

BOYS U13/14 TOURNAMENT SCHEDULE

Important Information:

This is the Schedule for the Tournament Weekends. Depending on the number of teams in your bracket you are playing either a

- 8 Team Groups: First week - full games, teams split into two divisions based on first weekend results and then play tournament
- 5 Team Groups: Round robin tournament with minigames (half games).
- 4 Team Groups: Double elimination tournament (modified slightly)

In the event of rain one weekend, all games move back one week at the same time. If there are two weekends of rain, check the website for the most up to date information.

We used our best ability to place teams in flights where there are reasonable matchups. We looked at game results, coaches comments and scores. When we had to decide between two teams we looked at whether the teams won trophies the year before. Matchups were selected randomly except that in 8 team groups we did try to place the strongest teams in different halves of the brackets.

Lengths of game time vary. Some are minigames and some are full length. Read carefully under your flight. Flights appear on following pages.

Boys U13/14 Tournament Weekends

Division 1

(8 teams – Split/Single Elimination)

Team Number	Name	Final Rank
Team 1	Old Bandits	
Team 2	Mission Eagles	
Team 3	Jamestown	
Team 4	Silver Phoenix	
Team 5	SF FC	
Team 6	Villa	
Team 7	Egrets	
Team 8	Eagles	

Game #	Date	Time	Location	Length of Half	Shootout if tied?	Away	Score	Home
B14-1-1	28-Oct	10:00 AM	Polo #6	30 minutes	yes	Old Bandits	4-0	Eagles
B14-1-2	28-Oct	11:30 AM	Polo #5	30 minutes	yes	Silver Phoenix	3-4	SF FC
B14-1-3	28-Oct	1:00 PM	Polo #5	30 minutes	yes	Mission Eagles	1-1/PK 4-3	Egrets
B14-1-4	28-Oct	2:30 PM	Polo #3	30 minutes	yes	Jamestown	2-1	Villa
Upper Bracket								
B14-1-6	4-Nov	2:30 PM	Polo #3	30 minutes	yes	SF FC		Old Bandits
B14-1-7	4-Nov	2:30 PM	Polo #4	30 minutes	yes	Jamestown		Mission Eagles
B14-1-W-Consolation	11-Nov	1:45 PM	Polo #6	30 minutes	yes	Loser B14-1-7		Loser B14-1-6
B14-1-W-Championship	11-Nov	1:45 PM	Polo #5	30 minutes	yes	Winner B14-1-7		Winner B14-1-6
Lower Bracket								
B14-1-8	4-Nov	4:00 PM	Polo #3	30 minutes	yes	Silver Phoenix		Eagles
B14-1-9	4-Nov	4:00 PM	Polo #4	30 minutes	yes	Villa		Egrets
B14-1-L-Consolation	11-Nov	3:15 PM	Polo #4	30 minutes	yes	Loser B14-1-9		Loser B14-1-8
B14-1-L-Championship	11-Nov	1:45 PM	Polo #3	30 minutes	yes	Winner B14-1-9		Winner B14-1-8

SINGLE ELIMINATION TOURNAMENT STRUCTURE (FLIGHTS OF 8 TEAMS)

- The first weekend (October 28) is a single game that will divide the team into two brackets (Upper and Lower). Teams matchups have been set to reflect relative ranking. Winners advance to Upper Bracket and Losers to Lower Bracket. There will ultimately be a Champion in each bracket.
- We used the 8 team bracket where we had difficulty making the cut between which teams belonged in each bracket.
- The second weekend (November 4), the teams in each bracket play. There are now 4 teams in each bracket with each team playing one opponent
- The final weekend (November 11), the winners on Nov 4 play in the Championship game of their bracket and the losers in the Consolation.
- Regulation Games
 - 2 -30 minute halves. No overtime will be played.
 - If at the end of regulation teams are tied, teams may immediately substitute in 11 players on the field who will be eligible to participate in the shootout (the goalie must be one of the 11).
 - Teams will select 5 players for initial portion of shootout and if tied at end of first round will select one player at a time from remaining 6 players. The goalie may be one of the initial 5 players selected. Only the 11 players selected at the beginning of shootout may participate in shootout and only those players may be on the field. The coaches and remaining players must be on the sideline.
 - Shots will be taken from 12 yards back at a point select by the referee.
- Trophies are awarded to two teams in the Championship game in each bracket. Medals are awarded to the two teams in the Consolation. Ties at the end of consolation games stand and there will be on shootouts.
- At the end of the Championship and Consolation games, teams are to hold ceremonies together to award trophies and medals. The home team in each Championship or Consolation game needs to pick up the trophies/medals.

Boys U13/14 Tournament Weekends

Division 2

(5 teams – Round Robin Tournament Format)

Team Name	Points For Each Game				Total Points	Final Rank
	Round 1 Oct 28	Round 2 Oct 28	Round 3 Nov 4	Round 4 Nov 4		
Blue Devils	1	1			2	
Flying Bandits	1	3			4	
MSC Chivas	0	3			3	
Mission Dragon	0	1			1	
Blue Sharks	3	0			3	

Game #	Date	Time	Location	Length of Half	Shootout if tied?	Away	Score	Home
B14-2-1	28-Oct	2:30 PM	Polo #6	15 minutes	no	Blue Devils	1-1	Flying Bandits
B14-2-2	28-Oct	3:15 PM	Polo #5	15 minutes	no	Mission Dragon	0-2	Blue Sharks
B14-2-3	28-Oct	3:15 PM	Polo #6	15 minutes	no	Flying Bandits	2-1	MSC Chivas
B14-2-4	28-Oct	4:00 PM	Polo #5	15 minutes	no	Mission Dragon	1-1	Blue Devils
B14-2-5	28-Oct	4:00 PM	Polo #6	15 minutes	no	MSC Chivas	2-0	Blue Sharks
B14-2-6	4-Nov	11:30 AM	Polo #5	15 minutes	no	Blue Devils		MSC Chivas
B14-2-7	4-Nov	12:15 PM	Polo #5	15 minutes	no	MSC Chivas		Mission Dragon
B14-2-8	4-Nov	1:00 PM	Polo #5	15 minutes	no	Blue Sharks		Blue Devils
B14-2-9	4-Nov	1:45 PM	Polo #5	15 minutes	no	Flying Bandits		Mission Dragon
B14-2-10	4-Nov	2:30 PM	Polo #5	15 minutes	no	Blue Sharks		Flying Bandits
B14-2- Consolation	11-Nov	12:15 PM	Polo #6	30 minutes	yes	4th Highest		3rd Highest
B14-2- Championship	11-Nov	12:15 PM	Polo #5	30 minutes	yes	2nd Highest		1st Highest

On Nov 11, team with 5th highest points will have a bye.

Games on 10/28 and 11/4 consist of 2 15-minute halves. At halftime, teams switch sides (no halftime break due to time constraints). 10 minute break before next game. Ties stand.

Championship and Consolation Games on 11/11 are 2 30 minute halves. Championship Teams will receive trophies. Teams in Consolation Game will receive medals. Home team to come by office and pick up medals/trophies for presentation at the field.

Detailed Rules for Round Robin Games Appear on Next Page

RULES FOR ROUND ROBIN GAMES:

- The first two weekends (Oct 28 and Nov 4) consist of round robin format games minigames. The third weekend (November 11) consists of Championship and Consolation games.
- Games consist of 2 15-minute halves. At halftime, teams switch sides (no halftime break-due to time constraints). 10 minute break before next game.
- There are NO SHOOTOUTS following mini games. Ties stand. Championship and Consolation games are 2 30 minute halves followed by immediate shootout of ties at end of regulation
- All games use a tournament format. Points are awarded for wins, losses and ties as follow
 - Wins: 3 points
 - Ties: 1 point
 - Losses: 0 points
- If teams are tied in points at the conclusion of the first two weeks, the following tie-breaking procedure will be used to determine team placement: Results of head-to-head competition between teams that are tied.
 - Results of head-to-head competition between teams that are tied.
 - Goal differential (goals scored minus goals allowed up to a maximum of goal) differential ranging from +3 to -3 per game
 - Least goals allowed
 - Most goals scored up to three (3) per game
 - Coin flip
 - Should more than two teams be tied at the end of the preliminary round, the above list of tiebreakers will be used in sequential order until one team is determined to be the winner. The tie-breaking procedure does not revert back to previous tie-breaking criteria after one team has been eliminated.
 - The score of a forfeiture game shall be 1-0.
- If a Championship game is tied at the end of regulation, teams may immediately substitute in 11 players on the field who will be eligible to participate in the shootout (the goalie must be one of the 11). Teams will select 5 players for initial portion of shootout and if tied at end of first round will select one player at a time from remaining 6 players. The goalie may be one of the initial 5 players selected. Only the 11 players selected at the beginning of shootout may participate in shootout and only those players may be on the field. The coaches and remaining players must be on the sideline.
 - Shots will be taken from 12 yards back at a spot selected by the referee
- Trophies are awarded to two teams in the Championship game. Medals are awarded to the two teams in the Consolation and the team with a bye.
- At the end of the Championship and Consolation games, teams are to hold ceremonies together to award trophies. The home team for each Championship/Consolation game needs to pick up the trophies and medals for both teams.

Boys U13/14 Tournament Weekends

Division 3

(4 teams – Double Elimination Format)

Team Number	Name	Final Rank
Team 1	Real JCC SF	
Team 2	CRZ Fusion	
Team 3	Rockets	
Team 4	Scorpions	

Game #	Date	Time	Location	Length of Half	Shootout if tied?	Away	Score	Home
B14-3-1	28-Oct	11:30 AM	Polo #6	30 minutes	yes	Real JCC SF	2-3	CRZ Fusion
B14-3-2	28-Oct	1:00 PM	Polo #6	30 minutes	yes	Rockets	0-2	Scorpions
B14-3-3	4-Nov	11:30 AM	Polo #6	30 minutes	yes	CRZ Fusion		Scorpions
B14-3-4	4-Nov	12:15 PM	Polo #4	30 minutes	yes	Real JCC SF		Rockets
B14-3-5	11-Nov	10:00 AM	Polo #6	30 minutes	yes	Loser B14-3-3		Winner B14-3-4
B14-3- Championship	11-Nov	3:15 PM	Polo #3	30 minutes	yes	Winner B14-3-5		Winner B14-3-3

Note: Loser of Game 4 does not play on November 11. Winner of Game 5 plays two games on November 11.

No overtime is played - if game is tied at end of regulation - teams go to immediate shootout

RULES FOR DOUBLE ELIMINATION GAMES (FLIGHTS OF 4 TEAMS):

- Games are 2 -30 minute halves. No overtime will be played.
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- If at the end of regulation teams are tied, teams may immediately substitute in 11 players on the field who will be eligible to participate in the shootout (the goalie must be one of the 11).
- Teams will select 5 players for initial portion of shootout and if tied at end of first round will select one player at a time from remaining 6 players. The goalie may be one of the initial 5 players selected. Only the 11 players selected at the beginning of shootout may participate in shootout and only those players may be on the field. The coaches and remaining players
- Shots will be taken from 12 yards back at a point select by the referee.
- Teams advance into winners and losers bracket
- If your team loses in both week 1 and week 2, you will have a bye in week 3.
- If your team loses one game and wins one game on the first two weekends, in week 3 you will play one game in the morning and if you win you will advance to the Championship game and play a 2nd game that day.
- This is a modified double elimination since if you are the winners bracket team in the Championship you do not have to lose twice. The advantage that you have is that the other team is playing a 2nd game in one day
- Trophies are awarded to two teams in the Championship game. Medals are awarded to the other two teams.
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- At the end of the Championship, teams are to hold ceremonies together to award trophies. The home team from each group needs to arrange to pickup trophies and medals together.