

Scottsdale Soccer

Arcadia Scottsdale United Soccer Club

RecFest Organization and Rules – Fall 2009

Tournament Format

The RecFest will consist of round robin or elimination ladder play within gender and age group divisions, depending on number of teams and availability of fields. Most divisions will have a single bracket although a division may have two brackets. This is a two game minimum tournament – each team will play at least two games during the Friday through Sunday tournament.

Rules for Age Groups

1. Rules will be the same as for the normal Recreational season and are available from our web site for reference (www.scottsdallesoccer.com look for Rec Fall Soccer, then Volunteer Coaching, then League Rules).
2. Teams are to take the field in a timely manner. To keep to the game schedule, a referee can start the game clock prior to teams being ready if the teams are slow to take the field.
3. Substitution rules will be strictly enforced.

Determination of Next Game

It is the coach's (team) responsibility to know when and where their next game is.

Game Tie Breaker

Games that end in a tie will be decided by "shots from the mark" (no overtime). For games played at the Mtn View / Cochise venue, the shots will take place in an area in front of the referee table, which is near the shed on the Cochise School property. Tie game teams will quickly exit their playing field and proceed to this area as games are scheduled on each field with tight times in between. (Games not played at Mtn View / Cochise will conduct the tie breaker on the game field.)

Prior to RecFest game day, coaches can prepare for a possible tie breaker by creating a list of all players in the order you want them to take a shot from the mark. Only the player's shirt number is needed. This list should be written down in a form you can hand to the referee conducting the tie breaker. Although the tie breaker is often decided by the first 5 participants, create your list for your entire team. Your goal keeper is to be included in your list as a kicker in any part of your player list.

When a tie breaker is needed, bring your team to the designated area and provide the player list to the referee. Line up your players in the order of your list. These preparation steps will make the tie breaker move more quickly.

Rules for Shots From The Mark

1. A coin flip is performed with the visiting team captain making the call.
2. The coin flip winner gets to decide whether their team will shoot first or second.
3. Any player present for the game can be goalkeeper (the player does not have to be "in the game" at the end of regulation to be the goalkeeper).
4. Once the goal keeper is chosen, the goal keeper cannot be changed (except for injury).
5. Shots are alternated through the first five shooters (or fewer) until there is a clear one goal advantage by a team.
6. If tied after the first five, then it becomes "sudden death" for each of the next "pair" of shooters – one shooter from each team makes the "pair". When one of the pair makes a goal and the other misses, the tie breaker is complete.
7. The "goals allowed" for the team losing the tie breaker is increased by one. As an example, if a game ends 3-3, the winner of the Shots From The Mark has three goals allowed for this game and the loser has four goals allowed.

Round Robin Bracket Scoring and Tie Breakers

1. Some brackets are "round robin" brackets. For round robin brackets, a team earns 3 "points" for a win and zero points for a loss. At the conclusion of round robin play, the team with the most points advances. Sometimes the team with the second most points also advances. Please check your division schedule carefully.
2. If teams in a round robin bracket are tied in points at the conclusion of bracket play, then the following tie breakers are used until a bracket winner is determined:
 - a. Head to head results. If the two tied teams played each other during bracket play, the winner of that game will be declared the bracket winner.
 - b. If the two tied teams did not play each other, then the tied team giving up the fewest goals during all preceding RecFest games will be declared the bracket winner.
 - c. If the two tied teams gave up the same number of goals during RecFest play, then a coin flip will decide which of the two tied teams will be declared the bracket winner.