

Randy Baker Memorial Tournament Format
10/7/2023

Level: Recreational Co-ed

Ages: U10 and U13

Minimum number of games: round robin – each team plays every other, best 2 records play championship

Dates: U10 and U13 – 10/7/23

Wildhorse Youth Soccer Association will provide:

- Field Space – 2 fields for play and 1 field for warmup
- Referees – one Center Referee for U10 and one Center Referee and two Assistant Referees for U13 play
- Appropriate field markings and equipment
- 3 game balls per field
- The trophy for the champion team
- Individual medals for the champion team players

U10 Tournament

- Games
 - Round Robin Games
 - 8:30am-1:00pm – see schedule
 - Championship Game
 - 2pm
 - Game Length
 - Games will be 20 minutes, no halftime, 10 minutes between games
 - Teams earn 3 points for a win, 1 point each for a tie, and 0 for a loss
 - Champion – Best 2 point totals play in the championship game
 - In the event that teams have the same point totals the following tiebreakers will be used (in order):
1. Head-to-Head record – the winner of the head-to-head game involving the tied teams.
 2. Goal Differential – Goals scored minus goals allowed (up to a maximum of 3)
 3. Goals Scored – Total goals scored (up to a maximum of 3)
 4. Goals Allowed – Total goals allowed (up to a maximum of 3)
 5. If two teams are still tied after applying the tiebreaker system, FIFA “Kicks from the Penalty Mark” rules will apply in order to determine the winner.

U13 Tournament

- Games
 - Round Robin Games
 - 9:00am-12:00pm – see schedule
 - Championship Game
 - 1:30pm
- Game Length
 - Games will be 30 minutes, 5 minute halftime, 10 minutes between games
- Teams earn 3 points for a win, 1 point each for a tie, and 0 for a loss
- Champion – Best 2 point totals play in the championship game
 - In the event that teams have the same point totals the following tiebreakers will be used (in order):

1. Head-to-Head record – the winner of the head-to-head game involving the tied teams.
2. Goal Differential – Goals scored minus goals allowed (up to a maximum of 3)
3. Goals Scored – Total goals scored (up to a maximum of 3)
4. Goals Allowed – Total goals allowed (up to a maximum of 3)
5. If two teams are still tied after applying the tiebreaker system, FIFA “Kicks from the Penalty Mark” rules will apply in order to determine the winner.