

Sherwood Parkdale Under 11 Wrap Up Cup Rules

Playing Format:

Number of Players	7v7 including a goalkeeper
Ball Size	4
Duration of Play	30 minute halves
Overtime - Crossover, Quarterfinals, and Semifinals.	2 * 5 minute halves, Golden Goal
Overtime - Finals	2 * 5 minute halves, Golden Goal
If still tied after overtime - Crossover, Quarterfinals, Semifinals, and Finals	5 player shootout, if still tied after 5 becomes 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 who are 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

For quarterfinal, semifinal, crossover and final games: If teams are tied at the end of regulation play, a maximum of two 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.

Mercy Rule. A game will be called by the official or 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. The team down by 7 points may add an extra player to the field.

Standings and Division Formats:

5 Team Division

One pool of 5. Round-robin play will be with each team in the pool. The top 2 teams in the pool (determined by points and tie-breaking rules) move onto the finals.

6 Team Division

2 pools of 3 (Pool A and Pool B) will be established. Round-robin play will be with teams in the opposite pool. The top 4 teams overall (determined by points and tie-breaking rules) will proceed to the 2 semi-finals with 1st playing 4th and 2nd playing 3rd. The winners of the semi-finals will proceed to a final.

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 onto the semifinals (1A will play winner of 2B vs 3A and 1B will play winner of 2A vs 3B). The winner of the semifinals will move onto the finals.

8 Team Division

2 pools of 4 teams (Pool A and Pool B) will be established. Round-robin play will be with teams in the same pool. The top 2 teams in each pool (determined by points and tie-breaking rules) will proceed to crossovers with 1A playing 2B and 1B playing 2A. The winners of the crossover will proceed to a final.

9 Team Division

2 pools of 5 teams and 4 teams (Pool A and Pool B) will be established. Round-robin play will be with teams in the same pool. The top 2 teams in each pool (determined by points and tie-breaking rules) will proceed to crossovers with 1A playing 2B and 1B playing 2A. The winners of the crossover will proceed to a final.

10 Team Division

2 pools of 5 teams (Pool A and Pool B) will be established. Round-robin play will be with teams in the same pool. The top 2 teams in each pool (determined by points and tie-breaking rules) will proceed to crossovers with 1A playing 2B and 1B playing 2A. The winners of the crossover will proceed to a final.

12 Team Division

2 pools of 6 teams (Pool A and Pool B) will be established. Round-robin play will be with the teams in the same pool. The top team in each pool (determined by points and tie-breaking rules) will proceed to the finals.

Tie Breaking Rules:

a) If two (2) teams are tied in points after all group matches:

- Greater number of points in matches between the teams concerned (head-to-head competition).
- Greater goal difference in all group matches (GD)
- Least goals against in all group matches.

(iii) Kicks from the penalty mark, as per FIFA Laws of the Game. If after the first 5 shooters, it is still tied, sudden death using different shooters. Players under suspension are not eligible to participate.

b) If three (3) or more teams are tied in points after all group matches:

- Points in matches between the teams concerned.
- Greater goal difference in matches between the teams concerned.
- Least goals against in all matches between the teams concerned
- Greater goal difference in all group matches.
- Least goals against in all group matches

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.