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|  **2024 MMYSA TOURNAMENT RULES**- Each team will play 2 games each between Friday & Saturday. |  |  |  |  |  |
| - Seeding’s are based on regular season standings. The #1 and #2 seeds in each division will play against each other on Saturday. |  |
| - The top 2 teams in each division after Saturday will play for 1st and 2nd place on Sunday. |  |  |  |  |
| - The next 2 teams in each division after Saturday will play for 3rd place on Sunday. |  |  |  |  |
| - If any game on Sunday ends in a tie there will be a shootout to determine the winner (see shootout rules below). |  |  |
| - All games will consist of (4) 12min qtrs. 2 min between qtrs. 4min halftime. |  |  |  |  |  |
| - All teams must check in at the check in table 15min before game time for equipment check. |  |  |  |
| - All teams must leave the field immediately after the game so the next game can start on time. |  |  |  |
| - Yellow cards carry over from game to game. Two yellows equal a red and the player will be ejected from that game and the next game. |  |
| - If a player receives a yellow card they must exit the game for a min of 3 min. |  |  |  |  |
| - Subs are not allowed on a red card and the team must play down a player. |  |  |  |  |  |
| - Every player must play a minimum of 50% per SAY rules, NO EXCEPTIONS. |  |  |  |  |
| - If a team is forced to play down due to a lack of players, their opponent must also play down. |  |  |  |
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| **Shootout Rules** |  |  |  |  |  |  |  |  |  |
| - A goalie must be assigned per team prior to the shootout and the goalie is not allowed to attempt a shot. |  |  |  |
| - Each team will be allowed 5 shots by 5 different players (at least 1 girl per team) and each team will alternate. |  |  |
| - A coin flip (or rock, paper, scissors) will determine which team shoots first. |  |  |  |  |  |
| - All players & coaches except for the shooter and goalie must remain on the sidelines or behind midfield. |  |  |  |
| - Opposing players are not allowed to distract the shooter. If they do and the shooter misses and re-take will be issued. |  |  |
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| **Tie Breakers** |  |  |  |  |  |  |  |  |  |
| 1. Head to head (tournament) |  |  |  |  |  |  |  |  |
| 2. Fewest goals allowed (tournament) |  |  |  |  |  |  |  |
| 3. Goal Differential (tournament) |  |  |  |  |  |  |  |
| 4. Goals Scored (tournament) |  |  |  |  |  |  |  |  |
| 5. Fewest goals allowed (reg season) |  |  |  |  |  |  |  |
| 6. Goal Differential (reg season) |  |  |  |  |  |  |  |
| 7. Goals Scored (reg season) |  |  |  |  |  |  |  |  |
| 8. Regular season wins |  |  |  |  |  |  |  |  |
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| **Point System** |  |  |  |  |  |  |  |  |  |
| Win = 6pts |  |  |  |  |  |  |  |  |  |  |
| Tie = 3pts |  |  |  |  |  |  |  |  |  |  |
| Loss = 0pts |  |  |  |  |  |  |  |  |  |  |
| Goal = 1pt up to 3pts max |  |  |  |  |  |  |  |  |
| Shutout = 1pt |  |  |  |  |  |  |  |  |  |