

Surrey Breakers Athletic Association
2008 14th Annual Cloverdale Cup – Tournament Rules
March 15th and 16th, 2008

Rules:

- Home team is listed on the left and is responsible for supplying the game ball and changing jerseys or wearing pinnies if there is a colour clash.
- Games must start on time. Games will end no later than five (5) minutes before the next scheduled game, regardless of time played.
- Teams must supply 2 team rosters to the Field Marshall prior to the start of each game.
- Referees are BCSA registered and must have the full support of players, team officials and spectators. Any referee abuse will be reported to the appropriate district discipline committee.
- Players receiving a red card will be ejected from the tournament immediately and will be reported to the appropriate district discipline committee. Referee's game report will be final and no protests will be accepted.

Tiering:

- Every effort is made to put teams into Divisions of equal caliber. We have approximately 100 teams enter our tournament from all over the lower mainland and interior. For the most part, teams compete against teams in the same age group and same caliber. The tournament executive have the right to place teams in older age groups of lesser caliber if required.

Game Duration:

- U-10 will play 40 minutes (two 20 minute halves, 8v8)
- U-11 and U-12 will play 50 minutes (two 25 minute halves, 8v8)
- U-13, U14 and U15 will play 60 minutes (two 30 minute halves, 11v11)
- U-16 will play 70 minutes (two 35 minute halves, 11v11)
- There is no extra time for injury.

Player Rules:

- Players must be registered with BCSA: Coastal, in the 2007-2008 Season, Interior, in the 2008 season.
- If a team needs to pick up players to complete their roster, the players can only play on one team during at the tournament.
- No more than 3 players can be picked up on any team.
- Players must be equal or less than the caliber of the team they are being picked up by (for example, a Gold player can either play Gold or Metro, not Silver A or Silver B). In addition, a player can not play for a lower age group than they are registered to play in that year (for example, a U13 player can not play on a U12 team).
- All of the above is at the discretion of the Tournament Executive.

Scoring:

- Win 3 points
- Loss 0 points
- Tie 1 point
- Shut-Out 1 point
- Forfeit 4 points

There is a 5 point maximum per game. If a team is tied at the end of regulation play, then a 3 player shoot out will take place immediately after the game. If at the end of the shoot out, the teams are still tied, then a sudden death shoot out will take place. Only players that were on the field at the end of the game can participate in the shoot out. No player can take a second shot until all 11 players have gone, if necessary. This will continue until there is a winning team.

Example of Scoring:

0 – 0 Draw at the end of regulation time, both teams get 1 point for the tie and 1 point for the shut-out, with the additional 3 points going to the team that wins in the shoot-out for a total of 5 points to 2 points

If, at the end of all games being played, there is a tie in points, the tie will be broken in the following order:

- Head to head game
- Least number of cards issued (yellow and red), if any
- Most wins
- Most shut-outs
- Fewest number of goals against
- Most goals for

Player of the Game:

Each team will be responsible for selecting a “Player of the Game” on the opposing team after each game. The player is chosen by the entire team and coaches and is meant to recognize players that display discipline, determination, dedication, teamwork and good sportsmanship. At the end of the game, each team will give their selection to the Field Marshall and opposing Coaches where a small recognition award will be presented.