

YAK ATTACK 5v5 SOCCER TOURNAMENT FORMAT:

Tournament Headquarters: 1000 Ahtanum Rd
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Tournament Directors: Ron Sabari/Todd Lincoln



The Yak Attack guarantees at least four (4) matches per team. The number of games can increase depending on the bracket size and any advancement during SockHop Sundae. It is possible to play up to eight (8) games. We are not responsible if teams decide to be a no-show. If on tournament day, a team does not show, it will be considered a forfeit and forfeit points will be awarded. We will not rearrange the schedule to ensure that all teams play four games.

A forfeit will be played out. This means that the team that showed up will take the ball from the beginning and score the point. Be sure not to miss! The ball will stay in the opposing net until the end of the game or until the opposing team shows up and gets the ball out of their own net to begin play. This also means that teams can be late and still play. They will of course be behind by a goal. The forfeit will be official at the end of the game. U-8 and U-9 are to play in a Jamboree format as outlined by WSYSA rules. These age brackets will play the required four games. Jamboree format means that no standings or awards are presented for play in the tournament. Although games will be played on Sunday, the teams in these age brackets will not be seeded in the Sock Hop Sundae format.

The duration of each match is 26 minutes - two halves of 12 minutes each with a two-minute halftime. Teams will normally play 3 games on Saturday. Points/seedings will be issued based on the 3 best games played.

The referee will hand the game card to the winning coach. Please confirm that the score is correct at the end of the game. It is the responsibility of the winning coach to place the game card in the score box at the registration table. If no sheet is turned in, we have no choice but to award a 0-0 tie to both teams. Please note: It will not be our responsibility to track down your missing game sheet. We will go with the information we have at the end of the Saturday games and base the seedings on this information. We will not hold up the posting of seedings to track down any missing game sheets.

SockHop Sundaes BRACKET PLAY FOR TEAMS U-10 AND ABOVE

Teams shall be awarded points for Saturday's matches results as follows:

WIN= 6 points, TIE= 3 points, LOSS= 0 points, -1 point for a red card

In addition, bonus points will be awarded for goals scored in a match, not to exceed a maximum of three goals per match. An additional bonus point shall be awarded to the winning team for achieving a shut-out.

In the event of forfeit, the score will be 1-0 and 8 points will be scored for the winning team.

Teams shall be awarded one point for each goal scored to a maximum of three without regard to the outcome of the match. That is the winning and the losing team will each receive up to three points for goals scored.

Points will be tallied throughout the day on Saturday. At the end of the day on Saturday, points will be totaled and each team will be assigned a seed number for play on Sunday. All teams regardless of play on Saturday will be seeded which means that every team will be playing on Sunday for a chance at the Championship. Seeding and Bracket selection will be similar to the NCAA basketball Big Dance where the number 1 seed will play the last seed and so on. Once Saturday games are finished, brackets for Sunday will be on the scoreboard as soon as possible. If there are any disputes they need to be addressed immediately after the conclusion of the disputed match. Once the brackets are posted online Saturday evening, the brackets are locked for Sunday games. There will be no changes made for any reason after the brackets are posted online.

In the event that two or more teams are tied in points at the end of Saturday, the following tie breakers shall be used in order to determine seed number.

A: Results of a head to head competition.

B: Coin Toss - done by Yak Attack directors. Coaches need not to be present.

In the event that two teams from the same parent team are aligned to play each other in the first round on Sunday, the lowest seeded team of the two will drop another notch to prevent the teams from knocking each other out on the first round. Rounds two or more are fair game therefore no concessions will be made. A parent team is defined as a regular full sided team that is split into two teams participating in this event.

If a tie occurs during Survivor Sunday after regulation, both teams will be report to Sock Hop area near the registration booth. Both teams will participate in a shootout skill competition as determined by the Yak Attack committee.

It is very important for the teams involved to report to the shootout area very quickly as chances are the winner will proceed to the next round which could start after the shootout.

Bracket play is single elimination. On brackets of 8 or more, we try to have a consolation game for 3rd and 4th place depending on space availability.

Start of the game: At the start of each game, the song from Rock around the Clock by Bill Haley will play. The song will play just 1 minute long and will give you a heads up that the game will start. The referee will drop the ball once the horn sounds.

We try to schedule games for your bracket *every other* half hour. Keep in mind that during the half hour break, you might be involved in a tie breaker. Please remember to keep the kids and parents well hydrated.

Match Schedule: Match times and fields are listed in the tournament program and are posted (online and) on the tournament scoreboards placed in an area that is easily accessible. The official guide that the tournament uses is the one published in the program. If changes occur during the tournament, we will make every effort to notify you. Please verify your schedule ONLINE before your first game as changes do happen. If you do notice an error with the schedule, please let the tournament staff know as soon as possible so that all teams involved can be notified.

AGE BRACKETS: We will try to have as many distinct age brackets as possible. If, however, we fall short in a certain age bracket, the tournament will combine age groups to offer enough competition. Coaches will be contacted prior to the start of the tournament if this action has been taken. Coaches can elect to opt out of the tournament at the time of notification and receive a full refund.