

The EPIC Cup VII, Jr Edition - Tournament Rules

Game Format

- Teams will play 5v5 with build out lines, for approximately 24 minutes
- All games should kick off at :00 or :30 (please start on time)
- All games end at :24 or :54, regardless of when they kick off (please end on time)
- There is no added time or stoppage time for injuries or other stoppages
- There is no coin toss or halftime, but if there is a significant advantage to going one direction (like strong wind), the referee may suggest that teams can switch directions halfway through.

Unique Rules

- Balls crossing the touchline will restart as kick-ins instead of throw-ins.
- No heading.
- Only obvious or blatant offside should be called.

Results

- Group stage games can end in a tie and be recorded as a tie.
- If a Semifinal or Final ends in a tie, **the team that scored first** will have one goal added to their total and be declared the winner. There is no overtime or shootout.
- Every team's last game is their "Final," so every team finishes as either a Champion or Finalist and gets a medal.
- If there's no ref for your field, please step in and help to keep the games going. Thank you!
- Please help us get scores entered quickly by recording the score of your game in the software.

Please see The EPIC Cup Tournament Rules for any other general rules for the tournament.

