

## 2016 BURLINGAME CUP RULES AND FORMAT

**Under 14 Boys: 6 Teams**

**35 minute halves**

### CUP WINNER ADVANCES TO AREA TOURNAMENT

#### **Burlingame Cup Format:**

Round Robin tournament

Every team plays two (2) games - Seeded

Top two (2) teams with most points advance to Final Round

Next two (2) teams with most points advance to 3<sup>rd</sup> Place game

Points: Win = 6, Tie = 3, Goals = 1 (max 3 per game)

Round Robin tie-breaking criteria:

1. Head-to-head **Cup** record
2. Goal differential (up to 4 per game)
3. Fewest goals allowed (up to 4 per game)
4. Most goals scored (up to 4 per game)
5. Coin toss

Championship Games tie breaking method

1. 6 minute overtime (3 min halves)
2. Kicks from the Mark

All games at **FRANKLIN**

ROUND ROBIN					3 <sup>rd</sup> PLACE GAME				
DATE	TIME	FIELD	HOME	VISITOR	DATE	TIME	FIELD	HOME	VISITOR
10/30	8:00 AM	Franklin	Seed 1	Seed 6	11/6	8:30 AM	Franklin	Winner 3	Winner 4
SUN	9:30 AM	Franklin	Seed 2	Seed 5	SUN				
	11:00 AM	Franklin	Seed 3	Seed 4					
ROUND ROBIN					FINAL				
11/5	9:30 AM	Franklin	Seed 4	Seed 2	Final:				
SAT	11:00 AM	Franklin	Seed 5	Seed 1	11/6	12:30 PM	Franklin	Winner 1	Winner 2
	12:30 pm	Franklin	Seed 6	Seed 3					

#### Final Tie-Breaker Procedures

##### **Tied after regulation time:**

1. Play 6 minute overtime (3 min halves). These are not Golden Goal periods, i.e. the entire six minutes are played even if a team scores.
2. If still tied after overtime period, proceed to kicks from the mark.

##### **Kick from the Mark Procedures for U14**

1. Coaches should number all team members in shooting order **prior to game**.
2. If game is tied after the two 3 minute overtime periods, assemble the players on the field from each team in center circle.
3. The first five from each team will take their kicks. Goal keeper may be one of the five.
4. Coin toss for first kick.
5. Teams alternate kicks until all ten players have kicked.
6. If game is still tied after the first five from each team, go into sudden victory kicks from the mark.
7. Proceed with the 6th kicker. If still tied, 7th, etc. until the tie is broken.
8. Only players on the field in the last overtime participate in the kicks from the mark.

## 2016 BURLINGAME CUP RULES AND FORMAT

**Under 14 Girls: 4 Teams**

**35 minute halves**

### CUP WINNER ADVANCES TO AREA TOURNAMENT

#### **Burlingame Cup Format:**

Scheduled Game

Every team plays one game – Scheduled to round out season

Semi Final Format:

1. Seeded Semi-Final – All teams play
2. Winner of each game goes to Championship
3. Loser of each game goes to 3<sup>rd</sup> place game

Championship Games tie breaking method

1. 6 minute overtime (3 min halves)
2. Kicks from the Mark

All games at **FRANKLIN**

SCHEDULED					3 <sup>rd</sup> PLACE GAME				
DATE	TIME	FIELD	HOME	VISITOR	DATE	TIME	FIELD	HOME	VISITOR
<b>10/30</b>					<b>11/6</b>	10:30 AM	Franklin	Loser 2	Loser 1
<b>SUN</b>	12:30 PM	Franklin	U14G-01	U14G-02	<b>SUN</b>				
	2:00 PM	Franklin	U14G-04	U14G-03					
SEMI-FINAL					FINAL				
<b>11/5</b>	8:00 AM	Franklin	Seed 1	Seed 4	<b>Final:</b>				
<b>SAT</b>	2:00 PM	Franklin	Seed 2	Seed 3	<b>11/6</b>	2:30 PM	Franklin	Winner 1	Winner 2

#### **Final Tie-Breaker Procedures**

**Tied after regulation time:**

1. Play 6 minute overtime (3 min halves). These are not Golden Goal periods, i.e. the entire six minutes are played even if a team scores.
2. If still tied after overtime period, proceed to kicks from the mark.

**Kick from the Mark Procedures for U14**

1. Coaches should number all team members in shooting order **prior to game**.
2. If game is tied after the two 3 minute overtime periods, assemble the players on the field from each team in center circle.
3. The first five from each team will take their kicks. Goal keeper may be one of the five.
4. Coin toss for first kick.
5. Teams alternate kicks until all ten players have kicked.
6. If game is still tied after the first five from each team, go into sudden victory kicks from the mark.
7. Proceed with the 6th kicker. If still tied, 7th, etc. until the tie is broken.
8. Only players on the field in the last overtime participate in the kicks from the mark.

## 2016 BURLINGAME CUP RULES AND FORMAT

**Under 12 Boys: 10 Teams**

**30 minute halves**

**CUP WINNER ADVANCES TO AREA TOURNAMENT**

**Burlingame Cup Format:**

Round Robin tournament

Every team plays two (2) games - Seeded

Top four (4) teams with most points advance to Semi-Final Round

Points: Win = 6, Tie = 3, Goals = 1 (max 3 per game)

Round Robin tie-breaking criteria:

1. Head-to-head **Cup** record
2. Goal differential (up to 4 per game)
3. Fewest goals allowed (up to 4 per game)
4. Most goals scored (up to 4 per game)
5. Coin toss

Semi-final & Championship Games tie breaking method

1. 6 minute overtime (two 3 min halves)
2. Burlingame Cup shoot-out

All games at **BAYSIDE PARK**

ROUND ROBIN				
DATE	TIME	FIELD	HOME	VISITOR
<b>10/30</b>	8:00 AM	Bayside	Seed 1	Seed 10
<b>SUN</b>	9:10 AM	Bayside	Seed 2	Seed 9
	10:20 AM	Bayside	Seed 3	Seed 8
	11:30 AM	Bayside	Seed 4	Seed 7
	12:40 PM	Bayside	Seed 5	Seed 6
<b>11/05</b>	8:00 AM	Bayside	Seed 3	Seed 9
<b>SAT</b>	9:10 AM	Bayside	Seed 4	Seed 6
	10:20 AM	Bayside	Seed 1	Seed 8
	11:30 AM	Bayside	Seed 5	Seed 7
	12:40 PM	Bayside	Seed 2	Seed 10

SEMIS & FINAL				
DATE	TIME	FIELD	HOME	VISITOR
<b>11/06</b>	9:00 AM	Bayside	Winner 2	Winner 3
<b>SUN</b>	10:30 AM	Bayside	Winner 1	Winner 4
<b>Final:</b>				
<b>11/06</b>	2:00 PM	Bayside	1/4 Winner	2/3 Winner
<b>SUN</b>				

### Semi-final & Final Tie-Breaker Procedures

**Tied after regulation time:**

1. Play 6 minute overtime (3 min halves). These are not Golden Goal periods, i.e. the entire six minutes are played even if a team scores.
2. If still tied after overtime period, proceed to **Burlingame Cup Shoot-Out Procedures**.

**Burlingame Cup Procedures:**

1. If still tied after the first 6 minute overtime period, one player from each team is removed from the field, and the teams play one 3 minute period **with NO Goalkeepers**. From this period on, all periods are Golden Goal periods - the first team to score a goal is the game winner.
2. If the game is still tied at the end of the overtime period, 2 more players from each team are removed from the field, and the teams play for another 3 minute period. If no goals are scored, 3 minute overtime periods continue with 2 fewer players until only 2 players from each team remain. The game continues until someone scores. There are no Offside infractions with only 2 players on the field.

## 2016 BURLINGAME CUP RULES AND FORMAT

**Under 12 Girls: 8 Teams**

**30 minute halves**

**CUP WINNER ADVANCES TO AREA TOURNAMENT**

**Burlingame Cup Format:**

Round Robin tournament

Every team plays two (2) games - Seeded

Top four (4) teams with most points advance to Semi-Final Round

Points: Win = 6, Tie = 3, Goals = 1 (max 3 per game)

Round Robin tie-breaking criteria:

1. Head-to-head **Cup** record
2. Goal differential (up to 4 per game)
3. Fewest goals allowed (up to 4 per game)
4. Most goals scored (up to 4 per game)
5. Coin toss

Championship Games tie breaking method

1. 6 minute overtime (two 3 min halves)
2. Burlingame Cup shoot-out

All games at **CUERNAVACA**

ROUND ROBIN				
DATE	TIME	FIELD	HOME	VISITOR
<b>10/30</b>	8:00 AM	Cuernavaca	Seed 1	Seed 8
<b>SUN</b>	9:15 AM	Cuernavaca	Seed 3	Seed 7
	10:30 AM	Cuernavaca	Seed 2	Seed 6
	11:45 AM	Cuernavaca	Seed 4	Seed 5
<b>11/05</b>	8:00 AM	Cuernavaca	Seed 3	Seed 5
<b>SAT</b>	9:15 AM	Cuernavaca	Seed 4	Seed 6
	10:30 AM	Cuernavaca	Seed 2	Seed 8
	11:45 AM	Cuernavaca	Seed 1	Seed 7

SEMIS & FINAL				
DATE	TIME	FIELD	HOME	VISITOR
<b>11/6</b>	9:00 AM	Cuernavaca	Winner 2	Winner 3
<b>SUN</b>	11:00 PM	Cuernavaca	Winner 1	Winner 4
<b>Final:</b>				
<b>11/6</b>	2:30 PM	Cuernavaca	1/4 Winner	2/3 Winner

### Final Tie-Breaker Procedures

**Tied after regulation time:**

1. Play 6 minute overtime (3 min halves). These are not Golden Goal periods, i.e. the entire six minutes are played even if a team scores.
2. If still tied after overtime period, proceed to **Burlingame Cup Shoot-Out Procedures**.

**Burlingame Cup Procedures:**

1. If still tied after the first 6 minute overtime period, one player from each team is removed from the field, and the teams play one 3 minute period **with NO Goalkeepers**. From this period on, all periods are Golden Goal periods - the first team to score a goal is the game winner.
2. If the game is still tied at the end of the overtime period, 2 more players from each team are removed from the field, and the teams play for another 3 minute period. If no goals are scored, 3 minute overtime periods continue with 2 fewer players until only 2 players from each team remain. The game continues until someone scores. There are no Offside infractions with only 2 players on the field.

## 2016 BURLINGAME CUP RULES AND FORMAT

**Under 10 Boys: 16 Teams**

**25 minute halves**

**CUP WINNER ADVANCES TO AREA TOURNAMENT**

**Burlingame Cup Format:**

Round Robin tournament

- Teams with insufficient CVP points will not be included in the Burlingame Cup
- Every team plays two (2) games – Standings Divides into Groups A and B (8 & 8)
- Group A is seeded by standings; Group B is seeded by Blind Draw
- Top four (4) Teams in each group advance to Semi-Final Round
- Group A plays for Cup Championship, Group B Plays for Consolation Game
- Points: Win = 6, Tie = 3, Goals = 1 (max 3 per game)

Round Robin tie-breaking criteria:

1. Head-to-head **Cup** record
2. Goal differential (up to 4 per game)
3. Fewest goals allowed (up to 4 per game)
4. Most goals scored (up to 4 per game)
5. Coin toss

Semi-final & Championship Games tie breaking method

1. 6 minute overtime (3 min halves)
2. Burlingame Cup Shoot-Out

All games are at **Murray**

ROUND ROBIN					SEMIS & FINAL				
DATE	TIME	FIELD	HOME	VISITOR	DATE	TIME	FIELD	HOME	VISITOR
<b>10/30</b>	8:30 AM	Murray (S)	Draw A1	Draw A8	<b>Semis</b>	8:30 AM	Murray (S)	A Group 2	A Group 3
<b>SUN</b>	8:30 AM	Murray (N)	Draw A2	Draw A6	<b>11/06</b>	8:30 AM	Murray (N)	A Group 1	A Group 4
	9:30 AM	Murray (S)	Draw A3	Draw A7	<b>SUN</b>	10:00 AM	Murray (S)	B Group 1	B Group 4
	9:30 AM	Murray (N)	Draw A4	Draw A5		10:00 AM	Murray (N)	B Group 2	B Group 3
	10:30 AM	Murray (S)	Draw B6	Draw B8					
	10:30 AM	Murray (N)	Draw B1	Draw B3					
	11:30 AM	Murray (S)	Draw B2	Draw B4					
	11:30 AM	Murray (N)	Draw B5	Draw B7					
<b>11/05</b>	8:30 AM	Murray (S)	Draw A4	Draw A6	<b>Finals</b>				
<b>SAT</b>	8:30 AM	Murray (N)	Draw A3	Draw A5	<b>11/06</b>	1:00 PM	Murray (S)	A 1/4 Winner	A 2/3 Winner
	9:30 AM	Murray (S)	Draw A2	Draw A8	<b>SUN</b>				
	9:30 AM	Murray (N)	Draw A1	Draw A7					
	10:30 AM	Murray (S)	Draw B1	Draw B8	Consolation	1:00 PM	Murray (N)	B 1/4 Winner	B 2/3 Winner
	10:30 AM	Murray (N)	Draw B4	Draw B5					
	11:30 AM	Murray (S)	Draw B3	Draw B6					
	11:30 AM	Murray (N)	Draw B2	Draw B7					

**Semi-final & Final Tie-Breaker Procedures**

**Tied after regulation time:**

1. Play 6 minute overtime (3 min halves). These are not Golden Goal periods, i.e. the entire six minutes are played even if a team scores.
2. If still tied after overtime period, proceed to **Burlingame Cup Shoot-Out Procedures**.

**Burlingame Cup Shoot-Out Procedures:**

1. If still tied after the first 6 minute overtime period, one player from each team is removed from the field, and the teams play one 3 minute period **with NO Goalkeepers**. From this period on, all periods are Golden Goal periods - the first team to score a goal is the game winner.
2. If the game is still tied at the end of the overtime period, 2 more players from each team are removed from the field, and the teams play for another 3 minute period. If no goals are scored, 3 minute overtime periods continue with 2 fewer players until only 2 players from each team remain. The game continues until someone scores. There are no Offside infractions with only 2 players on the field.

## 2016 BURLINGAME CUP RULES AND FORMAT

**Under 10 Girls: 14 Teams**  
**CUP WINNER ADVANCES TO AREA TOURNAMENT**

**25 minute halves**

**Burlingame Cup Format:**

Round Robin tournament

- Teams with insufficient CVP points will not be included in the Burlingame Cup
- Every team plays two (2) games – Standings Divides into Groups A and B (8 & 6)
- Group A is seeded by standings; Group B is seeded by Blind Draw
- Top four (4) Teams in each group advance to Semi-Final Round
- Group A plays for Cup Championship, Group B Plays for Consolation Game
- Points: Win = 6, Tie = 3, Goals = 1 (max 3 per game)

Round Robin tie-breaking criteria:

1. Head-to-head **Cup** record
2. Goal differential (up to 4 per game)
3. Fewest goals allowed (up to 4 per game)
4. Most goals scored (up to 4 per game)
5. Coin toss

Semi-final & Championship Games tie breaking method

1. 6 minute overtime (3 min halves)
2. Burlingame Cup Shoot-Out

All games are at **Osberg**

ROUND ROBIN					SEMIS & FINAL				
DATE	TIME	FIELD	HOME	VISITOR	DATE	TIME	FIELD	HOME	VISITOR
<b>10/30</b>	10:00 AM	Osberg	Draw A1	Draw A8	<b>Semis</b>	8:00 AM	Osberg	A Group 2	A Group 3
<b>SUN</b>	11:00 AM	Osberg	Draw A2	Draw A7	<b>11/06</b>	9:30 AM	Osberg	A Group 1	A Group 4
	12:00 PM	Osberg	Draw A3	Draw A6	<b>SUN</b>	11:00 AM	Osberg	B Group 1	B Group 4
	1:00 PM	Osberg	Draw A4	Draw A5		12:30 PM	Osberg	B Group 2	B Group 3
	2:00 PM	Osberg	Draw B1	Draw B3					
	3:00 PM	Osberg	Draw B2	Draw B4					
	4:00 PM	Osberg	Draw B5	Draw B6					
<b>11/05</b>	10:00 AM	Osberg	Draw A4	Draw A7	<b>Finals</b>				
<b>SAT</b>	11:00 AM	Osberg	Draw A3	Draw A5	<b>11/06</b>	2:00 PM	Osberg	A 1/4 Winner	A 2/3 Winner
	12:00 PM	Osberg	Draw A2	Draw A8	<b>SUN</b>				
	1:00 PM	Osberg	Draw A1	Draw A6					
	2:00 PM	Osberg	Draw B3	Draw B4	Consolation	3:30 PM	Osberg	B 1/4 Winner	B 2/3 Winner
	3:00 PM	Osberg	Draw B2	Draw B5					
	4:00 PM	Osberg	Draw B1	Draw B6					

### Semi-final & Final Tie-Breaker Procedures

**Tied after regulation time:**

1. Play 6 minute overtime (3 min halves). These are not Golden Goal periods, i.e. the entire six minutes are played even if a team scores.
2. If still tied after overtime period, proceed to **Burlingame Cup Shoot-Out Procedures**.

**Burlingame Cup Shoot-Out Procedures:**

1. If still tied after the first 6 minute overtime period, one player from each team is removed from the field, and the teams play one 3 minute period **with NO Goalkeepers**. From this period on, all periods are Golden Goal periods - the first team to score a goal is the game winner.
2. If the game is still tied at the end of the overtime period, 2 more players from each team are removed from the field, and the teams play for another 3 minute period. If no goals are scored, 3 minute overtime periods continue with 2 fewer players until only 2 players from each team remain. The game continues until someone scores. There are no Offside infractions with only 2 players on the field.

## 2016 BURLINGAME U08 VOLUNTEER CUP RULES AND FORMAT

**Under 8 Boys: 2 Teams, Girls: 2 Teams**

**20 minute halves**

Games are at **WASHINGTON PARK**

<b>Volunteer Cup Games</b>				
<u>DATE</u>	<u>TIME</u>	<u>FIELD</u>	<u>HOME</u>	<u>VISITOR</u>
<b>11/5</b>	9:00 AM	Washington Field 2	Boys Seed 1	Boys Seed 2
<b>SAT</b>	9:00 AM	Washington Field 1	Girls Seed 1	Girls Seed 2

### Final Tie-Breaker Procedures

**Tied after regulation time:**

1. Play 6 minute overtime (3 min halves). These are not Golden Goal periods, i.e. the entire six minutes are played even if a team scores.
2. If still tied after overtime period, proceed to **Burlingame Cup Shoot-Out Procedures**.

**Burlingame Cup Procedures:**

1. If still tied after the first 6 minute overtime period, one player from each team is removed from the field, and the teams play one 3 minute period **with NO Goalkeepers**. From this period on, all periods are Golden Goal periods - the first team to score a goal is the game winner.
2. If the game is still tied at the end of the overtime period, 2 more players from each team are removed from the field, and the teams play for another 3 minute period. If no goals are scored, 3 minute overtime periods continue with 2 fewer players until only 2 players from each team remain. The game continues until someone scores. There are no Offside infractions with only 2 players on the field.

## 2016 BURLINGAME CUP RULES AND FORMAT

### Under 14, 12, 10 Divisions – GENERAL

As during the regular season, players should play a minimum of three quarters of all Burlingame Cup Games.

1. All games are regulation time same as the regular season.
2. Tie games are allowed during Round Robin portion of the tournament.
3. All players still must play at least 3 quarters.
4. Points in Round Robin games: 6 for a win, 3 for a tie, 1 bonus point for each goal up to a maximum of 3
5. Max Goal differential is FOUR goals. If the FOUR goal maximum is exceeded, then the winning team will lose points according to the following schedule:  
**First Offense:** results in one bonus point deducted for every goal over the 4 goal maximum  
**Second Offense:** results in all three bonus points deducted.
6. For **U14**, Coaches should have line-up cards numbered before the start of an elimination round game in the event of a tie at the end of regulation and overtime for Kicks from the Mark. This will expedite the process as a limited amount of extra time is available for Kicks from the Mark.
7. Keep track of shoot-out kicks on the line-up card. For example:

Team	#1	#2	#3	#4	#5	#6	#7	#8
U14B01	0	1	1	0	1	1	0	1
U14B06	1	1	0	1	0	1	0	0

### Under 14 Division - Final Tie-Breaker Procedures

#### Tied after regulation time:

1. Play 6 minute overtime (3 min halves). This is not sudden victory, i.e. the entire six minutes are played even if a team scores. Coin toss for kick-off of the two overtime periods.
2. If still tied after overtime period, proceed to shoot-out.

#### Kick from the Mark Procedures for U14

1. Coaches should number all team members in shooting order **prior to game**.
2. If game is tied after the two 3 minute overtime periods, assemble the players on the field from each team in center circle.
3. The first five from each team will take their kicks. Goal keeper may be one of the five.
4. Coin toss for first kick.
5. Teams alternate kicks until all ten players have kicked.
6. If game is still tied after the first five from each team, go into sudden victory kicks from the mark.
7. Proceed with the 6th kicker. If still tied, 7th, etc. until the tie is broken.
8. Only players on the field in the last overtime participate in the kicks from the mark.

### For U10 & U12 Divisions – Quarter-final, Semi-final & Final Tie-Breaker Procedures

#### Tied after regulation time:

1. Play 6 minute overtime (3 min halves). This is not sudden victory, i.e. the entire six minutes are played even if a team scores. Coin toss for kick-off of the two halves.
2. If still tied after overtime period, proceed to Burlingame Cup shoot-out.



## **Burlingame Cup Shoot-Out Procedures**

The California Shoot-Out system was introduced to Region 10 (of AYSO Section 1, Area F) in the 1998/1999 season. In the past, ties after "overtime" have been decided by Kicks from the Mark. This is felt to be more a test of nerve than of soccer skills, and it has been decided to try a system which has already been used in a number of Area tournaments. NOTE: Overtime and Shoot-Out are only required in games in which a winner is necessary, i.e. in elimination play-offs. During Round-Robin play, games are permitted to end tied. The Burlingame Cup Shoot-out, described below, is a slight variation of the California Shoot-out and will be used for the Under-10 and Under-12 Divisions in the Burlingame Cup Quarter-final, Semi-final and Final rounds.

### **NORMAL OVERTIME PERIODS**

After a tie at the end of regulation time, there will be two three minute periods of overtime. Each team will play with full teams. The teams will play the complete six minutes of extra time, i.e., **the "golden goal" does not apply**. If the game is tied at the end of the six minutes, the Burlingame Cup Shoot-out procedure is used until one team wins.

### **BURLINGAME CUP SHOOT-OUT**

Three minute overtime periods will be played with **the "Golden Goal" in effect**. That is, the game is immediately over if a team scores during any overtime period. The first shoot-out period will start without goalkeepers - each team will play with one less player. At the start of each additional overtime period, the teams will change ends and will remove two additional players from the field. Additional periods will be played with fewer and fewer players until one team scores a goal (minimum of two players per team). No offside calls will be made with two players on the field. Coaches are instructed to pre-plan these player reductions as much as possible.

Example #1: In a semi-final match, Team "A" and "B" end regulation in a tie, and proceed to the normal overtime period. The six-minute overtime period ends in a tie and teams proceed to the Burlingame Shoot-out. Both teams start the Burlingame Cup Shoot-out overtime with no Goalkeeper and ten players on the field. Team "A" scores in the overtime period and immediately wins when the goal is scored ("Golden Goal").

Example #2: Team "A" and "B" end regulation in a tie, Team "A" scores in the first 3 minutes of the normal overtime period and Team "B" ties the game in the second before the end of the second 3 minute overtime period (no "Golden Goal" in effect yet). Teams proceed to the three minute Burlingame Cup Shoot-out period with ten players each (no Goalkeeper). The game is still tied after three minutes, and teams are reduced to eight players each. With 8 players, Team "B" scores and wins the game ("Golden Goal" is in effect).

### **PENALTY KICKS:**

If a Penalty Kick is awarded during any of the Burlingame Cup Shoot-out overtime periods, the following procedure will be used since no Goal Keeper is playing:

- A direct free kick from the penalty spot will be taken. Defending players may position themselves at least ten yards away from the penalty spot in front of the goal (form a wall). If the ball goes into the goal, the game is over with the score. If the shot misses, the game continues until one team scores.
- If any defensive player encroaches or handles the ball, the kick will be retaken with the offending player outside the penalty area.

### **SUBSTITUTIONS:**

For any of the Overtime periods, players may only be substituted at the start of an Overtime period. The only substitution permitted during an overtime period shall be for an injured player, in which case the injured player shall be prohibited from taking any further active part in the game. Any player who has already participated in the game may be brought on as a substitute, unless that player has been (a) ejected (Red Card) at any time or (b) injured during Overtime and replaced by a substitute.