2026 TCYS U8 MINI MUM CUP
SCORING PROCEDURES

POINT SYSTEM

1. Teams in each of the GROUPS will play the 3 other teams in the group.

2. Points will be awarded according to the following:
WIN = 6 TIE = 3 SHUTOUT = 1 (including 0-0)

3. Additional points will be awarded for EACH GOAL SCORED (max of 3 per game):
e.g. max points a team could receive in 1 match is 10 PTS...
WIN = 6 + SHUTOUT = 1 + GOALS SCORED = 3 max > TOTAL POSSIBLE = 10

DETERMINING GROUP STANDINGS

4. The WINNERS of each group will move on to the FINALS MATCH

5. The PLACES in each GROUP will be determined by TOTAL POINTS accumulated by each team.
In the case of ties within a GROUP, the following tiebreakers will be applied

a. Head-To-Head Result (skip to 'b' if more than 2 teams are tied.

b. Total Net Goals (maximum of 5 goals per game)

c. Most goals scored (maximum of 5 goals per game)

d. Fewest goals allowed

e. Most Wins…then, Most Ties…then, Least Losses

SUDDEN DEATH SCORING PROCEDURES IN THE EVENT OF A TIE AT THE CONCLUSION OF REGULATION TIME

6. If the FINAL MATCH is tied at the end of regulation time, there will be 5-min SUDDEN DEATH OVERTIME PERIODS until a winner is declard...1st team to score is the WINNER

a. Play will continue following a 2-min break. Both Goalkeepers will be removed prior to OVERTIME #1, resulting in a 6v6 format

b. If the match remains tied, play will continue after a 2-min break with another 5-min OVERTIME PERIOD once another playeer is removed from each team resutling in 5v5

c. Upon subsequent ties, this process will continue down to 4v4 and 3v3 formats

7. If still tied, there will be a PENATLTY KICK SHOOTUT following USSF procedures, except:

a. A small Pug goal will be placed on the Goal Line equidistant between the Goal Posts

b. Players will kick from the Penalty Area Line 12 yds from the Goal

C. All players on the team are eligible to shoot, not just those on the field at the end of regulation

MEDALS WILL BE AWARDED TO THE CHAMPIONS & RUNNERS-UP