

# Whitby Iroquois Soccer Club

## 2006-07 Indoor Season Playoff Rules & Guidelines

### General

- All players must get fair playing time throughout entire playoffs.
- All preliminary games will start on time. No grace time allowed.

### Preliminary Standings Determination

The following criteria will be used to determine Group winners, Runners up and Wildcards that will advance to post-preliminary Consolation and Championship play.

Tied games in preliminary round stand. **NO OVERTIME.**

1. Most points - 3 points per win, 1 point per tie
2. Most wins
3. Winner of head to head game
4. Best goal difference (goals for minus goals against)
5. Least goals against
6. Coin toss supervised by convenor or club official

### Penalty Kicks For Semi-Final and Final Games

In case of a tie in Consolation and Championship matches, there will be **NO OVERTIME.** Penalty kicks shall be taken as follows:

- All players including those on the bench are eligible to be chosen to take kicks and/or play goal
- 5 different players from each team are selected to take kicks. The team scoring the most goals shall be declared the winner and the score recorded as 1 - 0
- If still tied 1 different player from each team will shoot until one team scores and the other misses. The scoring team will be declared the winner

Once a player has taken a kick, that player shall not take another unless all other players on the team have participated in taking kicks.

**NOTE:** *No game result shall be recorded with more than a 5 goal difference.  
i.e. If result is 10 – 2, the score shall be recorded as a 7-2 win.*

### Game format and duration

Preliminary round	1 X 25 minute period	- U14, U16, U18, U20
	4 X 5 minute period	- U10, U12

Championship and Consolation round	2 X 25 minute periods	- U14, U16, U18, U20
	8 X 5 minute periods	- U10, U12