 Wrap-Up Cup Rules

Playing Format:

Number of Players	7v7 including a goalkeeper
Ball Size	4
Duration of Play	2x25-minute halves
Overtime - Crossover and Quarterfinals	No overtime. 5 player penalty kicks. After 5 shooters each, it becomes a sudden-death shootout. Cannot repeat players until every player on the field has kicked.
Overtime - Finals and Semifinals.	2 * 5-minute halves, Golden Goal
If still tied after overtime - Semifinals, and Finals	A 5-player shootout, if still tied after 5, becomes a sudden-death shootout. Cannot repeat shooters until every player on the field has shot.

Rules of the game:

All games will conform to the PEI Soccer U11 Laws of the Game.

Readiness to play:

All teams should be at the field and ready to play 30 minutes before the scheduled game time. A team official will check in with the registration desk or field monitor at least 30 minutes prior to the start of a scheduled game, indicating the team is present.

Every attempt will be made to have matches start on time. Officials will wait only 10 minutes for the arrival of a late team. Teams not at the assigned field 10 minutes after the scheduled start time will suffer a 3-0 loss. The team in attendance will be awarded a 3-0 win. If both teams fail to appear no points will be awarded.

Scoring:

Win= 3 Points

Tie= 1 Point

Loss= 0 Points

Overtime/Shootout

For crossover and quarterfinal games: If teams are tied at the end of regulation play, teams will go straight to a 5-player shootout. Each team will take turns shooting in accordance with CSA rules. If it is tied after 5 shooters, it goes to a sudden-death shootout. Every eligible player on the field must shoot before repeating shooters.

For semifinal and final games: If teams are tied at the end of regulation play, a maximum of two 5-minute sudden-death overtime periods will be played. If teams are still tied, the winner will be determined by penalty kicks taken from the penalty spot, in accordance with CSA rules. Each team will have 5 shooters. If it is tied after 5 shooters, it goes to a sudden-death shootout. Every eligible player on the field must shoot before repeating shooters.

Mercy Rule

A game will be called by the official or the Tournament Committee if the half has been reached and the goal differential is 7 points or more. This rule will be applied to round-robin, crossovers, semi-finals, and final games. Teams may continue the game if both coaches agree to continue playing. The team down by 7 points may add an extra player to the field.

Standings and Division Formats:

7 Team Division

2 pools, one with 4 and the other 3 (Pool A and Pool B) will be established. Round-robin play will be with teams in their own pool. After round-robin play pools will be ranked based on points. If teams are tied, the tie-breaking rules will be used to determine the rankings. The top team in each pool will get a bye to the semifinal. The 2nd and 3rd-ranked teams in each pool will play a quarterfinal. 2A will play 3B, and 2B will play 3A. The winner of each game will move on to the semifinals (1A will play the winner of 2B vs 3A, and 1B will play the winner of 2A vs 3B). The winner of the semifinals will move on to the finals.

9 Team Division

3 pools of 3 (Pool A, Pool B, and Pool C) will be established. Each team will play 2 round-robin games against teams in their respective pool. After all teams have played their first two games, the 3 pool winners receive a bye to the semi-finals. The remaining 2nd and 3rd place teams from each pool will play one more game to determine the wild card (4th seed) in the semi-finals. (3rd in Pool A plays 2nd in Pool B, 3rd in Pool C plays 2nd in Pool A, and 3rd in Pool B plays 2nd in Pool C). The top-ranked team among the wild card teams

(determined by points and tie-breaking rules for all games played) will play the #1 seed in the semi-finals, with the other two pool winners playing in the other semi-final. The winners of the semi-finals will proceed to the final.

12 Team Division

4 pools of 3 teams (Pool A, B, C, and D) will be established. Round-robin play will be with the teams in the same pool. The top team in each pool will get a bye to the quarterfinals. 2nd and 3rd in each pool will crossover with 2A vs 3B, 3A vs 2B, 2C vs 3D, 3C vs 2D. The winner of each game will move on to the quarterfinals. The winner of Crossover 1 plays 1C in quarterfinals 1. The winner of Crossover 2 plays 1D in quarterfinals 2. The winner of Crossover 3 plays 1A in quarterfinals 3. Winner of Crossover 4 plays 1B in quarterfinals 4. The winners of Q1 and Q2 move to the semifinals. The winners of Q3 and Q4 play in the other semifinals. The winner of Semifinal 1 plays the winner of Semifinal 2 in the championship game.

13 Team Division

3 pools of 3 teams and a pool of 4 (Pool A, B, C, and D) will be established. Round-robin play will be with the teams in the same pool. The top team in each pool will get a bye to the quarterfinals. 2nd and 3rd in each pool will crossover with 2A vs 3B, 3A vs 2B, 2C vs 3D, 3C vs 2D. The winner of each game will move on to the quarterfinals. The winner of Crossover 1 plays 1C in quarterfinals 1. The winner of Crossover 2 plays 1D in quarterfinals 2. The winner of Crossover 3 plays 1A in quarterfinals 3. Winner of Crossover 4 plays 1B in quarterfinals 4. The winners of Q1 and Q2 move to the semifinals. The winners of Q3 and Q4 play in the other semifinals. The winner of Semifinal 1 plays the winner of Semifinal 2 in the championship game.

14 Team Division

2 pools of 3 teams and 2 pools of 4 (Pool A, B, C, and D) will be established. Round-robin play will be with the teams in the same pool. The top team in each pool will get a bye to the quarterfinals. 2nd and 3rd in each pool will crossover with 2A vs 3B, 3A vs 2B, 2C vs 3D, 3C vs 2D. The winner of each game will move on to the quarterfinals. The winner of Crossover 1 plays 1C in quarterfinals 1. The winner of Crossover 2 plays 1D in quarterfinals 2. The winner of Crossover 3 plays 1A in quarterfinals 3. Winner of Crossover 4 plays 1B in quarterfinals 4. The winners of Q1 and Q2 move to the semifinals. The winners of Q3 and Q4 play in the other semifinals. The winner of Semifinal 1 plays the winner of Semifinal 2 in the championship game.

Tie-Breaking Rules:

1. Head-to-head
2. Best GF-GA, Overall
3. Most GF, Overall
4. Least GA, Overall
5. Least Card, Overall
6. First to score in the tournament

Weather Conditions:

Matches will proceed rain or shine, except when lightning or thunder is present, then the 30/30 rule will apply. The game will be stopped if lightning is seen or thunder is heard. The game will restart 30 minutes after the last thunder is heard. A match will be official if terminated in the second half of a game.

Team Rosters/Call-ups:

All players on a team must be from that team's regular-season roster or a call-up from a lower division to be eligible to play. Teams **cannot** use a player from another team in their own division. If a team is found to have used an ineligible player, they will forfeit the games in which the player participated (1-0 Loss). **No more than 50% of your team can be comprised of call-up players.**

***Call-ups must be from the team's respective club.**

CAUTIONS/EJECTIONS:

1. ONE RED card will mean an ejection and a one-game suspension
2. TWO YELLOW cards in the same game will mean an ejection and a one-game suspension
3. TWO RED cards or FOUR YELLOW cards in total will mean a Tournament suspension
4. A red card for violent conduct will be cause for ejection from the tournament. THESE RED CARDS WILL BE PASSED ON TO THE TEAMS' PROVINCIAL ASSOCIATION FOR POSSIBLE FURTHER DISCIPLINE. This is a sanctioned tournament. All card fouls will be tracked and sent to the respective provincial associations. As a sanctioned tournament, cards issued will carry over into league play.