

NPHSL

Playoff Rules

U16 and U18: Season 2007

END OF SEASON CHAMPIONSHIP. ALL RULES ARE THE SAME AS REGULAR SEASON UNLESS NOTED BELOW.

1. Length of Games. To accommodate schedule, duration of play during round robin may deviate from the season length of game, but will return to standard during semi-final and final play.
2. Scoring. As for the league, except that ties can't happen in semi-finals or the final.
3. Neutral-town referees will be used for all weekend games unless both coaches and the convenor agree otherwise.
4. Protests. No protests concerning officials will be considered. All decisions of the referee are final. Protests must be filed within one half hour of the game, to the scorekeepers' table, and will be dealt with by committee, as they deem appropriate.
5. Fouls and Misconducts. In the event of a player receiving a red or yellow card, the referee will report the infraction on the appropriate form to the scorekeeper's table. Any player receiving a red or two yellow cards within one game, or three yellow cards over the tournament will be suspended from the next tournament game. Further suspension or discipline can be dispensed as the committee sees fit. Dismissal of coach(s) or team officials from a game by a referee will automatically result in suspension from the next two tournament games, with possible further suspension if so decided by the committee. It will also be brought to the attention of both the league and their home club, to be dealt with as seen fit.
6. Time Allowance. All teams shall report to the field at least 10 minutes before, and shall be warmed up and ready to take the field at the scheduled kick-off time. If a team is unable to field the required minimum of players at the scheduled kick-off, they shall forfeit the game to their opponent. In no case shall a team who has forfeited a game be considered a pool or divisional winner. If an apparent pool or divisional winner deliberately forfeits a game, they will be eliminated for moving on to semi-final or final play regardless of their record. In either case, the team or teams with the next best records shall be named to the abandoned position(s).

Round Robin Tie Breaking Rules

Game results will be totaled according to the following point system:

Win - 3 Points Tie - 1 Point Loss - 0 Points

Pool or Division-standings will be decided as follows:

1. Most Points

If there is a tie in points between two or more teams which affects the standings of teams eligible to move on to semi-final play, the following format will be used to break the tie:

2. Head to head in cup
3. Goal Differential
4. Most goals scored

If, in the event a tie situation remains, a shoot-out between the tied teams will be scheduled to determine a result, and will be scheduled according to the availability of officials, fields, and the teams.

Note: League results will not under any circumstances be used to determine an outcome.

Semi Final And Final Play

All teams will play their regulation time in semi-final and final games.

In the event of a tie in any of these games, each team will play 2 x 10 minute overtime halves. If a goal is scored, the tie ends at that point. This is known as a "GOLDEN GOAL". If overtime is scoreless, they will go to a shoot-out according to the following rules:

- At the conclusion of the overtime and before the shoot-out, both coaches are required to submit to the assigned official, the numbers and shooting order of eleven players, all of whom have played during the overtime periods and one of which one must be the goal keeper.
- The goalkeeper cannot be changed after the conclusion of the second overtime period.
- Coaches and players, with the exception of the shooter and the goalkeepers, shall remain behind the centerline at all times during the shoot-out.
- Coaches may not coach from the sidelines during the shoot-out. No person may coach, instruct or spectator from behind the goal line.
- Each coach will select five players, of which the goalkeeper may or may not be included. Each player will take a penalty kick, shooting alternately with the opposing team until all selected players have kicked. If the tie remains unbroken, the teams will proceed to a sudden death shoot-out.
- Each coach will choose a second set of five players. Players who shot during the first round may not be chosen to shoot again.
- Player 1 from team A and player 1 from team B will shoot alternately. If one scores and the other does not, the team that scores becomes the winner.
- If both score or neither scores, the next two players will shoot. This process will continue until one scores and the other does not. If the second sets of five players do not break the tie, an eleventh player from each team will shoot. If the impasse is still not broken, each team will begin again with the players from the first set of players, shooting in the same order, followed by the second, and so on, until one team scores and the other does not.