

WDDOA 2007 National Cup Qualifier - Rules

1. Check-in

Check-in will be held at the game fields 1 hour before the first match. A tournament roster must be provided by each team at check-in, with a list of all players playing in the tournament. The list must contain name, birthdate and player id number. This roster may be either the roster sent with the application or a modified roster. Every player must have a player card and this player card must be shown at check-in and be available prior to each game.

2. Guest Players

Guest players are not permitted. The use of any players during the tournament who are found to be not intending to play during the regular season with the team will be grounds for removal from WDDOA.

3. Games

The purpose of the tournament is to determine the teams eligible for National Cup in Spring 2007. Games in which both teams are mathematically qualified or mathematically eliminated will not be held. All games will be regulation length unless otherwise set by the Site Coordinator.

4. Scoring – 4-1-0 system

Win 4 Pts.
Tie 1 Pt.
Loss 0 Pts

5. Tie-breaking procedures

In the event ties exist in the standings at the end of a competition or a stage of a competition and the ties must be broken to determine the order of finish for state play-off seeding and/or distribution of awards, the following procedures will be used:

- a) Result of head to head competition during the competition or a stage of the competition.
- b) Highest goal difference (goals for minus goals against) in matches between / among the tied teams, with a maximum of 3 goals difference per game counted both for and against; for example, if the score is 8-3, the calculation would be +3 goals for the winning team, -3 goals for the losing team.
- c) Least goals allowed in matches between / among the tied teams.
- d) Highest goal difference (goals for minus goals against) in all games, with a maximum of 3 goals difference per game counted both for and against.
- e) Least total goals allowed in all games.
- f) Play-off match (s) time and site to be determined by the WDDOA Board Member serving as the Games Coordinator. **STYSA** play-off rules shall apply in all such play-off matches (two standard overtime periods following regulation time, followed, if necessary, by **FIFA** kicks from the penalty spot). The WDDOA President may elect at his/her discretion some other option to break a tie if time does not allow for a play-off match.

The tie-breaking rules are to be applied progressively in any case of three (3) or more teams involved in a tie. That is, if three or more teams enter a sequence level tied, the top team will be identified with the tiebreaking progression. If two or more teams remain tied after the initial progression, then the process is to return to the first tiebreaker and begin the tie-breaking process again for the tied teams.

6. Spring 2007 Advancement Determination

U13 Boys – Round Robin with 3rd game played if necessary. All games can end in a tie as points will determine the final winner for advancement

U14 Boys, U14 Girls – The two teams will play regulation, then overtimes, then kicks until there is a winner to determine who advances.