

# **SURF & SAND EVENTS**

## **Tournament Rules (7 v 7)**

1. Corners will be played.
2. Defensive corner units will consist of 3 players and a goalkeeper. Opposing team must return to opposite 25 to run back on corner.
3. Games will be played with 6 field players and a goalkeeper (7 aside). If you do not have a goalie you can add an additional field player to make 7
4. We will not be allowing teams to warm-up on the field.
5. Each game will be **22 minutes** in length with **1 minutes** between each game.

Win = 3 points / Tie = 1 points / Loss = 0 point  
(Please be aware games will end in a tie)

(These tie breakers will be applied when breaking ties within a pool)

Record

Head to Head

Goal Differential

Goals Scored

Goals Allowed

Head to Head Goal Differential

Flip a Coin(Max Score Differential Per Game - 5)

(If a Tie needs to be broken within Divisions)

(This would only be used if pools need to be combined in the event a team does not show up)

Points Winning Percentage

Head to Head

Goal Diff

Goals Allowed

Head to Head

Score Differential