

Alliance, Minerva, Waterloo

U8 CCL Tournament Rules

- Tournament will be held at the end of the regular season
- All games will consist of 4 10-minute quarters and up to 5-minute halftime
- If the game is tied after regulation, the game will go to golden goal. The game will immediately move to extra time. The referee will call captains to determine the team that kicks off extra time. The game will continue until a goal is scored. Whichever team scores is the winner, and the game ends with the golden goal. The extra period will be 10 minutes then the game will go to penalties.
- In all games: if the game is tied after full time and extra time, then we will go straight to penalty kicks.
 - Each team will choose three kickers from players on the field at the end of the game.
 - The goalie who is in the net at the conclusion of the game must remain in the net for penalties.
 - If still tied after three kicks, penalties move to sudden death using the remaining players on the field to kick.
- There will be no redo on throw-ins or goal kicks for tournament play
- If a player is red-carded in a game, they will miss the next game the team plays
- If a coach is red-carded, he or she will miss the next game and could miss additional games upon offense. This will be determined by CCL officials.

Alliance, Louisville, Minerva, Waterloo

U10, U12, U14 CCL Tournament Rules

- All games will consist of 2 20-minute halves and a 5-minute halftime
- If the game is tied after regulation, the game will go to golden goal. The game will immediately move to extra time. The referee will call captains to determine the team that kicks off extra time. The game will continue until a goal is scored. Whichever team scores is the winner, and the game ends with the golden goal. The extra period will be 10 minutes then the game will go to penalties.
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Alliance, Minerva, Waterloo U8 & CCL (including Louisville) U10, 12, 14 Tournament Seeding

A tournament will be held in the final week of the season.

All rules from the regular season will be followed as well as the following for determining tournament seeding and play.

Qualification for playoff games will consist of the top four teams from each division based on points and overall record with final standings determining 'seeding' in the case of tied records.

- Points are awarded based on: three points for a win, one point for a tie, and zero points for a loss).
- If two or more teams finish the regular season with an equal number of points, the following tiebreakers can be used.
 - o Goal Differential (GD) (Goals For minus Goals Against)
 - o Goals For (GF)
 - o Goals Against (GA)
 - o Winner of head-to-head competition (this criterion is not used if more than two teams are tied or if all teams did not play each other).
- Depending on the number of teams in a division, the top-seeded team may end up with a bye for the first round.
- The remaining matchups will feature the higher-seeded teams against the lower-seeded teams.

In cases where there are an odd number of teams in a division, the top 5 may be included with a wildcard game being played as a play-in game to determine which team advances to the playoff (as well as fulfilling a concession game for the team which does not win this 'play-in' game). In cases where there are multiple teams with shared records for the season, and which a distinct 'cut-off' point cannot be determined, the playoffs may be expanded to 5 or 6 teams with one or two 'wildcard play-in' games being played before the playoff games start to establish a top four. (Goal differential will be utilized to determine seeding but will not preclude a team from participating in the playoffs when multiple teams finish with similar points/records).

Teams will either be assigned a color for the playoff games or will need to bring both jerseys when there is the possibility of playing a team with similar jersey colors.

Teams that do not qualify for playoff games will be scheduled to play one final 'seeded' game against an opponent with whom they have a similar record at the end of the regular 6-game season. At the discretion of the presidents or division reps, teams may be paired with another club team to prevent extraneous travel. These 'concession games' are intended to be a balanced and fun game for those at all levels to finish the season.

These guidelines for playoff and concession games are fluid and may be adjusted based on CCL needs after the regular season.