

6TH ANNUAL SURDEL FAMILY DAY TOURNAMENT – FEB 11TH – 12TH, 2018

Tournament Format

All teams will play four (4) games unless the scheduled games are shortened or cancelled due to inclement weather or any unforeseen circumstances such as a critical injury, etc. Teams will be grouped into divisions according to age and gender and will play all their games within their assigned divisions.

The teams will play on artificial turf fields and or grass.

The groups will be created once the tournament registration is closed and will be posted by February 5th, 2018 at the latest with the tournament schedule. The groups will consist of the following:

- Groups of 4 teams will play 3 round robin games and a Final and 3 vs 4 game.
- Groups of 5 teams will play 4 round robin games.
- Groups of 8 teams will have 2 sub-groups and play 3 round-robin games and cross over to play one game 1 vs 1, 2 vs 2, 3 vs 3 and 4 vs 4.

The tournament committee reserves the right to alter the game formats and bracket configuration to enhance competition and to improve the overall quality of the tournament.

Points system

- 6 points for a win
- 1 point for a tie
- 0 points for a loss
- 1 point per goal scored (max. 3 per game)
- 1 point for a shut out

The maximum points per game are 10 (6 for a win, 3 for each goal and 1 for a shut out)

In the event of a forfeit, a score of 7 points will be awarded.

None of the results will be posted but kept for Tournament information to play like minded games. Please note we will not have medals and there is no official standings but each team will get the same thing in the spirit of Family Day and BC Soccer Guidelines.

Tie breaking:

If 2 teams are tied: (in the following order)

- Head to head
- Coin flip

Match format

All games will be played on Turf or Grass.

For U6 – U7 all games will consist of two 15 minute halves.

Games for U6 and U8 will use official size #3 balls.

For U8 – U9 all games will consist of two 22 minute halves for U10 – U12 two 30 minute halves.

Games for U9 - U12 will use official size #4 balls.

For U13 – U16 games will consist of two 35 minute halves.

Games for U13 - U16 will use official size # 5 balls.

All scores will be reported to the tournament headquarters by the referee following the match.

All games will begin on time. A tournament official may extend start of game up to 10 minutes if deemed “reasonable” to salvage the scheduled game.

Home teams are listed first on the schedule and are responsible for the following requirements:

- Change their jersey top if there is a colour conflict as determined by the referee.