



Kalahari Cup 2011



Addendum to Tournament Rules

First Round Tie Breakers

1. Head to Head Score
2. Goal Differential (*Maximum of 4 per game*)
3. Penalty Kicks
(*Each team picks 5 shooters best of 5 wins. If still tied 5 more shooters and then continue until one team misses and one team does not.*)

4 Goal Mercy Rule

In order to prevent teams from getting blown out and to keep the field as even as possible we are using this rule to help keep things competitive. If a team is down by 4 goals they may add another player to the field or the leading team may elect to remove a player.

Since there is a maximum Goal Differential of 4 goals per game, there is no advantage to run up the score beyond 4 goals.