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RYSL End of Season Tournament (EOST) Policy

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1. The Rainbow Youth Soccer League (RYSL) Scheduler schedules (8) matches during the regular season and then an additional (2) matches for the **EOST** for each team in the U7 – HSD Age Groups (AG). Additional matches can be scheduled as needed to finish bracketed requirements. The Rug Rat Program and the U5/U6 AG are **not** included in this as they are separate programs and are scheduled according to the Saturdays the RYSL has the Clark County Parks & Rec (CCPR) permits at the Desert Breeze Soccer Complex (DBSC).
2. The RYSL Board of Directors (BOD) determined that the players in the Rug Rat Program and the U5-6 AG's are too young to participate in the **EOST** and they are scheduled from the start of the season to the end of the season with NO double headers unless they have an uneven division.
3. The RYSL Scheduler gives all of the U7 - HSD teams an initial (8) match schedule through the first part of the season to determine the standings for the **EOST**. Depending on the number of Saturdays that the CCPR allocates to the RYSL for that season, there may be multiple double headers involved to assure each team gets their (8) matches. The remaining (2) Saturdays are for the **EOST**.
4. The RYSL Scheduler keeps track of where each team “places” in their own AG during those (8) matches and those standings are posted on the Web Site.
5. The RYSL BOD found that the players truly just want to play soccer. For the most part, the only way they know about the **EOST** is because the coaches and parents continually talk about it.
6. The RYSL Scheduler schedules (10) matches per season for the U7 – HSD AGs unless circumstances “that can't be controlled” prevents this number from happening. It really doesn't matter if the last (2) matches of the season are in a tournament format or just normal matches.
7. Once the (8) matches are finished, the RYSL Scheduler checks the standings, factors in all tie breakers, breaks down the AGs into the separate Divisions and schedules the RYSL **EOST**.
8. The **EOST** schedule is firm unless there are extenuating circumstances that would cause it to change, which the RYSL President would have to approve.
9. This is a **Recreation Tournament** built into the last (2) Saturdays of each season and placement is determined on the results of the previous (8) matches.
10. Each AG is broken into “**Gold**”, “**Silver**” and/or “**Bronze**” Divisions (and maybe “sub-divisions” if needed) after the first (8) matches, depending on the number of teams in that AG. The “**RYSL EOST Scheduling Guide**” (below) is used to determine the Divisions.
11. At the conclusion of the **EOST**, the first-place team in each Division of each AG will receive individual player trophies. If possible, the trophies all say the identical thing. If possible, the only difference will be the color of some part of the trophy (Gold/Silver/Bronze). Depending on how many teams are in an AG, you could have from (1) to (3) teams or more with trophies given out in “**EACH**” AG.
12. The coaches are all told about the **EOST**, and cautioned about not getting too competitive, at the “Coaches Meeting” before each season begins. This was needed as there were a number of instances

where a coach or a parent had gotten “**out of control**” in relation to the “**Fun, Recreation Mentality**” that is trying to be promoted in the RYSL.

13. The RYSL Scheduler highlights “changes” (if absolutely needed) to the schedule in ‘**yellow**’ so that everyone is aware of them.
14. Ties in AGs, and then in the individual Divisions, will be broken by employing the “**RYSL Tiebreaker Guide**”. If more than two teams are involved in the tie, the first team to move ahead of the remaining teams will be awarded the highest place, and the tie breakers continue until all ties are broken.
15. “**RYSL Tiebreaker Guide**”:
 - A. Head to head (if all teams played each other).
 - B. Least goals allowed (maximum of (3) per match).
 - C. Largest goal differential (maximum of [plus or minus] (3) per match).
 - D. Most goals scored (maximum of (3) per match).
 - E. Most shutouts with a least (1) goal scored in the match.
 - F. If Teams are still tied after going through the above tiebreakers, the tied teams will be settled by PK’s from the Mark.
16. There can be **NO** ties in any of the **EOST** matches.
17. Ties in the **EOST** matches will be broken by immediately going to Penalty Kicks (PK’s) from the “Mark”. U7-U11 will take the PK from the center of the top of the Goal Line. U12-HSD will take the PK from the FIFA “Mark”. If the teams are tied at the end of regulation, the players that are on the field of play at the end of the match **MUST** stay on the field of play and they will be the players who take part in the PK’S. They can’t leave the field of play and the players on the sideline can’t enter the field of play. The players on the field of play begin by breaking up into (1) group of (5) (while the players who are left sit in a group by themselves). Then the group of (5) alternately takes their PK’s with the other team. If there is no winner after the first group of (5), then the sequence goes 1 v 1 (with the group that was left) until one side makes their PK and the other side misses their PK. If they stay tied, through all the players on the field, including the goal keeper (GK), they start from the beginning player again continuing the 1 v 1 format until there is a winner.
18. The following is the “**Legend**” to the “**EOST Scheduling Guide**”:
 - A. The finals have the **Age Group, Gender, Division** and **Place** off to the side of the schedule.
 - B. First number(s) are the **Age Group** (U10 / U12, etc.) of the teams playing.
 - C. The first letter is the **Gender** (B=Boy) (G=Girl) of the teams playing.
 - D. The second letter is the **Division** (G=Gold) (S=Silver) (B=Bronze) the match is in.
 - E. The last number is the **Place** (1=First) or (3=Third) that the match represents.
 - F. If there is **NO** number for the **Place**, it means that it was either;
 1. A (2) Team Division and the match results from the first week have to be factored in to declare the Champion;
 2. A (1) Team Division and the matches are simply to get the team their (10) matches or it was a team in a bigger group that just needed to get their (10) matches.
 - G. Make sure you check for **Double Headers** so that every team gets their allotted number of matches for the season. The RYSL expects each team to play their scheduled matches. If a team doesn’t play their scheduled matches, there can be penalties assessed by the RYSL BOD.
 - H. If you are in a match that is designated as a first-place match and you win it, when the match is over, bring your team to the Snack Bar (have them wait off to the side) while the coach gets the trophies and then have your “Team Picture” taken by the RYSL Photographer to be posted on the RYSL web site.
 - I. If you notice a mistake on the schedules, notify RYSL immediately: presidentrysl@aol.com.
 - J. If your team is not scheduled to play on the last Saturday of the **EOST**, you have already had your allotted number of matches for the season. Due to the size of some of the AGs, making for

“uneven” Divisions, some teams played a double header on the first Saturday of the **EOST**, giving them their allotted number of matches for the season. Also, due to the size of some of the AGs, making for “uneven” Divisions, some teams will get more than their allotted number of matches for the season and some will play double headers on the last day of the **EOST** to make sure that every team gets their allotted number of matches for the season.

- K. The RYSL is **committed** to giving each U7-HSD team the (10) matches that is listed in the registration fee, unless there are circumstances beyond the RYSL’s control (**RYSL Contingency Plan**). With that stated, every team is expected to play their scheduled matches and if they don’t show up or for some other reason and fail to play the match, the coach and the team will be disciplined by the RYSL BOD.
- L. Matches that don’t have a “Designator” off to their side are matches that do not count in the **EOST** but count towards the total number of matches for the season.

19. Here is the “**RYSL EOST Scheduling Guide**”:

A. **Standard RYSL Tournament (Accepted USYS Tournament Format)**:

- 1. Each AG is broken into Divisions.
 - a. Within those AG Divisions, the following scheduling will take place.
 - 1. First place plays fourth place. Winner will play the winner of a2 the next week for the AG Division Championship. The loser will play loser of a2 the next week.
 - 2. Second place plays third place. Winner will play the winner of a1 the next week for the AG Division Championship. The loser will play loser of a1 the next week.
 - b. If there are AGs where there are an odd number of teams, the following “**Options**” will be used, if possible, with the understanding that the RYSL President has the authority to make changes as needed.

20. **Options***:

A. **One Team Division**: (Also check “**Options***” at the bottom of the last page).

- 1. First Saturday of **EOST** (these matches have no bearing on the Tournament):
 - a. Gold Division team plays Silver Division highest seeded winner that isn’t already playing a second match.
 - b. Silver Division team plays Gold Division lowest seeded loser, or Bronze Division highest seeded winner, that isn’t already playing a second match.
 - c. Bronze Division team plays Silver Division lowest seeded loser that isn’t already playing a second match.
- 2. Second Saturday of **EOST** (these matches have no bearing on the Tournament):
 - a. Gold Division team plays Silver Division highest seeded team left that isn’t the Silver Division Champion to get their 10th match.
 - b. Silver Division team plays Gold Division lowest seeded team left or Bronze Division highest seeded team left that isn’t the Bronze Division Champion to get their 10th match.
 - c. Bronze Division team plays Silver division lowest seeded team left to get their 10th match.

B. **Two Team Division**: (Also check “**Options***” at the bottom of the last page).

- 1. First Saturday of **EOST**:
 - a. 1st place team plays 2nd place team.
- 2. Second Saturday of **EOST**:
 - a. 1st place team plays 2nd place team.
- 3. Winner is determined by:
 - a. If one team wins both matches, they are the Champion.
 - b. If both teams split, the “**RYSL Tiebreaker Guide**” is employed to determine the Champion.

C. **Three Team Division**: (Also check “**Options***” at the bottom of the last page).

- 1. First Saturday of **EOST**:
 - a. 2nd place team plays 3rd place team.

- b. 1st place team plays loser of (C1a) match who is out of the **EOST**. (This gives the loser of C1a their 10th match)
 - 2. Second Saturday of **EOST**:
 - a. 1st place team plays winner of (C1a) match for the Championship.
- D. **Four Team Division**: (Also check “**Options***” at the bottom of the last page).
 - 1. First Saturday of the **EOST**:
 - a. 1st place team plays 4th place team.
 - b. 2nd place team plays 3rd place team.
 - 2. Second Saturday of the **EOST**:
 - a. Winner of the (D1a) match plays winner of the (D1b) match for the Championship.
 - b. Loser of the (D1a) match plays loser of the (D1b) match to get their allotted number of matches for the season.
- E. **Five Team Division**: (Also check “**Options***” at the bottom of the last page).
 - 1. First Saturday of the **EOST**:
 - a. 4th place team plays 5th place team.
 - b. 1st place team plays winner of (E1a) match.
 - c. 2nd place team plays 3rd place team.
 - 2. Second Saturday of **EOST**.
 - a. Winner of (E1b) match plays winner of the (E1c) match for the Championship.
 - b. If 1st place team lost their (E1b) match, the (2) lowest seeded teams left play each other and the winner plays the 1st place team so they get their 10th match.
 - c. If 1st place team won their (E1b) match, the loser of (E1c) match plays loser of (E1a) match to get their allotted number of matches for the season.
- F. **Six Team Division**: (Also check “**Options***” at the bottom of the last page).
 - 1. First Saturday of **EOST**:
 - a. 3rd place team plays 6th place team;
 - b. 4th place team plays 5th place team;
 - c. 1st place team plays the lowest seed winner of either (F1a) or (F1b);
 - d. 2nd place team plays the highest seed winner of either (F1a) or (F1b);
 - 2. Second Saturday of **EOST**:
 - a. Winner of the (F1c) match plays the winner of the (F1d) match for the Championship.
 - b. The other teams in the group will be scheduled to play each other to make sure they get their allotted number of matches for the season.
- G. **Options***:
 - 1. The idea with the “**Options***” is to be able to work within the Divisions so that as few teams as possible have to play double headers in the **EOST**.
 - 2. This will allow, in each of the Divisions, depending on the number of teams, the RYSL Scheduler to work it out so that each team only has to play one match per Saturday in the **EOST** if possible.