



#NPC26 Tournament Rules

The tourney will feature an 80-minute rolling clock (only stops for serious injuries; runs through goals) and a 7-minute halftime to ensure games stay on schedule.

Points System

The following points system will be followed (10 points maximum for each match):

- 6 points for a Win
- 3 points for a Tie
- 1 point for every goal up to three
- 1 point for a shutout
- 0 points for a loss
- -1 point for an accumulated red card (two yellows)
- -2 points for a straight red card
- Any forfeit (or game not played) will be recorded as 1-0, with 8 points going to the winner.

If, at the completion of group play, a tie in the standings exists in determining the group champion, the following criteria shall be used to determine the champion:

- Head-to-head competition
- Goals Against (max of 5)
- Goals For (max of 5)
- Goal Differential
- Co-Champions