



Livingston Soccer Club

Carpini Cup 2026

Tournament Background



The Carpini Cup has always been viewed as a “Second Chance” tournament and, “Anything Can Happen.”

- Teams were divided into an A and B bracket that was determined by the regular season play.
- A random draw was conducted on Monday, October 26th on LTV.
- Tournament begins Saturday, October 31st.
- Each team plays two other teams from their group in the first round.

How points are awarded

The maximum number of points per game is 11 and it can be achieved with a 3-0 victory. Forfeits from any game will be counted as a 3-0 victory. Teams will earn points for advancement into the semi-finals play and to determine semi-final pairings based on the following system:

- 7 points for a win
- 3 points for each tie
- 1 point for each goal with a maximum of 3
- 0 points for a loss
- 1 point for a shutout



What happens if there is a tie between teams in the bracket scoring?



Head-to-Head Play--Only to break a tie between two teams with the same number of points; if three or more teams have the same number of points, Tie Breakers #2-#8 apply until only two teams are left, then TB #1 applies.

Most Wins.

Fewest Losses.

Goal Differential--Goals for minus goals against--maximum of a +/- 3 goal differential per game.

Fewest Goals Allowed.

Total Goals Scored--Based on a maximum goal differential of +3 per game.

Shutout Victories.

Shutouts--includes 0-0 ties.

Standings during the season.

General Tournament Information



All Livingston Soccer Club playing rules (including playing time!) apply.

3RD-12th Grade : No player is permitted to play more than $\frac{1}{4}$ of the game MORE than any other player (barring injuries). For example, if one player only plays half of The game, then no player is permitted to play more than $\frac{3}{4}$ of that game

3RD-6TH GRADE: EVERY player should have an opportunity during EVERY game to play at a position OTHER than defender and goalkeeper for at least $\frac{1}{4}$ of the game

Check-in



Coaches must check in with the site directors before the start of their games and make sure to have a **game report form**.

The referee will record the score of the game on the form, have each coach initial it, and return it to the **winning coach (or the home team coach in case of a tie) to bring back to the scorer's table. A Board Member may also collect it.**

The game report form is given to the site director at the end of the game.

Coaches must check with the Tournament Site Directors (at Heritage they will be at the tent) prior to leaving the field on Saturday to confirm that their team has a place in the semi-finals. Teams that finish early with a place position in doubt should come back to the field to check their status. Scoreboards will be at Heritage until 5pm. Results will also be posted on the website and emailed to the database.

Overtime Procedures- Semi-Final Only for Grades 3-4 & 5-6

- IN CASE OF A TIE AT THE END OF REGULATION PLAY OF A SEMI-FINAL GAME THE FOLLOWING RULES SHALL APPLY:
- A 5-MINUTE, SUDDEN DEATH OVERTIME WILL BE PLAYED IN A 6V6 FORMAT (7V7 FORMAT FOR GRADES 5-6 BOYS).
- IF THE GAME IS STILL TIED, A SECOND 5-MINUTE, SUDDEN DEATH OVERTIME WILL BE PLAYED IN A 5V5 FORMAT (6V6 FORMAT FOR GRADES 5-6 BOYS). WITH NO GOALIES; ANY PENALTY KICK DURING THIS PERIOD WILL BE TAKEN WITH ONE DEFENDER IN THE GOAL (DEFENDER CANNOT USE HIS/HER HANDS). IF THE DEFENDER USES HIS HANDS TO BLOCK A GOAL DURING THE PENALTY KICK, IT IS DEEMED A GOAL.
- IF THE GAME IS STILL TIED, A SHOOTOUT WILL TAKE PLACE

Shoot Out Procedure - Ties in 7-9 + Overtime Ties in 3-6

1. EACH COACH WILL SELECT FIVE (5) PLAYERS TO COMPETE IN A PENALTY KICK SHOOT-OUT. THESE PLAYERS DO NOT HAVE TO BE ON THE FIELD AT THE END OF REGULATION TIME. A COIN FLIP, CALLED IN THE AIR BY THE HIGHER SEED, SHALL DETERMINE WHO SHOOTS FIRST AND WHO SHOOTS LAST. ALL TEN (10) PLAYERS WILL SHOOT UNLESS THERE IS A CLEAR WINNER BEFOREHAND.
2. THE PENALTY KICK PLAY IS STARTED WITH THE REFEREE'S WHISTLE AFTER DETERMINING THAT THE GOALIE IS READY. THE GOALIE MUST STAND WITH BOTH HEELS TOUCHING THE GOAL LINE. HE/SHE MAY MOVE Laterally ALONG THE LINE. NOT UNTIL THE BALL IS KICKED MAY THE GOALIE LEAVE THE GOAL LINE.
3. THE REFEREE WILL DETERMINE, BASED ON FIELD CONDITIONS, WHICH GOAL WILL BE USED. ALL PENALTY KICKS WILL BE TAKEN AT THE SAME GOAL.
4. THE GOALIE IS ELIGIBLE TO TAKE ONE OF THE PENALTY KICKS.
5. THE GOALIE MAY BE CHANGED DURING THE COURSE OF THE SHOOT-OUT.
8. A MEMBER OF THE BOARD OF TRUSTEES WILL BE PRESENT THROUGHOUT THE SHOOT-OUT AND WILL HAVE THE ULTIMATE SAY IN THE PROCEEDINGS.

Shoot Out Procedures for Semi-Finals Continued

6. IF THE GAME IS STILL TIED AT THE END OF THE 5 VS. 5 SHOOT-OUT, SUDDEN DEATH ROUNDS WILL OCCUR USING THE REMAINING PLAYERS FROM THE TEAM WHO HAVE YET TO SHOOT. A ROUND WILL CONSIST OF ONE (1) PLAYER FROM EACH TEAM TAKING A PENALTY KICK.

7. IF THE GAME IS STILL TIED AFTER ALL ELIGIBLE PLAYERS (IF ONE TEAM HAS MORE PLAYERS THAN THE OTHER – BOTH TEAMS USE THE SAME NUMBER OF ELIGIBLE PLAYERS SUBJECT TO THE MAXIMUM NUMBER OF PLAYERS ON THE FIELD AT THAT AGE LEVEL (7 FOR 3rd/4th Grade Boys & 3rd-9th Grade Girls, 9 For 5th /6th GRADE BOYS, 11 for 7th-9th GRADE BOYS) HAVE TAKEN A PENALTY KICK THEN THE PLAYERS WHO PARTICIPATED IN THE ORIGINAL 5 VS. 5 PHASE WILL SHOOT AGAIN IN THE SAME ORDER AS THEY SHOT BEFORE. THIS TOO IS SUDDEN DEATH.

8. A MEMBER OF THE BOARD OF TRUSTEES WILL BE PRESENT THROUGHOUT THE SHOOT-OUT AND WILL HAVE THE ULTIMATE SAY IN THE PROCEEDINGS.



Overtime Procedures for FINALS ONLY

SUDDEN DEATH

IN CASE OF A TIE AT THE END OF REGULATION PLAY OF A FINAL GAME THE FOLLOWING RULES SHALL APPLY:

- 1. TWO (2) OVERTIME PERIODS OF FIVE (5) MINUTES EACH SHALL BE PLAYED.**
- 2. PRIOR TO THE START OF THE FIRST OVERTIME PERIOD THERE SHALL BE A COIN TOSS. THE HIGHER SEEDED TEAM SHALL CALL THE COIN IN THE AIR. THE WINNER OF THE COIN TOSS SHALL CHOOSE WHICH GOAL THEY WISH TO DEFEND. THE OTHER TEAM GETS TO KICK OFF.**
- 3. AT THE END OF THE FIRST FIVE (5) MINUTE OVERTIME THE TEAMS SHALL SWITCH ENDS. THE TEAM THAT DID NOT HAVE THE BALL TO START THE FIRST OVERTIME GETS TO KICK OFF TO BEGIN THE SECOND OVERTIME.**
- 4. IF THE GAME IS TIED AT THE END OF THE SECOND OVERTIME PERIOD THEN A DRAW SHALL OCCUR AND CO-CHAMPIONS DECLARED.**

Some Final Points



Have your substitutes at midfield, already knowing where (and for whom) they are entering the game

- Do NOT send players onto the field until the referee has affirmatively waved them on

Please do NOT engage in discussions with coaches from the other team regarding any calls (or non-calls).

This includes yelling out, “Off-side”, “That was a trip” or “Hand-Ball” constantly.

Do NOT step onto the field for any reason, other than to assist an injured player (and then only when signaled to do so by the Center Referee

Coaches who enter the field to criticize a call or argue with an official are subject to ejection (at the discretion of the center referee) and possible suspension for the duration of the tournament

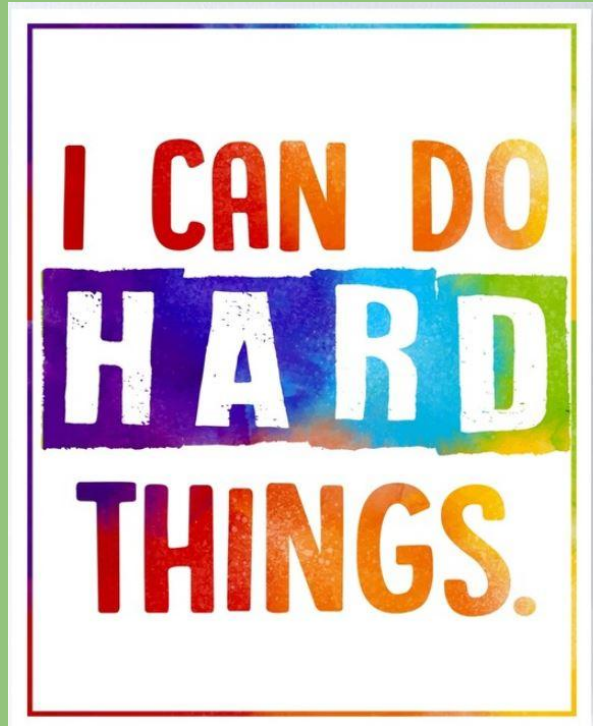


Just play. Have
fun. Enjoy the
game.

Michael Jordan

BrainyQuote®

What happens if
the losing team
cries?



Tell the player,

Yes, this is sad that we lost.

We all tried so hard, and that's why it is sad.

It's OK to be sad and to cry, it makes us feel better.