



## BUCS LAX 6s 2022 - Tournament Rules

Games will be **7-minute halves, with 60s half time**

Turn-around time between games is **5 minutes**. Please ensure your team is pitchside & ready to play to start the match on time.

Games will start on a central hooter. Game time will be managed on the pitch/pitch side.

No stop-clock to be played

No time outs allowed

Shot clocks will be managed by an off-field official/volunteer who will give a verbal count down when the shot clock reaches 10s remaining.

International Formula for Goal difference = 
$$\frac{\text{Goals For} - \text{Goals Against}}{\text{Total Goals}}$$

### Points awarded:

Win	5 points
Draw	3 points
Loss	0 points
Bonus Point Loss	1 point for loss when scoring margin is half or less (ie. 4-2 or 5-3)

If at the conclusion of the group stage two teams are equal on competition points for any position in the group, their position in the group competition table will be determined on the result of the match between the two equal teams. The team that won the match shall be deemed to have finished higher in the group competition table.

If 2 or more teams are tied, or the head to head result between the 2 tied teams is equal, then goal difference will be used to determine final table position.

Maximum goal difference to be accounted for in the event of a tie in points is 12. E.g a score of 15-1 would be adjusted to 13-1 to be used in the goal difference calculations.



## Knockout Matches

Where there is a tie at the end of the knockout that is not a final, sudden victory overtime will be played. This will be played to a maximum of 2 minutes in 1 direction, followed by a maximum of 2 minutes after swapping ends. Teams are allowed 1 minute between the 2 halves. The team who scores the first goal will win the game and Over Time will cease. If no goals are scored during the 4 minutes of sudden victory overtime, results from the group stages will be used to determine the winner.

All finals will continue to play overtime until a result is achieved.

## Cards & Penalties

Penalty cards demerit system will be in operation, as per standard WL Rules:

- Yellow card suspension = 2 penalty points
- Yellow/red card suspension = 4 penalty points
- Red card suspension = 8 penalty points

When a player has accrued 8 penalty points, they will be suspended from the next match.