

BURLINGAME PAUL DE SENNA CUP RULES AND FORMAT

General-Rules/Guidelines

Round Robin tournament:

Every team plays same number of games – random seeding

Top scoring teams will move onto single-elimination games (e.g. semi-final and/or finals)¹

Scoring

Scoring for round-robin (non-elimination) games will be as follows:

- a. 6 Points will be awarded for a WIN
- b. 3 Points will be awarded for a TIE
- c. 0 Points will be awarded for a LOSS
- d. 1 Point will be awarded for each goal up to a maximum of 3/game.
- e. 1 Point will be awarded for a “shut out”, to include a 0-0 Tie.
- f. 1 Point will be DEDUCTED for each Player/Team Official receiving a YELLOW card.
- g. 2 Points will be DEDUCTED for each Player/Team Official receiving a RED card.
- h. 2 Points will be DEDUCTED for each Goal above a 5 Goal Differential.
- i. 3 Points will be DEDUCTED for violation of Substitution rules (see “Substitution of Players” for more details)
- j. A Forfeit will be recorded as a 1-0 Win (8 Points) to the opposing Team (or the score at the time the forfeit occurs if more advantageous).

Tie Breakers: These are used to determine who moves on from round-robin play if there is a tie in points. These are not used for elimination-games (i.e semi-finals, finals).

- a. Head-to-Head Cup record. If the teams played against each other in Cup play (not regular season games), the winning team breaks the tie.
- b. The team with the least number of goals scored against it during Cup play will break the tie.
- c. The team with the higher goal differential during Cup play (up to 3 goals per game) will break the tie.
- d. The final tiebreaker will be a “Coin Flip” for two tied teams or “Roll of the Die” for multiple tied teams.

[N.B. See Penalty Kicks section for tie breaking procedure for elimination-round games]

Substitutions of Players

- a. Substitution of players will be allowed approximately midway through each half and at halftime for 10U and 12U divisions. 14U division may use monitored free substitutions.
- b. Every player must play at least a half. Every player must play three quarters if any player plays four quarters. This includes time playing goalkeeper. The exception to this rule is if a player arrives late² or leaves early, or if a player is injured or cannot continue play, notify the referee so the game card can be filled out appropriately. Violation of this policy may result in loss points during round-robin play, or game forfeiture during the single-elimination stage.
- c. A winning team may obtain a substitution rule exemption from the referee, at the referee’s discretion, to balance the game and help prevent exceeding the goal differential. Examples: playing

¹ The number of single-elimination games per division will depend on a number of factors, such as # of teams in the Cup, and field space availability. Some divisions may only have a final (2 teams), others may have a semi-final (4 teams), etc.

² If a player arrives during the 1st quarter, they must play 2 quarters; during the 2nd or 3rd quarter, they must play a minimum of 1 quarter.

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with 1 less player or taking off the team's best player (even if this results in that player not playing 3 quarters), etc. Coaches shall use good judgment guided by AYSO's philosophies and not abuse the referee's discretion.

d. Violations of substitution rules will be discussed with the coaches and adjudicated on the field at the end of the match by the referee team.

e. 14U Matches using "Monitored Free Substitutions", ALL Players MUST play at least 1/2 the Match.

f. All substitutions must be approved and recognized by the referee. Substitutions may be made for injured players; however, they may not return until the beginning of the next quarter and will be considered as having played the current quarter (exception: an injured player that is not replaced may return to play at any time with the referee's permission).

A team forfeits if it has fewer than 5 players (10U), fewer than 6 players (12U), or fewer than 7 players (14U) at 5 minutes past the appointed start time in Mysoccerleague.com, or at the end of the prior game on the field where the game is to be played. E.g., if MSL-noted game time is noon, and the prior game is delayed such that its final whistle is at 12:10pm, forfeit time is 12:10pm, not 12:05pm.

If a team starts with the minimum number of players required to play and a player goes out for injury or any other reason, it is at that coach's discretion whether to continue play or forfeit at that time.

Semi-final & Final Tie-Breaker Procedures

If tied after regulation time:

1. Prior to the start of overtime, a new coinflip will occur to determine kick-off and direction of play.
2. Play 10-minute overtime (two 5-min halves). This is not sudden/Golden Goal victory -- the entire 10-minute period is played even if a team scores. Coin toss to determine kick-off for overtime. Teams will switch sides at the end of each 5-minute overtime period.
3. If still tied after overtime period, proceed to penalty kicks ([see IFAB Law 10](#)).

Overtime Substitutions:

For any of the overtime periods, players may only be substituted at the start of an overtime period. The only substitution permitted *during* an overtime period shall be for an injured player, in which case the injured player may return during the same period at a play stoppage. Any player that has participated in the game, regardless of their participation in any overtime period, may be substituted in at the start of any overtime period. Coaches are reminded of AYSO's philosophies, but regional substitution regulations shall not apply to overtime periods.