

**THE PHIL CARPINI MEMORIAL**  
**INTOWN SOCCER TOURNAMENT**  
**OCTOBER 26 – OCTOBER 27, 2019**

This year, teams were assigned to groups of 3-5 teams based on results during the season, and then a random draw conducted on TV 34 on Monday night to determine their Saturday opponents. On Saturday each team plays two other teams from their group in the first round. The top two teams from each group would advance to the semifinals/finals on Sunday (4<sup>th</sup>/5<sup>th</sup> Grade Boys will have the top team in each flight plus the 2<sup>nd</sup> place team with the most points advancing to the semifinals/finals and 7<sup>th</sup>-9<sup>th</sup> Grade Girls the top 4 teams advance). Shootouts only occur in the semifinal rounds. Food vendors, bear building, raffles, juggling contest, balloon artist/juggler will be there as well.

**Format:**

Games for 3<sup>rd</sup>/4<sup>th</sup> grade girls and 3<sup>rd</sup> grade boys are four 11 minute quarters.

Games for 4<sup>th</sup>-6<sup>th</sup> grade boys, and 5<sup>th</sup>-9<sup>th</sup> grade girls and Coed HS are two 25 minute halves.

Games for 7<sup>th</sup>/9<sup>th</sup> grade boys are two 30 minute halves on Friday/Saturday and two 25 minute halves on Sunday

3<sup>rd</sup> Grade Boys: 8 teams—2 groups of 4 teams

4<sup>th</sup>/5<sup>th</sup> Grade Boys: 14 teams—1 group of 4 teams and 2 groups of 5 teams

6<sup>th</sup> Grade Boys: 6 teams – 2 groups of 3 teams

7<sup>th</sup>-9<sup>th</sup> Grade Boys: 7 teams—1 groups of 3 teams and 1 group of 4 teams

3<sup>rd</sup> /4<sup>th</sup> Grade Girls: 10 teams—2 groups of 5 teams

5<sup>th</sup>/6<sup>th</sup> Grade Girls: 8 teams—2 groups of 4 teams

7<sup>th</sup>-9<sup>th</sup> Grade Girls: 5 teams—1 group of 5 teams

10<sup>th</sup>-12<sup>th</sup> Grade Coed: 8 teams—2 groups of 4 teams

In the semi-finals, the team with the most points from the first round games will play the team with the least points and the 2nd and 3rd ranked teams will play each other--that is, 1st v 4th and 2nd v 3<sup>rd</sup>.

Semi-final games must be played out to determine a winner. For 3<sup>rd</sup>-6<sup>th</sup> grade only, we will play overtime 6v6 (7v7 for 5<sup>th</sup>/6<sup>th</sup> grade) for 5 minutes and then 5v5 (6v6 for 5<sup>th</sup>/6<sup>th</sup> grade) with no goalie for 5 minutes sudden death. If we are still tied, then FIFA penalty kick rules apply--each team takes five kicks; if still tied, each team takes one additional kick until the tie is broken. Separate overtime/shootout rules will be handed out before semi-final games specifically clarifying the rules for the coed program. For 7<sup>th</sup>-12<sup>th</sup> grade we will go immediately to FIFA penalty kicks.

Finals games if tied at the end of regulation, two 5-minute overtime periods “sudden death” will be played with teams changing goals after the first 5-minute period. If still tied at the end of the 10 minutes of overtime, then a draw shall occur and co-champions declared.

**Source of the Scoring System:**



**Scoring System**

The maximum number of points per game is 11 and it can be achieved with a 3-0 victory. Forfeits from any game will be counted as a 3-0 victory. Teams will earn points for advancement into the semi-finals play and to determine semi-final pairings based on the following system:

- 7 points for each win
- 3 points for each tie
- 0 points for each loss
- 1 point per goal up to a maximum of 3 points per game
- 1 point for a shutout

**Scoring System**

In case of a tie between two or more teams for a place in the semi-finals, the following tiebreakers will be used:

1. **Head-to-Head Play**--Only to break a tie between two teams with the same number of points; if three or more teams have the same number of points, Tie Breakers #2-#8 apply until only two teams are left, then TB #1 applies.
2. **Most Wins.**
3. **Fewest Losses.**
4. **Goal Differential**--Goals for minus goals against--maximum of a +/- 3 goal differential per game.
5. **Fewest Goals Allowed.**
6. **Total Goals Scored**--Based on a maximum goal differential of +3 per game.
7. **Shutout Victories.**
8. **Shutouts**--includes 0-0 ties.
9. **Standings during the season.**

Examples of the scoring/tie breaking system are as follows:

Score	Winner's Points	Loser's Points	W/L Goal Differential	Goals Scored	Score	Winner's Points	Loser's Points	W/L Goal Differential	Goals Scored
1-0	9	0	+1/-1	1/0	5-4	10	3	+1/-1	5/4
10-0	11	0	+3/-3	3/0	2-1	9	1	+1/-1	2/1
3-0	11	0	+3/-3	3/0	3-1	10	1	+2/-2	3/1
5-2	10	2	+3/-3	5/2	0-0	4	4	0/0	0/0
8-4	10	3	+3/-3	7/4	3-3	6	6	0/0	3/3
4-3	10	3	+1/-1	4/3	5-5	6	6	0/0	5/5

Team A	3-0	0-0	15 Points	1 Win	+3 Goal Differential	<b>0 Goals Allowed</b>	A is #1/B is #2
Team B	4-1	2-2	15 Points	1 Win	+3 Goal Differential	<b>3 Goals Allowed</b>	A did not play B
Team A	6-2	2-1	19 Points	2 Wins	<b>+4 Goal Differential</b>	3 Goals Allowed	A is #1
Team B	3-2	2-1	19 points	2 Wins	<b>+2 Goal Differential</b>	3 Goals Allowed	B is #2

## General Information

- All Livingston Soccer Club playing rules (including playing time!) apply.
- Coaches must check in with the site directors before the start of their games and make sure to have a game report form.
- Teams should have copies of game report form and should give the game report form to the site director at the end of the game
- Any player or coach receiving a Red Card will be subject to sanctions from the Enforcement Committee
- The referee will record the score of the game on the form, have each coach initial it, and return it to the **winning coach (or the home team coach in case of a tie) to bring back to the scorer's table. Remember—what you sign for is what the result will be.**
- At the end of the game, teams must shake hands off the field.
- Coaches must check with the Tournament Site Directors (at Heritage/Okner they will be at the tent) prior to leaving the field on Saturday to confirm that their team has a place in the semi-finals. Teams that finish early with a place position in doubt should come back to the field to check their status. Scoreboards will be at Mt. Pleasant till 5 and Okner till 6pm.
- If you are caught cheating on playing time, the Enforcement committee may suspend coaches or alter game scores at their discretion

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**OVERTIME PROCEDURE for 3<sup>rd</sup>-6<sup>th</sup>**  
**Grade**

**SEMI-FINALS**

**IN CASE OF A TIE AT THE END OF REGULATION PLAY OF A SEMI-FINAL GAME THE FOLLOWING RULES SHALL APPLY:**

- 1. A 5-MINUTE, SUDDEN DEATH OVERTIME WILL BE PLAYED IN A 6V6 FORMAT FOR GRADES 3-4 GIRLS AND GRADE 3 BOYS (7V7 FORMAT FOR GRADES 5-6 GIRLS AND GRADES 4-6 BOYS).**
- 2. IF THE GAME IS STILL TIED, A SECOND 5-MINUTE, SUDDEN DEATH OVERTIME WILL BE PLAYED IN A 5V5 FORMAT FOR GRADES 3-4 GIRLS AND GRADE 3 BOYS (6V6 FORMAT FOR GRADES 5-6 GIRLS AND GRADES 4-6 BOYS). WITH NO GOALIES; ANY PENALTY KICK DURING THIS PERIOD WILL BE TAKEN WITH ONE DEFENDER IN THE GOAL (DEFENDER CANNOT USE HIS/HER HANDS). IF THE DEFENDER USES HIS HANDS TO BLOCK A GOAL DURING THE PENALTY KICK, IT IS DEEMED A GOAL.**
- 3. IF THE GAME IS STILL TIED, A SHOOTOUT WILL TAKE PLACE (SEE SHOOTOUT RULES, ATTACHED)**

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# **SHOOT-OUT PROCEDURE**

**IN CASE OF A TIE AT THE END OF REGULATION TIME FOR GRADES 7-12, OR AT THE END OF OVERTIME FOR GRADES 3-6 FOR A SEMI-FINAL GAME THE FOLLOWING RULES WILL APPLY:**

- 1. EACH COACH WILL SELECT FIVE (5) PLAYERS TO COMPETE IN A PENALTY KICK SHOOT-OUT. THESE PLAYERS DO NOT HAVE TO BE ON THE FIELD AT THE END OF REGULATION TIME. A COIN FLIP, CALLED IN THE AIR BY THE HIGHER SEED, SHALL DETERMINE WHO SHOOTS FIRST AND WHO SHOOTS LAST. ALL TEN (10) PLAYERS WILL SHOOT UNLESS THERE IS A CLEAR WINNER BEFOREHAND.**
- 2. THE PENALTY KICK PLAY IS STARTED WITH THE REFEREE'S WHISTLE AFTER DETERMINING THAT THE GOALIE IS READY. THE GOALIE MUST STAND WITH BOTH HEELS TOUCHING THE GOAL LINE. HE/SHE MAY MOVE Laterally ALONG THE LINE. NOT UNTIL THE BALL IS KICKED MAY THE GOALIE LEAVE THE GOAL LINE.**
- 3. THE REFEREE WILL DETERMINE, BASED ON FIELD CONDITIONS, WHICH GOAL WILL BE USED. ALL PENALTY KICKS WILL BE TAKEN AT THE SAME GOAL.**
- 4. THE GOALIE IS ELIGIBLE TO TAKE ONE OF THE PENALTY KICKS.**
- 5. THE GOALIE MAY BE CHANGED DURING THE COURSE OF THE SHOOT-OUT.**
- 6. IF THE GAME IS STILL TIED AT THE END OF THE 5 VS. 5 SHOOT-OUT, SUDDEN DEATH ROUNDS WILL OCCUR USING THE REMAINING PLAYERS FROM THE TEAM WHO HAVE YET TO SHOOT. A ROUND WILL CONSIST OF ONE (1) PLAYER FROM EACH TEAM TAKING A PENALTY KICK.**
- 7. IF THE GAME IS STILL TIED AFTER ALL ELIGIBLE PLAYERS (IF ONE TEAM HAS MORE PLAYERS THAN THE OTHER – BOTH TEAMS USE THE SAME NUMBER OF ELIGIBLE PLAYERS SUBJECT TO THE MAXIMUM NUMBER OF PLAYERS ON THE FIELD AT THAT AGE LEVEL ( 7 for 3B and 3/4G, 9 FOR 5<sup>th</sup> /6<sup>th</sup> GRADE GIRLS AND 4<sup>th</sup>-6<sup>th</sup> GRADE BOYS AND 11 FOR 7<sup>th</sup> THROUGH 12<sup>th</sup> GRADE) HAVE TAKEN A PENALTY KICK THEN THE PLAYERS WHO PARTICIPATED IN THE ORIGINAL 5 VS. 5 PHASE WILL SHOOT AGAIN IN THE SAME ORDER AS THEY SHOT BEFORE. THIS TOO IS SUDDEN DEATH. 8. A MEMBER OF THE BOARD OF TRUSTEES WILL BE PRESENT THROUGHOUT THE SHOOT-OUT AND WILL HAVE THE ULTIMATE SAY IN THE PROCEEDINGS.**

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**OVERTIME PROCEDURE**

**FINALS ONLY**

**IN CASE OF A TIE AT THE END OF REGULATION PLAY OF A FINAL GAME THE FOLLOWING RULES SHALL APPLY:**

- 1. TWO (2) OVERTIME PERIODS OF FIVE (5) MINUTES EACH SHALL BE PLAYED.  
THIS IS SUDDEN DEATH!**
- 2. PRIOR TO THE START OF THE FIRST OVERTIME PERIOD THERE SHALL BE A COIN TOSS. THE HIGHER SEEDED TEAM SHALL CALL THE COIN IN THE AIR. THE WINNER OF THE COIN TOSS SHALL CHOOSE WHICH GOAL THEY WISH TO DEFEND. THE OTHER TEAM GETS TO KICK OFF.**
- 3. AT THE END OF THE FIRST FIVE (5) MINUTE OVERTIME THE TEAMS SHALL SWITCH ENDS. THE TEAM THAT DID NOT HAVE THE BALL TO START THE FIRST OVERTIME GETS TO KICK OFF TO BEGIN THE SECOND OVERTIME.**
- 4. IF THE GAME IS TIED AT THE END OF THE SECOND OVERTIME PERIOD THEN A DRAW SHALL OCCUR AND CO-CHAMPIONS DECLARED.**

## **REMINDERS FOR COACHES**

### **Positioning of Coaches**

- **Please stay within (approx.) 10 yards of midfield and on your team's side of midfield**
- **Please stand (at least) ONE FULL STEP BEHIND the sideline, and have your bench players do the same**
  - **This is critical to allow the ARs to move up and down the sideline and to see whether the ball has gone out of bounds**

### **Substitutions**

- **Have your substitutes at midfield, already knowing where (and for whom) they are entering the game**
  - **Do NOT send players onto the field until the referee has affirmatively waved them on**
    - **Just because it is a "legal" time to substitute does NOT mean that you HAVE to be allowed to substitute**
    - **This will reduce confusion (such as the ball being thrown into play while players are running on/off the field), leading to restarts, etc.**

### **Coaches Decorum**

- **Please do NOT engage in discussions with coaches from the other team regarding any calls (or non-calls)**
- **Do NOT step onto the field for any reason, other than to assist an injured player (and then only when signaled to do so by the Center Referee**
  - **Coaches who enter the field to criticize a call or argue with an official are subject to ejection (at the discretion of the center referee) and possible suspension for the duration of the tournament**





2019 Carpini Cup Score Card

Grade/Gender \_\_\_\_\_

Game # \_\_\_\_\_

Winning Team

Losing Team

Team Name \_\_\_\_\_

Score \_\_\_\_\_

Coaches Signature \_\_\_\_\_

Referee Signature \_\_\_\_\_

2019 Carpini Cup Score Card

Grade/Gender \_\_\_\_\_

Game # \_\_\_\_\_

Winning Team

Losing Team

Team Name \_\_\_\_\_

Score \_\_\_\_\_

Coaches Signature \_\_\_\_\_

Referee Signature \_\_\_\_\_