

2011 CALIFORNIA STATE CHAMPIONSHIPS/Bay Area Senior Games

Format: Tournament format will be pool play with the top four teams (at minimum) advancing to a playoff bracket. Every effort will be made to provide teams with a minimum of three games the 1st day of round robin play with a minimum total of five games for the two day tournament. The Bay Area Senior Games reserves the right to change the tournament format for any age division based on entry numbers, space restrictions or other circumstances. Age divisions are: M50-59, W50-59, M60-64, W60-64, M65+ and W65+. Seeding for playoff brackets will be based on points earned during the round robin play. Scoring system is as follows: 7 points maximum per team, per game. 3 for win, 1 for draw, 1 for each goal up to 3, 1 for shut-out (including a 0-0 tie).

- Examples: Team A beats Team B by 3-0. Team A gets 7 points (3 for win, 3 for goals scored and 1 for a shutout), Team B gets 0. Team A beats Team B by 5-4. Team A gets 6 points, Team B gets 3. For a 2-2 draw both teams would get 3 points. For a 4-4 draw both teams would get 4 points. A 0-0 draw would give each team 2 points (1 for a draw and 1 for a shutout). If two teams are tied in the standings after pool play, seeding will be determined in the following order: Win/loss record, Head to Head results, Difference of goals scored and goals allowed, Goals Scored, and finally a Coin Toss.

A draw at the end of an elimination playoff game will be broken by a shoot-out of 5 penalty kicks from the penalty mark per team. If teams are still tied, each team gets 1 kick from the penalty mark until tie is broken.

Rules:

- This tournament will be conducted in accordance with U.S. Soccer Federation rules, except as modified herein.
- The game shall be played by two teams of seven field players and one goalkeeper each. Teams must have a minimum of five field players and one goalkeeper on the field to start a game.
- The game shall be played on a field that will be smaller than a regulation size field with full-size goals, approximately 80 yards long and 55/60 yards wide. The penalty area will be marked as a 14-yard semi-circle radiating from the center of the goal. Penalty kicks will be taken from 12 yards. Goal kicks will be taken from a 6-yard line within the penalty area.
- A game consists of two halves of twenty minutes plus a five-minute intermission.
- Substitutions - Teams may substitute an unlimited number of players at the following breaks in the game after receiving the referee's acknowledgement:
 - After a goal – Both teams may substitute before the kick off.
 - Own goal kick - Note: If team A substitutes when it is their ball (goal kick, throw in, or corner kick) only then can team B substitute. The reverse is true when team B has the ball.
 - Own throw in - Note: If team A substitutes when it is their ball (goal kick, throw in, or corner kick) only then can team B substitute. The reverse is true when team B has the ball.
 - Own corner kick - Note: If team A substitutes when it is their ball (goal kick, throw in, or corner kick) only then can team B substitute. The reverse is true when team B has the ball.
- NO substitutions except as noted above and ONLY with the referee's acknowledgement.
- Maximum roster size is 14 players.
- The offside rule is suspended. Players may not "crowd" the goalkeeper inside the penalty area. For a crowding offense the referee awards an indirect free-kick to the opposite team taken from the spot where the offense occurred.
- Any player ejected (red card) will be suspended for the balance of the tournament.
- Games will be officiated by one referee.