

## **GIRLS 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

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

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 6 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.

## Girls U 14 Tournament Weekends

### Division 1

(5 teams – Round Robin Tournament Format)

Team Name	Points For Each Game				Total Points	Final Rank
	Round 1	Round 2	Round 3	Round 4		
Pink Panthers					0	
SF City Lions	3	3			6	
Fireballs	0	0			0	
Cheetahs	0	0			0	
J-town Cougars	3	3			6	

Game #	Date	Time	Location	Length of Half	Shootout if tied?	Away	Score	Home	Score
G14-1-1	28-Oct	2:30 PM	Polo #4	15 minutes	no	SF City Lions	1	Fireballs	0
G14-1-2	28-Oct	2:30 PM	Polo #5	15 minutes	no	Cheetahs	0	J-town Cougars	1
G14-1-3	28-Oct	3:15 PM	Polo #4	15 minutes	no	Cheetahs	1	SF City Lions	2
G14-1-4	28-Oct	4:00 PM	Polo #4	15 minutes	no	Fireballs	0	J-town Cougars	1
G14-1-5	4-Nov	1:45 PM	Polo #6	15 minutes	no	Pink Panthers		Cheetahs	
G14-1-6	4-Nov	2:30 PM	Polo #6	15 minutes	no	Pink Panthers		Fireballs	
G14-1-7	4-Nov	3:15 PM	Polo #5	15 minutes	no	J-town Cougars		SF City Lions	
G14-1-8	4-Nov	3:15 PM	Polo #6	15 minutes	no	Fireballs		Cheetahs	
G14-1-9	4-Nov	4:00 PM	Polo #6	15 minutes	no	J-town Cougars		Pink Panthers	
G14-1-10	4-Nov	4:45 PM	Polo #6	15 minutes	no	SF City Lions		Pink Panthers	
G14-1- Consolation	11-Nov	3:15 PM	Polo #6	30 minutes	yes	4th Highest		3rd Highest	
G14-1- Championship	11-Nov	3:15 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.

**RULES FOR ROUND ROBIN GAMES CONTINTUED 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.

## GIRLS U14 Tournament Weekends

### Division 2

(4 teams – Double Elimination Format)

Team Number	Name	Final Rank
Team 1	Thunderdogs	
Team 2	Dutch Tulips	
Team 3	Frisco Chivas	
Team 4	Thunder	

Game #	Date	Time	Location	Length of Half	Shootout if tied?	Away	Score	Home	Score
G14-2-1	28-Oct	1:00 PM	Polo #4	30 minutes	yes	Thunderdogs	1	Dutch Tulips	2
G14-2-2	28-Oct	4:00 PM	Polo #3	30 minutes	yes	Frisco Chivas	0	Thunder	1
G14-2-3	4-Nov	10:00 AM	Polo #5	30 minutes	yes	Dutch Tulips		Thunder	
G14-2-4	4-Nov	10:00 AM	Polo #6	30 minutes	yes	Thunderdogs		Frisco Chivas	
G14-2-5	11-Nov	10:00 AM	Polo #4	30 minutes	yes	Loser G14-2-3		Winner G14-2-4	
G14-2- Championship	11-Nov	1:45 PM	Polo #4	30 minutes	yes	Winner G14-2-5		Winner G14-2-3	

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.
- 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.
- 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.
- 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.

## GIRLS U14 Tournament Weekends

### Division 3

( 6 teams – Split/Round Robin)

Team Number	Name	Final Rank
Team 1	SF Cheetahs	
Team 2	Firedragons	
Team 3	Sprites	
Team 4	Cyclones	
Team 5	Cour. Cougars	
Team 6	Mavericks	

Game #	Date	Time	Location	Length of Half	Shootout if tied?	Away	Score	Home	Score
G14-3-1	28-Oct	10:00 AM	Polo #3	30 minutes	yes	SF Cheetahs	3	Mavericks	1
G14-3-2	28-Oct	10:00 AM	Polo #4	30 minutes	yes	Firedragons	5	Cour. Cougars	0
G14-3-3	28-Oct	10:00 AM	Polo #5	30 minutes	yes	Sprites	0	Cyclones	2
<b>Upper Bracket Round Robin</b>									
G14-3-4	4-Nov	10:00 AM	Polo #3	15 minutes	no	SF Cheetahs		Firedragons	
G14-3-5	4-Nov	10:45 AM	Polo #3	15 minutes	no	Cyclones		Firedragons	
G14-3-6	4-Nov	11:30 AM	Polo #3	15 minutes	no	Cyclones		SF Cheetahs	
G14-3-W-Championship	11-Nov	10:00 AM	Polo #3	30 minutes	yes	Winner in Round Robin Upper		2nd in Round Robin Upper	
<b>Lower Bracket Round Robin</b>									
G14-3-7	4-Nov	10:00 AM	Polo #4	15 minutes	no	Mavericks		Cour. Cougars	
G14-3-8	4-Nov	10:45 AM	Polo #4	15 minutes	no	Sprites		Cour. Cougars	
G14-3-9	4-Nov	11:30 AM	Polo #4	15 minutes	no	Sprites		Mavericks	
G14-3-L-Championship	11-Nov	10:00 AM	Polo #5	30 minutes	yes	Winner in Round Robin Lower		2nd in Round Robin Lower	

Team in Lower Bracket with Worst result in Nov 4 round robin will have a bye for last week

Games on 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.

#### SINGLE ELIMINATION TOURNAMENT STRUCTURE (FLIGHTS OF 6 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 6 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:
  - Each Bracket consists of 3 teams, and each team plays the two other teams in minigames (15 minute halves) using tournament score (3 points for a win, 1 point for a tie) — no shootout
- The final weekend (November 11), the winners in each bracket play in the Championship game of their bracket. The two teams with the worst record in each bracket have a bye the last weekend.
- 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.
- Trophies are awarded to the two teams in the Championship game in each bracket. Medals are awarded to the two teams with a final week bye.
- At the end of the Championship, teams are to hold ceremonies together to award trophies and medals. The home team in each Championship game needs to pick up the trophies/medals.