

weather, the score at the time of cancellation will be recorded if one half has been completed. Matches in progress but not with one half completed will be recorded as a 0-0 tie if cancellation is necessary. The Tournament Committee reserves the right to make whatever adjustments may be necessary in game length to proceed with the schedule following a delay(s) due to inclement weather. **If a portion of the tournament is canceled due to weather, the TOURNAMENT COMMITTEE will determine refunds and/or vouchers. Information will provided to all teams within 7 days.**

Division Standings: It is the responsibility of the team's contact person to keep up with their team's standings. In preliminary games, teams earn points as follows:

1. Three (3) points for a win (including forfeits).
2. One (1) point for a tie.
3. Zero (0) for a loss.
4. A team that forfeits any game shall continue to participate in the tournament but may not advance. All games will be counted as losses for that team regardless of score.
5. **A forfeit win shall count as a game. The score awarded to the winning team shall be 4-0.** Furthermore, all other games played by the forfeiting team shall be counted as losses (regardless of the actual outcome) and the opposing team(s) shall be awarded a win with a score of 4-0.
6. Teams playing in groups of 6 will advance from their division based on a team's total points, including the crossover game.

Tie Breakers: In the event teams are tied on the basis of points earned at the end of the regularly scheduled matches, the team's placement will be determined in accordance with the following sequential criteria:

1. Winner of head-to-head competition (this criteria not used if more than two teams tied).
2. Winner of most games.
3. **Team with fewest red cards (includes coaches)***
4. Total Net Score (goals scored less goals against per game) with a maximum differential of 4 goals per game. Example: team wins first game 3-2, loses second game 2-4, wins third game 6-0. Net scores: first game = +1, second game = -2, third game = +4(max). Total Net Score = +3.
5. Fewest goals allowed.
6. Kicks from the penalty mark as described below.

* For example if teams are tied after the first two Tie Breakers, the total number of red cards a team has received is used to determine advancement. If one team has had a player or coach receive a red card and the other team has had no players or coaches receive a red card, the team with no red cards advances. If one team has had two red cards and the other team one red card, then the team with one red card advances.

Offside: Offside will be called in all age divisions.

Overtime: There will be no overtime periods. Games that require a winner shall go straight to Penalty Kicks

Penalty Kicks: If taking kicks from the penalty mark (as defined in the FIFA Laws of the Game) must be used to determine a winner in the Division Standings, or the winner of a Final game, the format shall be as set forth in the FIFA "Laws of the Game" under "Instructions Regarding the Taking of Kicks from the Penalty Mark (in Knock-Out Competitions to Decide the Winner)". **Any team that leaves the premises or cannot be located for the penalty kick tiebreaker will not be considered.**

Schedules are subject to change. The BIT will make every effort to keep the schedule you have received but cannot be held responsible for schedule changes beyond our control. These changes may result in a game time earlier or later than your original schedule.

Zero Tolerance for Language

Foul language will not be tolerated. Referees are instructed to deal with foul language by ejecting or cautioning players.

No Pets are allowed at any of our venues.