

EOSSAA SOCCER PLAYING REGULATIONS

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1. Date:

The EOSSAA Soccer Championship shall be held seven days prior to the OFSAA Championship.

2. Location:

Any school applying to host the EOSSAA Championship shall have at least two playing fields available for use in the Championship. The location of the championship will be determined at the EOSSAA Executive meeting in April of the previous year.

3. Convenor's Duties: please refer to the EOSSAA website (www.eossaa.ca).

4. Championship:

4.1. EOSSAA Championship Plaques:

There will be a plaque awarded to the champions and the finalists for each age group.

4.2. EOSSAA Championship Medallions:

The host school must have a set of 20 (minimum) gold medals for the championship team only.

4.3. Any League/school which declares intent to participate in a Championship is responsible for their share of the Championship cost and shall continue to be responsible for same whether or not they participate in the Championship. Until the Championship entry fees are paid up, that league/school shall forfeit participation in subsequent EOSSAA Championships. Replacement teams will not be responsible for paying an entry fee.

4.4. Report to the EOSSAA President all matters of misconduct of any person connected with a team belonging to the Championship within 48 hours.

5. Entry

5.1 Entry shall be accepted from local association convenors or designates only. Entry must include: School name, school phone and fax numbers, coach's name, home phone number and e-mail, team roster including first and last name on the completed Local Association and EOSSAA entry form and entry fee. Entry must be phoned and faxed or emailed. Senior teams must submit their letter of intent regarding OFSAA and must be submitted to the EOSSAA Convenor before play begins.

5.2 Each Local Association may enter one (1) team at each EOSSAA Girls/Boys championship, A, AA, AAA, Junior and Senior.

5.3 To facilitate the draw, additional entries shall be accepted on the following basis:

- i) an additional entry from the Local Association of the previous year's EOSSAA champions
- ii) an additional entry from the Local Association of the previous year's finalist/silver
- iii) an additional entry from the Local Association of the previous year's 3rd place team
- iv) an additional entry from the host Local Association.

5.4 maximum of two (2) entries shall be accepted from one (1) Local Association

5.5 entry must be received by the EOSSAA Soccer convenor no later than three (3) days prior to EOSSAA. No late entries will be accepted without discussion with the EOSSAA Championship coordinator.

5.6 each Local Association Soccer convenor must advise each EOSSAA Soccer convenor no later than 7 days prior to the EOSSAA Soccer Championship if the Local Association will or will not have an entry in each EOSSAA Soccer Championship. Each EOSSAA Soccer convenor must contact each Local Association Soccer convenor no later than seven (7) days prior to the EOSSAA Soccer Championship to determine if the Local Association will or will not have an entry in that championship.

5.7 Local Associations declaring intent to participate in a championship are responsible for their share of the championship cost whether or not they participate in the championship. Until these Championship entry fees are paid up, that school shall forfeit participation in any subsequent EOSSAA Championship.

5.8 Any suspensions or disciplinary actions in Local Association play shall be carried forward into EOSSAA competition. **The Local Association convenor shall be responsible for reporting such players and the nature of the disciplinary action on the EOSSAA entry form.**

5.9 When a Local Association member school qualifies for Junior and/or Senior EOSSAA and the member school moves players from the Junior team to the Senior team for the EOSSAA Championship, then the coach of the Junior team must advise the EOSSAA Junior convenor that the team has been diminished and list the player or players deleted from the Junior roster. The coach of the Senior team must advise the EOSSAA Senior Convenor that the Senior team has been enhanced by the Junior players and list the Junior player or players added to the Senior roster.

6. Tournament Structure and Procedure:

6.1 Junior teams will play a one-day tournament. Senior teams will play a two-day tournament (except when only 3 leagues declare representatives). See the appendix for detailed tournament structures.

6.2 One-Day Tournament Formats

6.2.1 If 6 Leagues declare an entry, the teams shall be divided into 2 pools of 3 teams each. Each pool shall play a round robin series within their own pool. The top team from each pool shall advance to the Championship game.

6.2.2 If 5 Leagues declare an entry, a sixth team should be added. If a sixth team cannot be found, then a round robin tournament shall be played. The team that wins the pool will be declared the champion.

6.2.3 Where a 4 team winner/loser draw is played, there shall be no tied games in this tournament. Instead, there shall be an overtime with silver goal (two 5 minute halves; then penalty shots, if tie remains).

6.2.4 If 3 Leagues declare an entry, a round-robin tournament shall be played. After pool play, the top two teams will play a sudden death match to determine the champion.

6.2.5 If 2 Leagues declare an entry, a sudden-death match shall be played to determine the champion.

6.2.6 If 1 League declares an entry, that team shall be declared the champion.

6.3 Two-Day Tournament Formats (senior only)

6.3.1 The championship will be hosted by the convenor at a suitable site with a minimum of two full size soccer fields along with the junior championship of the same gender.

6.3.2 The host team will be responsible for all costs associated with field lining, referees etc. The visiting teams will be responsible for their own travel cost.

6.3.3 If 6 Leagues declare an entry, a two-day tournament format will be used with the teams divided into 2 pools of 3 teams each.

Day 1: Each pool shall play a round robin series of games within their own pool.
Day 2: The top two teams from each pool shall advance to cross-over semifinals (1st Place pool A vs 2nd Place pool B and 1st Place pool B vs 2nd Place pool A).
The winners of the semifinal games will play the championship game.

6.3.6 If 5 Leagues declare an entry, a sixth team should be added. If a sixth team cannot be found, then a five team round robin tournament will be played over two days with the top two teams in pool standings playing each other in the championship game.

6.3.7 If 4 Leagues declare an entry, a two-day format will be used with all 4 teams playing each other in round robin play. The top two teams in pool standings will then play each other in the championship game.

6.3.8 If 3 Leagues declare an entry, a one-day three team format will be used. See article 6.2.4 above.

6.3.9 If 2 Leagues declare an entry, a two-day home and away aggregate score series will be used to determine the champion. A coin toss will be used to determine the host of the first game. Games will consist of 2 x 45 min halves. If after the two games, the aggregate score is tied a winner will be determined by:

1. the team with the greater number of away goals in regulation play.
2. the team with more goals after playing 2x10 min silver goal overtime periods.
3. the winner of a FIFA shootout.

6.3.10 If 1 League declares an entry, that team shall be declared the champion.

6.4 Teams must register thirty minutes before their first game time and must be ready to play when scheduled in subsequent games or face possible forfeiture.

7. Eligibility:

To represent their League, a school/student must be eligible for competition under the EOSSAA Constitution 1986 June (see Bylaw 4 - pages 16, 17, 18).

8. Rules:

The rules of soccer, as they appear in the FIFA handbook, shall govern play in the EOSSAA Championship, with the following exceptions:

8.1 Rest Periods – There will be a five minute rest period between halves or between regulation time and overtime (where necessary).

8.2 Number of players - No limit is set on the number of players that may be dressed, but only 20 awards will be given to the winners of each tournament.

8.3 Substitution - There is unlimited substitution. Substitution may occur at goal kicks, goals scored, own throw- ins with the other team able to piggy back and at half time or injury (referee's discretion).

8.4 Carded players:

8.4.1 Yellow card (caution) - Substitution for a yellow-carded player is compulsory (including the goalkeeper). This yellow-carded player is the only player who may be replaced at that time and he may re-enter the game at a regular substitution period.

8.4.2 Red card (dismissal) - A red-carded player must leave the field for the remainder of that game. No substitution is allowed for this player. This red-carded player may not play in his team's next game in the championship.

8.5 Standings in Pool Play

8.5.1 During pool play, the winning team will be awarded 3 pts.

8.5.2 During pool play, the losing team will be awarded 0 pts.

8.5.3 During pool play, tied games shall remain as such with each team being awarded one point. There will be a FIFA penalty shoot-out after the game to use as a tie breaker later on if needed.

8.6 After all pool play games have been played, if two or more teams have the same number of points, the following procedure will be followed to break the tie.

8.6.1 two teams tied

1. the winner of the game between the teams
2. better goal difference (with no more than 4 goals in any one game)
3. least number of goals against
4. most goals for (max of 4 in any one game)
5. FIFA penalty shootout

8.6.2 three teams tied

1. better goal difference (among games involving only the tied teams)
2. least number of goals against
3. most goals for (max of 4 in any one game)
4. 3 way penalty shoot out (see below)

8.6.3 Procedure for a 3-way shootout

1. Each of the three participating teams choose 11 players (including 1 goalie) to participate in the shootout. Call the teams A, B and C.
2. A coin toss should be used to determine which team is team A, team B and team C. Round 1: Each team representative tosses a coin. If all three coins come up the same, toss them again. The team that flips a coin different than the other two becomes team A. Round 2: With the remaining two teams, have one team representative call it and then flip a single coin. The team that wins the coin toss becomes team B. The other team becomes team C.
3. Each team selects their first 6 shooters for Rounds 1 and 2.
4. Round 1: Shooter A1 vs. Goalie B
Shooter B1 vs. Goalie C

- Shooter C1 vs. Goalie A
- Repeat Round 1 for shooters A2, B2, C2 and A3, B3, C3 from each team
- Round 2:** Shooter A4 vs. Goalie C
- Shooter C4 vs. Goalie B
- Shooter B4 vs. Goalie A
- Repeat Round 2 for shooters A5, B5, C5 and A6, B6, C6 from each team
- The team that has the most total goals after all six shooters in both Round 1 and Round 2 wins.
- 5. If all three teams are tied after Rounds 1 and 2 then Round 3 begins:
- Round 3:** Shooter A7 vs. Goalie B
- Shooter B7 vs. Goalie C
- Shooter C7 vs. Goalie A
- Shooter A8 vs. Goalie C
- Shooter C8 vs. Goalie B
- Shooter B8 vs. Goalie A
- The team that has the most total goals after Round 3 wins.
- Round 3 is repeated with different shooters until at least one team is eliminated.
- 6. If two teams are tied and have more goals than the other team after Round 2 or Round 3, then the team with the fewest goals is eliminated and the two teams remaining continue a sudden death shootout.
- 7. All 11 participants must shoot before a player may repeat as a shooter.

8.7 If the a semifinal or championship game is tied at the end of regulation time then

1. two ten minute periods with silver goal. Sliver goal means that if one team is winning after the first OT period, then they win the game.
2. if the game is still tied after two OT periods then a FIFA shootout will determine the champion.

9. Uniforms and Equipment:

9.1 All competitors are expected to dress in uniforms that are neat, clean and which maintain the integrity of the school's/Local Association's name, colours and logos. (A uniform shall consist of shirt, same colour and style of shorts, identical socks, shin guards, footwear.

9.2 No sport club insignia or uniform shall be permitted. Sponsorship recognition is permitted to be visible but must conform with placement guidelines.

9.3 Should a team member's uniform become soiled with blood or other body

fluid, the uniform must be removed. A substitute uniform may consist of another team member's uniform or an appropriate alternative.

9.4 Each team should bring an extra set of jerseys or pinnies of a different colour than their uniforms. Home team wears the pinnies. The second team named is the home team. The host Association should have a set of pinnies on hand, in case a team has forgotten their second jerseys.

9.5 All competitors must wear shin guards. Any competitor who does not have shin guards will not be permitted to play.

9.6 All jewelry, including studs, must be removed.

9.7 Any player with a playing cast must provide a doctor's note indicating if it is safe for her/him to play.

9.8 Any knee braces or casts must be approved by the organizing committee in consultation with the head referee before the first game of the Championship. Buckles, metal plate and screws must be covered.

9.9 Cleats: A player shall not wear anything which is dangerous to another Player. Football and baseball cleats are not permitted.

9.10 All participants must bring their own practice balls.

10. Expenses

10.1 An entry fee shall be charged which shall be sufficient to cover operating costs of the championship such as officials, awards, telephone & postage, first aid and any field costs.

11. Awards

11.1 Awards are available from Trophy Craft, see convenor's manual (www.eossaa.ca).

11.2 EOSSAA Championship trophy (1 year loan)
-BOYS SENIOR SOCCER CHAMPIONS
-BOYS JUNIOR SOCCER CHAMPIONS

11.3 EOSSAA Championship plaque (keepers)
-BOYS SENIOR SOCCER CHAMPIONS
-BOYS JUNIOR SOCCER CHAMPIONS

11.4 EOS5AA Championship medallions (keepers)
-BOYS SENIOR SOCCER CHAMPIONS

-BOYS JUNIOR SOCCER CHAMPIONS

11.5 EOSSAA Senior Soccer Champions shall be eligible to compete in the OFSAA Soccer Championship. This competition is normally held the first week in June.

12. Department:

12.1 Any school taking part in the EOSSAA tournament must have a staff member present at the Championship site. He/she is responsible for the behaviour of his/her team members throughout the EOSSAA Championship.

12.2 All team members are expected to abide by the regulations of the host school and abide by the EOSSAA Rules of Behaviour Form.

13. Jury Of Appeal :

The jury of appeal shall consist of three (3) individuals: the EOSSAA Soccer SAC chairperson or designate; the EOSSAA soccer convenor or designate and one other SAC member appointed by the convenor (i.e. SAC Rep from the championship site, the EOSSAA President, the EOSSAA Secretary, the EOSSAA Rep to OFSAA). The jury of appeal shall handle disputes which fall within the realm of:

- a) Tournament Structure and Procedure
- b) Rules and Officials
- c) Uniforms and Equipment

Tournament Structure and Procedure concerns shall be before play begins. A dispute must be submitted in writing to the EOSSAA Convenor or Designate together with a \$50.00 fee (refundable if dispute is upheld) within thirty (30) minutes except as in above, at conclusion of the game in which the incident under dispute occurred. Decisions of the Jury of Appeal shall be final.

14. Revisions:

14.1 Revisions to these Playing regulations can be made at the EOSSAA AGM by a majority vote of member schools present (1/vote/school)

14.2 Proposed revisions shall be presented in writing and circulated by the movers to all member schools and the Executive 21 calendar days before the AGM.

14.3 Proposed revisions shall be placed on the agenda prior to Convenors' Reports.

14.4 Copies of the proposed revisions shall be available to the meeting delegates, on the meeting day. This is the responsibility of the movers.

14.5 Approved revisions are effective immediately.

EOSSAA Soccer Appendix 1: One Day Tournament Formats

Appendix 1a: Double Six Team One Day Format

Letter indicates pool; Number indicates seed ranking

Double Six Team One Day Format			
Pool A	Pool B	Pool C	Pool D
A1	B2	C1	D2
A4	B3	C4	D3
A5	B6	C5	D6
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)			
Timeframe: 65 minutes per game (2 x 30 minute halves/ 5 minutes halftime)			

Schedule

Time	Field 1	Field 2
8:30 am	A1 vs A5	B2 vs B6
9:40 am	C1 vs C5	D2 vs D6
10:50 am	A1 vs A4	B2 vs B3
12:00 pm	C1 vs C4	D2 vs D3
1:10 pm	A4 vs A5	B3 vs B6
2:20 pm	C4 vs C5	D3 vs D6
3:30 pm	Pool A/B Championship Match (on field 1)	
4:30 or 4:45 pm	Pool C/D Championship Match (on field 1 or 2)	

Appendix 1b: Double Five Team One Day Format

Letter indicates pool; Number indicates seed ranking

Double Five Team One Day Format			
Pool A		Pool C	
A1	A3	C1	C3
A2	A4	C2	C4
	A5		C5
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)			
Timeframe: 55 minutes per game (2 x 25 minute halves/ 5 minutes halftime)			

1b Schedule

Time	Field 1	Field 2
8:30 am	A1 vs A4	C1 vs C4
9:30 am	A2 vs A5	C2 vs C5
10:30 am	A4 vs A3	C4 vs C3
11:30 am	A1 vs A2	C1 vs C2
12:30 pm	A3 vs A5	C3 vs C5
1:30 pm	C2 vs C4	A2 vs A4
2:30 pm	C1 vs C3	A1 vs A3
3:30 pm	C5 vs C4	A5 vs A4
4:30 pm	C2 vs C3	A2 vs A3
5:30 pm	C1 vs C5	A1 vs A5

**** The champion is determined by the winner of the pool after round robin.**

Appendix 1c: Double Four Team One Day Format

Letter indicates pool; Number indicates seed ranking.

Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)
Timeframe: 65 minutes per game (2 x 30 minute halves/ 5 minute halftime)

	Pool A	Pool C
	A1	C1
	A2	C2
	A3	C3
	A4	C4
Time	Field 1	Field 2
9:00 am	C1 vs C3	C2 vs C4
10:15 am	A1 vs A3	A2 vs A4
11:30 am	Winner (C1 vs C3) vs Loser (C2 vs C4)	Winner (C2 vs C4) vs Loser (C1 vs C3)
12:45 pm	Winner (A1 vs A3) vs Loser (A2 vs A4)	Winner (A2 vs A4) vs Loser (A1 vs A3)
2:00 pm	Pool C Championship game: Winners from 11:05 am games	
3:00 pm		Pool A Championship game: Winners from 12:15 pm games

Appendix 1d: Double Three Team One Day Format

Letter indicates pool; Number indicates seed ranking

Double Three Team One Day Format		
Pool A		Pool C
A1		C1
A2		C2
A3		C3
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)		
Timeframe: 65 minutes per game (2 x 30 minute halves/ 5 minutes halftime)		

1d Schedule

Time	Field 1	Field 2
9:00 am	A1 vs A2	C1 vs C2
11:00 am	A1 vs A3	C1 vs C3
1:00 pm	A2 vs A3	C2 vs C3
3:00 pm	1 st Pool A vs 2 nd Pool A	1 st Pool C vs 2 nd Pool C

Appendix 1e: Hybrid Five/Six Team One Day Format

Letter indicates pool; Number indicates seed ranking

Hybrid Five/Six Team One Day Format			
Pool A		Pool C	Pool D
A1	A2	C1	D2
A3	A4	C4	D3
	A5	C5	D6
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)			
Timeframe: Pool A: 55 min per game (2x25 minute halves/ 5 min halftime) Pools C&D: 65 min per game (2 x 30 minute halves/ 5 min halftime)			

1e Schedule

Time	Field 1	Field 2
8:30 am	A1 vs A4	A2 vs A5
9:30 am	C1 vs C5	D2 vs D6
10:45 am	A1 vs A2	A3 vs A5
11:45 am	C1 vs C4	D2 vs D3
1:00 pm	A2 vs A3	A4 vs A5
2:00 pm	C4 vs C5	D3 vs D6
3:15 pm	A3 vs A4	A1 vs A5
4:15 pm	Pool C/D Championship Match (on field 1)	
5:30 pm	A1 vs A3	A2 vs A4

**** Pool A: The champion is determined by the winner of the pool after round robin.**

Appendix 1f: Hybrid Four/Six Team One Day Format

Letter indicates pool; Number indicates seed ranking

Hybrid Four/Six Team One Day Format			
Four Team Pool		Six Team Pools	
Pool A		Pool C	Pool D
A1	A3	C1	D2
A2	A4	C3	D4
		C6	D5
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)			
Timeframe: All Games 65 min (2 x 30 minute halves/ 5 minute halftime)			

1f Schedule

Time	Field 1	Field 2
9:00 am	C1 vs C6	D2 vs D5
10:15 am	A1 vs A3	A2 vs A4
11:30 am	C1 vs C3	D2 vs D4
12:45 pm	SF1: Winner (A1 vs A3) vs Loser (A2 vs A4)	SF2: Winner (A2 vs A4) vs Loser (A1 vs A3)
2:00 pm	D4 vs D5	C3 vs C6
3:30 pm	Winner SF1 vs Winner SF2	
4:00 pm	1 st Pool C vs 1 st Pool D	

Appendix 1g: Hybrid Three/Six Team One Day Format

Letter indicates pool; Number indicates seed ranking

Hybrid Three/Six Team One Day Format		
Pool A	Pool B	Pool C
A1	B2	C1
A4	B3	C2
A5	B6	C3
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)		
Timeframe: 65 minutes per game (2 x 30 minute halves/ 5 minutes halftime)		

1g: Schedule

Time	Field 1	Field 2
8:30 am	A1 vs A5	B2 vs B6
9:40 am	C1 vs C2	
10:50 am	A1 vs A4	B2 vs B3
12:00 pm	C1 vs C3	
1:10 pm	A4 vs A5	B3 vs B6
2:20 pm	C2 vs C3	
3:30 pm	Pool A/B Championship Match (1 st Pool A vs 1 st Pool B)	
4:45 pm	Pool C Championship Match (1 st Pool C vs 2 nd Pool C)	

Appendix 1h: Hybrid Four/Five Team One Day Format

Letter indicates pool; Number indicates seed ranking

Hybrid Four/Five Team One Day Format			
Pool A		Pool C	
A1	A3	C1	C3
A2	A4	C2	C4
			C5
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)			
Timeframe: Pool A: 65 min per game (2 x 30 minute halves/ 5 min halftime) Pool C: 55 minutes per game (2 x 25 minute halves/ 5 min halftime)			

1h Schedule

Time	Field 1	Field 2
8:30 am	C2 vs C5	C1 vs C4
9:30 am	A1 vs A3	A2 vs A4
10:45 am	C1 vs C2	C4 vs C3
11:45 am	SF1: Winner (A1 vs A3) vs Loser (A2 vs A4)	SF2: Winner (A2 vs A4) vs Loser (A1 vs A3)
1:00 pm	C2 vs C4	C3 vs C5
2:00 pm	Winner SF1 vs Winner SF2	
3:15 pm	C1 vs C3	C4 vs C5
4:30 pm	C5 vs C1	C2 vs C3

**** Pool C: The champion is determined by the winner of the pool after round robin.**

Appendix 1i: Hybrid Three/Five Team One Day Format

Letter indicates pool; Number indicates seed ranking

Hybrid Three/Five Team One Day Format		
Pool A	Pool C	
A1	C1	C3
A2	C2	C4
A3		C5
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)		
Timeframe: Pool A: 65 min per game (2 x 30 minute halves/ 5 min halftime) Pool C: 55 minutes per game (2 x 25 minute halves/ 5 min halftime)		

1i Schedule

Time	Field 1	Field 2
8:30 am	C2 vs C5	C1 vs C4
9:30 am	A1 vs A2	
10:45 am	C1 vs C2	C4 vs C3
11:45 am	A1 vs A3	
1:00 pm	C2 vs C4	C3 vs C5
2:00 pm	A2 vs A3	
3:15 pm	C1 vs C3	C4 vs C5
4:15 pm	1 st Pool A vs 2 nd Pool A	
5:30 pm	C5 vs C1	C2 vs C3

**** Pool C: The champion is determined by the winner of the pool after round robin.**

Appendix 1j: Hybrid Three/Four Team One Day Format
Letter indicates pool; Number indicates seed ranking

Hybrid Three/Four Team One Day Format		
Pool A	Pool C	
A1	C1	C3
A2	C2	C4
A3		
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)		
Timeframe: All games 65 min per game (2 x 30 minute halves/ 5 min halftime)		

1j Schedule

Time	Field 1	Field 2
9:00 am	A1 vs A2	
10:15 am	C1 vs C3	C2 vs C4
11:30 am	A1 vs A3	
12:45 pm	SF1: Winner (C1 vs C3) vs Loser (C2 vs C4)	SF2: Winner (C2 vs C4) vs Loser (C1 vs C3)
2:00 pm	A2 vs A3	
3:15 pm	Winner SF1 vs Winner SF2	
4:30 pm	1 st Pool A vs 2 nd Pool A	

EOSSAA Soccer Appendix 2: Two Day Tournament Formats

Appendix 2a: Double Six Team Format

Letter indicates pool; Number indicates seed ranking

Double Six Team Format		Girls/ Boys	
Girls		Boys	
Pool A	Pool B	Pool C	Pool D
A1	B2	C1	D2
A3	B4	C3	D4
A6	B5	C6	D5
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)			
Timeframe: 85 minutes per game (2 x 40 minute halves/ 5 minutes halftime)			

2a Schedule

Day 1

Time	Category	Field 1	Field 2
9:00 am	Girls	A1 vs A6	B2 vs B5
10:30 am	Boys	C1 vs C6	D2 vs D5
12:00 pm	Girls	A1 vs A3	B2 vs B4
1:30 pm	Boys	C1 vs C3	D2 vs D4
3:00 pm	Girls	B4 vs B5	A3 vs A6
4:30 pm	Boys	D4 vs D5	C3 vs C6

Day 2

Time	Category	Field 1	Field 2
9:00 am	Girls -semifinal	1 st Pool A vs 2 nd Pool B	1 st Pool B vs 2 nd Pool A
10:30 am	Boys-semifinal	1 st Pool C vs 2 nd Pool D	1 st Pool D vs 2 nd Pool C
12:00 pm	Girls -final	Semifinal winners	
12:30 pm	Boys -final		Semifinal winners

Appendix 2b: Double Five Team Format

Letter indicates pool; Number indicates seed ranking

2b: Double Five Team Format		Girls / Boys	
Girls – Pool A		Boys – Pool C	
A1	A3	C1	C3
A2	A4	C2	C4
	A5		C5
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)			
Timeframe: 65 minutes per game (2 x 30 minute halves/ 5 minutes halftime)			

2b Schedule

Day 1

Time	Field 1 (girls)	Field 2 (boys)
10:00 am	A1 vs A4	C1 vs C4
11:15 am	A2 vs A5	C2 vs C5
12:30 pm	A4 vs A3	C4 vs C3
1:45 pm	A1 vs A2	C1 vs C2
3:00 pm	A3 vs A5	C3 vs C5

Day 2

Time	Field 1 (boys)	Field 2 (girls)
9:00 am	C1 vs C3	A1 vs A3
10:15 am	C2 vs C4	A2 vs A4
11:30 am	C5 vs C1	A5 vs A1
12:45 pm	C2 vs C3	A2 vs A3
2:00 pm	C4 vs C5	A4 vs A5
3:30 pm	1 st Pool C vs 2 nd Pool C	1 st Pool A vs 2 nd Pool A

Appendix 2c: Double Four Team Format

Letter indicates pool; Number indicates seed ranking

Double Four Team Format		Girls / Boys	
Girls – Pool A		Boys – Pool C	
A1	A3	C1	C3
A2	A4	C2	C4
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)			
Timeframe: 65 minutes per game (2 x 30 minute halves/ 5 minutes halftime)			

2c Schedule

Day 1

Time	Field 1	Field 2
11:00 am	A1 vs A4	A2 vs A3
12:15 pm	C1 vs C4	C2 vs C3
1:30 pm	A1 vs A2	A4 vs A3
2:45 pm	C1 vs C2	C4 vs C3
4:00 pm	A1 vs A3	A4 vs A2
5:15 pm	C1 vs C3	C4 vs C2

Day 2

Time		Field 1	Field 2
9:00 am	Semifinal	1 st Pool A vs 4 th Pool A	2 nd Pool A vs 3 rd Pool A
10:30 am	Semifinal	1 st Pool C vs 4 th Pool C	2 nd Pool C vs 3 rd Pool C
12:00 pm	Pool A Final	Pool A semifinal winners	
12:30 pm	Pool C Final		Pool C semifinal winners

Appendix 2d: Hybrid Five Team/Six Team Format
Letter indicates pool; Number indicates seed ranking

Hybrid Five/Six Team Format			
Five Team Pool		Six Team Pools	
Pool A		Pool C	Pool D
A1	A3	C1	D2
A2	A4	C3	D4
	A5	C6	D5
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)			
Timeframe: Five Team Pool (2 x 30 minute halves/ 5 minute halftime) Six Team Pool (2 x 40 minute halves/ 5 minute halftime)			

2d Schedule
Day 1

Time	Game Length	Field 1	Field 2
9:00 am	40 min halves	C1 vs C6	D2 vs D5
10:30 am	30 min halves	A1 vs A4	A2 vs A5
12:00 pm	40 min halves	C1 vs C3	D2 vs D4
1:30 pm	30 min halves	A4 vs A3	A1 vs A2
3:00 pm	40 min halves	D4 vs D5	C3 vs C6
4:30 pm	30 min halves	A3 vs A5	

Day 2

Time	Game Length	Field 1	Field 2
9:00 am	30 min halves	A1 vs A3	A2 vs A4
10:30 am	40 min halves	1 st Pool C vs 2 nd Pool D	1 st Pool D vs 2 nd Pool C
12:00 pm	30 min halves	A2 vs A3	A1 vs A5
1:30 pm	40 min halves	Six team championship	
2:00 pm	30 min halves		A5 vs A4*
3:00 pm*	30 min halves	Five team championship	

* If either A4 or A5 make the championship, the final will be played 30 min after A5 vs A4.

Appendix 2e: Hybrid Four Team/Six Team Format

Letter indicates pool; Number indicates seed ranking

Hybrid Four/Six Team Format			
Four Team Pool		Six Team Pools	
Pool A		Pool C	Pool D
A1	A3	C1	D2
A2	A4	C3	D4
		C6	D5
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)			
Timeframe: Four Team Pool (2 x 30 minute halves/ 5 minute halftime) Six Team Pool (2 x 40 minute halves/ 5 minute halftime)			

**2e Schedule
Day 1**

Time	Game Length	Field 1	Field 2
9:00 am	40 min halves	C1 vs C6	D2 vs D5
10:30 am	30 min halves	A1 vs A4	A2 vs A3
12:00 pm	40 min halves	C1 vs C3	D2 vs D4
1:30 pm	30 min halves	A4 vs A3	A1 vs A2
3:00 pm	40 min halves	D4 vs D5	C3 vs C6
4:30 pm	30 min halves	A3 vs A1	A4 vs A2

Day 2

Time	Game Length	Field 1	Field 2
9:00 am	30 min halves	1 st Pool A vs 4 th Pool A	2 nd Pool A vs 3 rd Pool A
10:30 am	40 min halves	1 st Pool C vs 2 nd Pool D	1 st Pool D vs 2 nd Pool C
12:00 pm	30 min halves	Pool A championship	
1:30 pm	40 min halves		Six team championship

Appendix 2f: Hybrid Four/Five Team Format
Letter indicates pool; Number indicates seed ranking

Hybrid Four/Five Team Format			
Four Team Pool		Five Team Pool	
Pool A		Pool C	
A1	A3	C1	C2
A2	A4	C3	C4
			C5
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)			
Timeframe: All games 65 min games 2 x 30 minute halves/ 5 minute halftime			

**2f Schedule
Day 1**

Time	Field 1	Field 2
9:00 am	A1 vs A4	A2 vs A3
10:30 am	C1 vs C4	C2 vs C5
12:00 pm	A4 vs A3	A1 vs A2
1:30 pm	C1 vs C2	C4 vs C3
3:00 pm	A3 vs A1	A4 vs A2
4:30 pm	C3 vs C5	

Day 2

Time		Field 1	Field 2
9:00 am		C1 vs C3	C2 vs C4
10:30 am	Semifinal	1 st Pool A vs 4 th Pool A	2 nd Pool A vs 3 rd Pool A
12:00 pm		C2 vs C3	C1 vs C5
1:30 pm	Final	Pool A semifinal winners	
2:00 pm			C5 vs C4*
3:00 pm*	Final	1 st Pool C vs 2 nd Pool C	

** If either C4 or C5 make the championship, the final will be played 30 min after C5 vs C4.*

Appendix 2g: Hybrid Three Team / Six Team Format

Letter indicates pool; Number indicates seed ranking

Hybrid Three Team / Six Team Format		
Six Team Pools (two day)		Three Team Pool (one day)
Pool A	Pool B	Pool C
A1	B2	C1
A3	B4	C2
A6	B5	C3
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)		
Timeframe: Pools A&B: 85 min per game (2 x 40 min halves/ 5 min halftime) Pool C: 65 min per game (2 x 30 min halves/ 5 min halftime)		

2g Schedule

Day 1

Time	Game Length	Field 1	Field 2
9:00 am	30 min halves	C1 vs C2	
10:15 am	40 min halves	A1 vs A6	B2 vs B5
11:45 am	30 min halves	C1 vs C3	
1:00 pm	40 min halves	A1 vs A3	B2 vs B4
2:30 pm	30 min halves	C2 vs C3	
3:45 pm	40 min halves	B4 vs B5	A3 vs A6
5:15 pm	30 min halves	1 st Pool C vs 2 nd Pool C	

Day 2

Time	Category	Field 1	Field 2
9:00 am	semifinal	1 st Pool A vs 2 nd Pool B	1 st Pool B vs 2 nd Pool A
11:00 am	final	Semifinal winners	

Appendix 2h: Hybrid Three Team/Five Team Format

Letter indicates pool; Number indicates seed ranking

Hybrid Three Team/Five Team Format			
Five Team Pool		Three Team Pool	
Pool A		Pool C	
A1	A3	C1	
A2	A4	C2	
	A5	C3	
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)			
Timeframe: All games 2 x 30 minute halves/ 5 minute halftime			

2h Schedule

Day 1

Time		Field 1	Field 2
9:00 am		C1 vs C2	
10:15 am		A1 vs A3	A2 vs A4
11:30 am		C1 vs C3	
12:45 pm		A2 vs A3	A1 vs A5
2:00 pm		C2 vs C3	
3:15 pm		A4 vs A5	A1 vs A2
4:30 pm		1 st Pool C vs 2 nd Pool C	

Day 2

Time		Field 1	Field 2
9:00 am		A1 vs A4	A3 vs A5
11:00 am		A4 vs A3	A2 vs A5
1:00 pm	championship	1 st pool A vs 2 nd Pool A	

Appendix 2i: Hybrid Three Team/Four Team Format

Letter indicates pool; Number indicates seed ranking

Hybrid Three Team/Four Team Format		
Four Team Pool		Three Team Pool
Pool A		Pool C
A1	A3	C1
A2	A4	C2
		C3
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)		
Timeframe: All games 2 x 30 minute halves/ 5 minute halftime		

2i Schedule

Day 1

Time	Field 1	Field 2
9:00 am	C1 vs C2	
10:15 am	A1 vs A4	A2 vs A3
11:30 am	C1 vs C3	
12:45 pm	A1 vs A2	A4 vs A3
2:00 pm	C2 vs C3	
3:15 pm	A1 vs A3	A4 vs A2
4:30 pm	1 st Pool C vs 2 nd Pool C	

Day 2

Time		Field 1	Field 2
9:00 am	Semifinal	1 st Pool A vs 4 th Pool A	2 nd Pool A vs 3 rd Pool A
11:00 am	Pool A Final	Pool A semifinal winners	

Appendix 3a: Double Six Team Format

Letter indicates pool; Number indicates seed ranking

Double Six Team Format			
Senior (two-day)		Junior (one-day)	
Pool A	Pool B	Pool C	Pool D
A1	B2	C1	D2
A3	B4	C4	D3
A6	B5	C5	D6
Facilities: two (2) fields, same site (Fields are within 15 minutes by bus)			
Timeframe: senior games - 85 minutes per game (2 x 40 minute halves/ 5 minutes halftime) junior games - 65 minutes per game (2 x 30 minute halves/ 5 minutes halftime)			

3a Schedule

Day 1

Time	Category	Field 1	Field 2
8:30 am	Junior	C1 vs C5	D2 vs D6
9:45 am	Senior	A1 vs A3	B2 vs B4
11:15 am	Junior	C4 vs C1	D3 vs D2
12:30 pm	Senior	A3 vs A6	B4 vs B5
2:00 pm	Junior	C5 vs C4	D6 vs D3
3:15 pm	Senior	A6 vs A1	B5 vs B2
5:00 pm	Junior - championship	1 st Pool C v 1 st Pool D	

Day 2

Time	Category	Field 1	Field 2
9:30 am	Senior - semifinal	1 st Pool A vs 2 nd Pool B	1 st Pool B vs 2 nd Pool A
12:00 pm	Senior – final/bronze	Gold- Semifinal winners	Bronze- Semifinal losers (optional)