Guardian
ROSS


Point System: Win = 3 points; Tie $=1$ point; Loss $=0$ points; Forfeit $=(-1)$ point

1. If any game is cancelled due to inclement weather (Mon-Fri), the game will be considered a TIE and both teams will receive 1 point.
2. If any games have started and need to be cancelled:
a. If all teams in the division have reached $1 / 2$ time, the scores will stand.
b. If only some teams reached $1 / 2$ time, the scores will NOT be counted and ALL teams will receive 1 point.
3. In the event of inclement weather resulting in field closures on Saturday, August $20^{\text {th }}$, the WHOLE schedule will be moved to Sunday, August $21^{\text {st }}$ with the times and locations remaining the same as originally scheduled for Saturday.

| Date | Nasis Upper | FHS Rugby | Oromocto |
| :---: | :---: | :---: | :---: |
|  | $7: 00-8: 30$ | $7: 00-8: 30$ | $7: 00-8: 30$ |


| Wed - Aug 3 $3^{\text {rd }}$ | $3-5$ | $4-$ practice | $1-2$ |
| :---: | :---: | :---: | :---: |
| Mon - Aug 8 | $1-$ practice | $3-4$ | $2-5$ |
| Wed - Aug 10 $0^{\text {th }}$ | $2-4$ | $3-$ practice | $1-5$ |
| Mon - Aug 15t | $1-4$ | $2-3$ | $5-$ practice |
| Wed - Aug 17 $7^{\text {th }}$ | $1-3$ | $2-$ practice | $4-5$ |
| Sat- Aug 20 | Youth Championship Finals |  |  |

Final round-robin standings will be sent to coaches and posted on FDSA website NO LATER than Friday, August 19th @ 7:00 pm.

| Youth Championship Schedule |  |  |
| :---: | :---: | :---: |
| Date | Nasis Middle | Nasis Lower |
| $\begin{aligned} & \text { Sat- Aug 20th } \\ & \text { 8:30 am } \end{aligned}$ | Quarterfinal \#1 $4^{\text {th }}$ place vs. $5^{\text {th }}$ place |  |
| $\begin{aligned} & \text { Sat-Aug 20th } \\ & \text { 10:30 am } \end{aligned}$ | SEMI-FINAL \#1 <br> $1^{\text {st }}$ place vS. <br> Winner Quarterfinal \#1 | SEMI-FINAL \#2 <br> $2^{\text {nd }}$ place vs. $3^{\text {rd }}$ place |
| $\begin{aligned} & \text { Sat-Aug 20th } \\ & 1: 30 \mathrm{pm} \end{aligned}$ | BRONZE MEDAL GAME <br> Loser Semi-Final \#1 vs. Loser Semi-Final \#2 | CHAMPIONSHIP GAME <br> Winner Semi-Final \#1 vs. Winner Semi-Final \#2 |
| Team 1 - Iceland (Grey) <br> Team 2 - Ireland (Kelly Green) <br> Team 3 - Belgium (Red) |  | $\begin{aligned} & \text { Team } 4 \text { - Norway (Navy) } \\ & \text { Team } 5 \text { - OASA (Blue) } \end{aligned}$ |

## 2015 Youth Year-End Tournament Playing Regulations for Coaches and Referees

1. Games held on Monday - Thursday (the regular scheduled league times):

- If a game is scheduled for 7:00 pm - it is expected that 15 minutes is used for practice/warm-up and the actual game will begin at $7: 15 \mathrm{pm}$.
- All games played at 5:30 Monday - Thursday has to start no later than 5:45 due to another game starting at 7:00 pm.

2. Saturday Games:

- The listed time for each game is the KICK-OFF time
- Example: if a game is listed to begin at $8: 30$, the game should be ready to start at this time; warm-ups must be held prior to the listed time.

3. Point System: Win = 3 points; Tie $1=$ point; Loss $=0$ points; Forfeit $=(-1)$ point
4. Tie Breaking Regulations:

- Games on Monday, Tuesday, Wednesday, Thursday \& Friday
- If the score is tied at the end of regulation time, games will be left a tie and each team will receive 1 point.
- When determining seeding for the Saturday games, if points are tied we will then compare goals for and goals against to determine goal differential
- Games played on Saturday (Sunday if Saturday is cancelled)
- If the score is tied at the end of regulation:
- 1-10 minute SUDDEN DEATH overtime will be played.
- If the score is still tied after extra time, a penalty shoot-out will take place with 5 players from each team that were on the field at the end of extra time.
- If the score is still tied after the first shoot-out, 5 new players will be picked from those on the field at the end of extra time. This will be sudden death.

5. All games will be $\mathbf{3 0}$ minutes halves with $\mathbf{5}$ minutes for half time.
6. Unlimited substitutions are allowed during play-off games with respect for the flow of the game.
