

PLAYOFF RULES AND PROCEDURES

5.0. DISTRICT TOURNAMENTS

5.0.1. Each Member Association interested in sending teams to the Fall Championship District and/or South Texas Cup District Tournaments will provide the number of eligible teams in each age group and competition level by the date designated on the Perpetual Calendar. These teams and only these teams will be used in the preparation of allocations for the District Tournaments. **(Changed 7.18.10)**

5.0.2. **District Tournaments.** Each District may hold District or Area Tournaments in all ages 10U and older for all competition levels following regular Fall play and following South Texas Cup or Spring league play. 18U and 19U competitions may be combined in the Fall and in the South Texas Cup in Spring. 10U tournaments under this rule may include a separate bracket for 9U teams. 10U may also participate in Area and / or Member Association tournaments with standings kept and awards given. 6U and 8U may participate in Member Association sponsored events based upon participation with no results kept or awards given except for participation.

If El Paso County STYSA affiliated Associations require a District or State Playoff to determine teams to represent El Paso in a District or State Tournament, these playoffs shall be organized and supervised by the Western District VP. The date of these playoffs shall be no later than 3 weeks prior to the date of the District or State Tournament. Teams shall be notified of the playoff date at least 2 weeks prior to the date of the playoffs. **(Changed 7.18.10)**

5.0.3. **Awards.** STYSA shall provide participation patches for all players and coaches in District Tournaments. Awards shall be provided for first and second places.

5.0.4. **Format.** All District Tournaments shall be round-robin format. Tournaments with more than one bracket shall consist of mini-games on Saturday with the regulation-length semi-final and final rounds on Sunday. The length of these mini-games shall be as follows:

9U, 10U	20-minute halves (Added 7.12.09)
11U, 12U	25-minute halves
13U, 14U	30-minute halves
15U, 16U	30-minute halves
17U, 18U, 19U	35-minute halves

District Tournaments with only one bracket of more than five (5) teams shall consist entirely of mini-games of the length specified above. All other District Tournaments with only one bracket shall play all games of regulation length. Regulation game times shall be:

9U, 10U	25-minute halves (Added 7.12.09)
11U, 12U	30-minute halves
13U, 14U	35-minute halves
15U, 16U	40-minute halves
17U, 18U, 19U	45-minute halves

District Tournaments shall be a maximum of 16 teams in size, determined by the number of participating associations. Each Association participating shall have a minimum of one team and no more than three teams allocated for the tournament, unless necessary to fill the tournament brackets. The allocation of more than three teams per Association shall be at the discretion of the District Vice-President.

In instances where teams from two or more Member Associations play inter-association during the regular season, the allocation shall be made to the inter-association group.

5.1. STATE TOURNAMENTS

5.1.1. **Competition Level.** STYSA shall sponsor State Tournaments for Division II competitions in the Fall and the South Texas Cup, Director's Cup, President's Cup and US Youth Soccer National Championships State Cup in Spring. 18U and 19U competitions may be combined in the Fall and the South Texas Cup and Director's Cup Championships in Spring. **(Changed 8.23.18)**

5.1.2. **Awards.** Awards for State Tournaments shall be provided for first and second places. **(Changed 8.23.18)**

5.1.3. **Format.** State Tournaments shall be round-robin tournaments with the following formats:

5.1.3.1. Two-Day Weekend Play

a. **El Paso Does Not Send a Team.** Eastern and Western District will send two representatives each with the following format:

Saturday AM ED1 vs. WD2
 WD1 vs. ED2

Saturday PM WD2 vs. ED2
 ED1 vs. WD1

Sunday AM ED2 vs. ED1
 WD1 vs. WD2

b. **El Paso Sends a Team.** In the event that El Paso chooses to send a team, the following format will be used:

(1) **Play Before State Tournament.** The teams advancing from each District, except El Paso, will play each other before coming to the State Championships. If the advancing teams are determined by a District Championship match, this match will serve as the state playoff match between the top two district teams. The points awarded toward state will be based on the round-robin scoring system, so if the District championship match is tied at the end of regulation play, both teams are awarded the points for a tie regardless of how the District determines the winner. If the advancing teams are determined by round robin play, the match between the advancing teams will serve as the state playoff game between the top two district teams. The points awarded toward state will be based on the round-robin scoring system, so if the round robin match ends in a tie, both teams are awarded the points for a tie.

(2) **Schedule.** If Western District hosts, then:

Saturday AM EP vs. WD1
 WD2 vs. ED2
 ED1 BYE

Saturday PM ED2 vs. EP
 ED1 vs. WD2
 WD1 BYE

Sunday AM EP vs. WD2
 WD1 vs. ED1
 ED2 BYE

Sunday PM ED1 vs. EP
 WD1 vs. ED2
 WD2 BYE

(3) **Schedule.** If Eastern District hosts, then:

Saturday AM EP vs. ED1
 ED2 vs. WD2
 WD1 BYE

Saturday PM	WD2 vs. EP WD1 vs. ED2 ED1 BYE
Sunday AM	EP vs. ED2 ED1 vs. WD1 WD2 BYE
Sunday PM	WD1 vs. EP ED1 vs. WD2 ED2 BYE

- c. **El Paso Commits, but does not Send a Team.** When El Paso commits to send a team, but does not, the tournament games played to comply with 5.1.3.b. (1) will be considered the first tournament games. The playing schedule to be used in this event will be as follows:

Saturday PM	ED1 vs. WD2 WD1 vs. ED2
Sunday AM	WD2 vs. ED2 ED1 vs. WD1

5.1.3.2. **Three Day Weekend Play**

- a. **El Paso Does Not Send a Team.** Eastern and Western District will send two representatives each with the following format:

Saturday	ED1 vs. WD2 WD1 vs. ED2
Sunday	WD2 vs. ED2 ED1 vs. WD1
Monday	ED2 vs. ED1 WD1 vs. WD2

- b. **El Paso Sends a team.**

- (1) Western District hosts:

Saturday AM	ED2 vs. ED1 WD2 vs. WD1 EP bye
Saturday PM	ED1 vs. EP WD1 vs. ED WD2 bye
Sunday AM	EP vs. WD2 WD1 vs. ED1 ED2 bye
Sunday PM	EP vs. WD1 ED2 vs. WD2 ED1 bye
Monday PM	ED2 vs. EP ED1 vs. WD2 WD1 bye

- (2) Eastern District hosts:

Saturday AM	ED1 vs. ED2 WD1 vs. WD2
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	EP bye
Saturday PM	WD1 vs. EP WD2 vs. ED1 ED2 bye
Sunday AM	EP vs. ED2 WD1 vs. ED1 WD2 bye
Sunday PM	EP vs. ED1 WD2 vs. ED2 WD1 bye
Monday AM	WD2 vs. EP WD1 vs. ED2 ED1 bye

- c. **El Paso Commits, but Does Not Send a Team.** The playing schedule shown in 5.1.3.2.a. will be used.
- d. **El Paso Sends a Team, but the District sends only one team.** In the event that El Paso is sending a team but one of the two Districts has only one team, El Paso will play in the WD2 or ED2 open slot.

5.2. PLAYOFF PARTICIPATION REQUIREMENTS

Each team wishing to participate in any STYSA sponsored District or State Tournament must meet the following criteria:

- 5.2.1. **Member Association in Good Standing.** The STYSA Member Association with which the team is affiliated must be in good standing; it must have complied with all STYSA registration requirements and all of the Member Association's STYSA fees must be paid.
- 5.2.2. **Tournament Fees.** STYSA may establish tournament fees for Fall District and State Tournaments at its February meeting. The tournament fees must be paid in full by a Member Association by the date established by the STYSA Perpetual Calendar for all participating teams or none of its teams will be allowed to participate.
- 5.2.3. **Teams from Associations.** On or before November 1 each year, each Member Association must advise the State Office in writing the number of team(s) per age group and competition level that their Association will enter in the current seasonal year's fall championships.
- 5.2.4. **Properly Registered Players.** Each player on the team must be properly registered STYSA players and must meet the age requirements of the competition in which the team will be involved.
- 5.2.5. **Registered Coach and Assistant Coach.** Each coach or assistant coach must be a Registered Coach in compliance with Rule 3.2.10 and have a properly laminated current STYSA Adult Participation Pass. In the absence of the Registered Coaches for that team, only Eligible Adults with a current STYSA Adult Participation Pass may be present with the team and act in the absence of the Registered Coaches on coaching matters for the team and be in the technical area or on the sideline.
- 5.2.6. **Division Champion.** No team may participate in any future Fall Championships in the same division if that team wins a Fall Championship and at least 50% + 1 of the players from the original roster are registered together as a team. If the team registers as a higher Division team the next year and no such Division league is available within a 100 mile radius, the team may play a regular season with the lower Division league but will only be eligible for Division playoffs in the Division the team is registered for.

5.3. TOURNAMENT HOSTING REQUIREMENTS AND PROCEDURES

5.3.1. **Host Association Must Comply.** Any Association that hosts any District or State Tournament must comply with the requirements in this section. Failure to comply with any of these requirements or the referee requirements may result in fines or sanctions being assessed by the Governing Board against the host Association.

- a. **Fields.** Fields of the correct size for the age group and competition level involved must be available. These fields should be playable, if at all possible, under adverse weather conditions. Field information including sizes, locations, amenities available at the fields (restroom facilities, concessions, first aid stations, parking, etc.) must be provided at the District meeting at which tournament hosts are to be determined.
- b. **Tournament Coordinator.** A Tournament Coordinator and at least one assistant shall be provided by the host Association for each District or State Tournament at each playing site. These individuals shall be responsible for:
 - (1) providing a readily identifiable Tournament Headquarters location;
 - (2) distributing schedules and team information to all teams involved;
 - (3) keeping all Tournament records, including penalty points accumulated before the Tournament and those accumulated during the Tournament;
 - (4) receiving and checking the information required of each team participating in the Tournament;
 - (5) supplying each team with necessary information about the tournament site (maps, motel and restaurant information);
 - (6) keeping track of and prominently displaying match results and standings as the Tournament progresses;
 - (7) serving as the initial point of contact for any disputes or protests;
 - (8) conducting an awards ceremony with a formal presentation of awards at the end of the Tournament; and
 - (9) submitting a Tournament report, including the game cards, standings, statement of any problems or suggestions for improvement, and a report on any player or coach / assistant coach that accumulates penalty points which requires a suspension of one or more games beyond the tournament. The Tournament Reports shall be sent within one week of the tournament to the STYSA State Office. The STYSA State Office will notify the STYSA Appeals Committee Chairperson of any suspensions as a result of the accumulation of penalty points.
- c. **Liaison to the STYSA Appeals Committee.** Each hosting Association for District or State Tournaments will designate a liaison to the STYSA Appeals Committee who shall contact the STYSA Appeals Committee or it's designate in the organization of any hearing that may be necessary to resolve the matter.
- d. **Referees.** Referees must be provided by the host Association for District or State Tournaments as follows:
 - (1) **Division III Play.** One USSF currently certified center referee and two qualified assistant referees. All referees and assistant referees must be scheduled to officiate by a USSF Certified Assignor. STYSA shall reimburse the host Association for referees at a rate established by the STYSA Governing Board and as listed in the Financial Policies Section of the STYSA Administrative Handbook.
 - (2) **Division I, Super II and Division II Play.** One USSF currently certified center referee and two USSF certified assistant referees. All referees and assistant referees must be scheduled to officiate by a USSF Certified Assignor. In addition, a qualified standby referee is required at all State Tournaments so that in the event of illness or incapacity of a referee or assistant referee, a substitute will be available immediately. STYSA shall reimburse the host Association for referees at a rate established by the STYSA Governing Board and as listed in the Financial Policies Section of the STYSA Administrative Handbook.
 - (3) **USYSNC State Games (15U and above).** One USSF certified center referee, two USSF certified assistant referees and one USSF certified fourth official. STYSA shall reimburse the host Association for referees at a rate established by the STYSA Governing Board and as listed in the Financial Policies Section of the STYSA Administrative Handbook.

- e. **Reimbursement for Expenses.** The STYSA Financial Policies, found in Section 7 of the current issue of the STYSA Administrative Handbook, contain the approved policy for reimbursement of expenses incurred during the hosting of the District and State Tournaments.

5.4. TEAM REQUIREMENTS

Check-In

- a. **Team Roster.** Prior to the start of each team's first District or State Tournament game, a copy of an official STYSA roster must be presented to the Tournament Coordinator or his / her designee. This form must be signed by a responsible officer of the STYSA Member Association. If the coach or assistant coach is unavailable, an adult must declare himself / herself as responsible for the team to the Tournament Coordinator and to the referee.
- b. **Player I.D. Cards.** Each player must have a properly laminated USYS player identification card. These cards will be inspected by the Tournament Coordinator or is / her designee **(Changed 2.24.2013)**.
 - (1) **Division III players.** In the event that a Division III player's card is improperly prepared or is in questionable condition, the Tournament Coordinator or his/her designee shall attempt to verify that any player(s) in question are properly registered STYSA players and are registered to the team involved.
 - (2) **Division I, Super II and Division II players.** To play, a Division I, Super II or Division II player's ID card must be properly prepared, laminated and contain the proper information, including the player's name and birth date, a recent photo of the player, the player's STYSA ID number and the STYSA team code and is signed (stamped) by the Local or Member Association Registrar. **(Changed 2.14.10)**
- c. **Penalty Point Report.** Teams must have a copy of their Penalty Point Report available for the Tournament Coordinator or his/her designee. The Report shall contain the accumulated penalty points and the date(s) the points were received for each player, coach or assistant coach on the participating team. It shall also note the date(s) of any suspensions that were served.

This report shall be completed by the league administrator (based on information from the game cards) and shall be recorded on an official Penalty Point Report. This report shall be sent to the State Office, the appropriate home Association, and the team. At all STYSA USYSNC State Cups, the STYSA Appeals Committee shall maintain the penalty points for the duration of the tournament.

5.5. PROTESTS

Protest Requirements. No protests will be allowed unless they are made known to the referee and opposing coach immediately after the game. The referee and opposing coach must be advised at this time as to the alleged basis for the protest. The coaches of both teams involved must remain on the site until resolution of the protest. Within thirty (30) minutes, the protesting coach must provide the Tournament Appeals Committee Representative at the site with a written report stating the basis for the protest. The required protest fee will be \$200 payable in cash, traveler's check or money order in U.S. Currency.

5.6. SITES FOR FALL STATE TOURNAMENTS

- 5.6.1. **Even Seasonal Years** (e.g. 2003-04)
 - a. Eastern District Hosts Boys' Teams
 - b. Western District Hosts Girls' Teams
- 5.6.2. **Odd Seasonal Years** (e.g. 2004-05)
 - a. Eastern District Hosts Girls' Teams
 - b. Western District Hosts Boys' Teams

5.7. SITES FOR US YOUTH SOCCER NATIONAL CHAMPIONSHIP (USYSNC), PRESIDENT'S CUP, DIRECTOR'S CUP, AND SOUTH TEXAS STATE CUP

The State Cup for US Youth Soccer National Championships (USYSNC), President's Cup, Director's Cup and South Texas Cup shall each be held in one city on one weekend in accordance with the STYSA Perpetual Calendar as follows:

- 5.7.1. **Even Years** (e.g. 2006)
 - a. Eastern District hosts USYSNC and Director's Cup
 - b. Western District hosts President's Cup and South Texas Cup

- 5.7.2. **Odd Years** (e.g. 2007)
 - a. Eastern District hosts President's Cup and South Texas Cup
 - b. Western District hosts USYSNC and Director's Cup
- 5.7.3. Each Member Association desiring to host the State Cup finals shall place a bid at the previous Summer STYSA Governing Board Meeting. The Governing Board shall select the city for such tournament.
- 5.7.4. The bid should address:
 - (a) Hotel / motel accommodations, including room rates and locations in relation to the playing fields;
 - (b) Number of playing fields and sizes;
 - (c) Restroom facilities;
 - (d) Concessions availability;
 - (e) Tournament coordinator
 - (f) Planning for alternate site in case of inclement weather;
 - (g) Planning for communication and emergency medical service.

5.8. STANDINGS

- 5.8.1. **Tournament Standings.** All standings will be determined by points: 6 points for a win, 3 points for a tie, and 0 points for a loss. A point will be awarded for each goal up to three goals. A point will also be awarded for a shutout. A win by forfeit results in 10 points for the winning team (scored 3-0).
 - a. **Round Robin Tie Breakers.** If the two or more teams are tied on points (as determined above) at the end of the Round Robin, the following progressive sequence will be used to determine final Round Robin standings:
 - (1) Winner in head-to-head competition (this criterion is used only if the tied teams have all played each other); then, if teams are still tied,
 - (2) Highest goal difference (goals for minus goals against) with a maximum of three (3) goals difference per game counted both for and against. For example, if the score is 8-3, the calculation would be +3 goals for the winning team, -3 goals for the losing team. If the score is 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team; then, if teams are still tied,
 - (3) Total goals allowed. (Team with fewest total goals allowed advances.); then, if teams are still tied,
 - (4) Kicks from the Penalty Mark (See 5.8.2). If two teams remain tied, then follow 5.8.2. If more than two teams remain tied, the following procedure will be used to determine the pairings of the Kicks from the Penalty Mark;
 - a) If an odd number of teams are tied (3, 5, 7 ...), teams will draw numbers and the team with the lowest number (1) will receive a bye. All other teams will be paired by number (2 vs 3, 4 vs 5, ...) and then follow 5.8.2;
 - b) If an even number of teams are tied (4, 6, 8, ...), teams will draw numbers and be paired by number (1 vs 2, 3 vs 4, ...) and then follow 5.8.2;
 - c) Repeat 5.8.1.a.4.a or 5.8.1.a.4.b until only two teams remain, then follow 5.8.2.

Progress through the tie-breaking sequence only as long as all teams entering the sequence remain tied. Once the result at any step of the sequence is different for at least one team, standings shall be assigned using the results from that step. Should any teams remain tied within the assigned standings, repeat the progressive sequence starting at step (1) with only the tied teams. **(Changed 8.23.18)**

- b. **Tie Breakers for Other than Round Robin Play.** The game will be extended by two overtime periods as described below. If the match is still tied at the conclusion of the overtime periods, then the match will be decided by Kicks from the Penalty Mark. (See Section 5.8.2)

AGE DIVISION	DURATION OF EACH OVERTIME PERIOD
11U & 12U	10 minutes
13U & 14U	10 minutes
15U & 16U	15 minutes
17U, 18U & 19U	15 minutes

- 5.8.2. **Kicks from the Penalty Mark.** Games that remain tied at the end of overtime will be decided by the taking of kicks from the penalty mark using the procedure below. If kicks from the penalty mark are needed to break a tie in standings rather than to decide the winner of a game, the two teams will choose eleven (11) eligible players to participate as if a game had ended with those players on the field.
- The referee chooses the goal at which the kicks will be taken.
 - The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
 - The referee keeps a record of the kicks being taken.
 - Subject to the conditions explained below, both teams take five kicks.
 - The kicks are taken alternately by the teams.
 - If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
 - If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
 - A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules.
 - With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark.
 - Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
 - An eligible player may change places with his goalkeeper at any time when kicks from the penalty mark are being taken.
 - Only the eligible player and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
 - All players, except the player taking the kick and the two goalkeepers, must remain within the center circle.
 - The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
 - Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken.
 - When a team finishes the match with a greater number of players than their opponents, they shall reduce their number to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility.
 - Before the start of kicks from the penalty mark, the referee shall ensure that only an equal number of players from each team remain within the center circle and they shall take the kicks.
 - In the event of light failing before the end of the taking of the kicks from the penalty mark, the result shall be decided by the toss of a coin or the drawing of lots.
- 5.8.3. **Forfeits.** Any team which fails to play an officially scheduled game in District or State Competition shall be considered to have abandoned the tournament. Its games will not count to determine tournament standings nor shall they be considered in the standings as forfeits. The team is not eligible to receive awards nor shall it be considered in the tournament standings.
- 5.8.4. **Abandonment of a Game.** If any playoff game is abandoned, the STYSA Appeals Committee or any three (3) members of the STYSA Executive Committee shall decide:
- if the score at the time of the abandonment shall be the score of the game;
 - if the game shall be declared a forfeit for one or both teams;

c. if the game shall be replayed.

There shall be no appeal of the decision.

- 5.8.5. **Failure to Complete the Tournament.** Any team which enters a District or State Tournament, but fails to complete that tournament, may be subject to sanctions by STYSA and the Member Association to which that team belongs may be subject to fines by the STYSA Governing Board. Exceptions may be granted on a case- by-case basis by a formal vote of the STYSA Executive Committee at a normally scheduled meeting. Whether or not to consider such exceptions shall be solely at the discretion of the Executive Committee.

TOURNAMENT SEEDING GUIDELINES

The following contains examples of team allocations to a 16 team tournament as well as seeding guidelines.

Whenever possible, all STYSA tournaments should be seeded mathematically first and then re-seeded using some desirable common-sense requirements. This re-seeding should disturb the mathematical seeding only enough to accomplish the common sense requirements and no more.

The mathematical seeding is demonstrated by the following formula:

CAYSA 1 represents $(147 \text{ teams} * 16 / 421)$ for a ratio of 5.58

CAYSA 2 represents $(147 * .75)$ or $(110 \text{ teams} * 16 / 421)$ for a ratio of 4.19

CAYSA 3 represents $(147 * .50)$ or $(73.5 \text{ teams} * 16 / 421)$ for a ratio of 2.79

CAYSA 4 represents $(147 * .25)$ or $(36.8 \text{ teams} * 16 / 421)$ for a ratio of 1.39

NEYSO 1 represents $(48 \text{ teams} * 16 / 421)$ for a ratio of 1.82

NEYSO 2 represents $(48 * .50)$ or $(24 \text{ teams} * 16 / 421)$ for a ratio of .912

NYSL 1 represents $(22 \text{ teams} * 16 / 421)$ for a ratio of .836

SAYSO 1 represents $(32 \text{ teams} * 16 / 421)$ for a ratio of 1.22

MIDCIT 1 represents $(34 \text{ teams} * 16 / 421)$ for a ratio of 1.29

EPYSA 1 represents $(27 \text{ teams} * 16 / 421)$ for a ratio of 1.03

SASA 1 represents $(22 \text{ teams} * 16 / 421)$ for a ratio of .836

CBYSA 1 represents $(75 \text{ teams} * 16 / 421)$ for a ratio of 2.85

CBYSA 2 represents $(75 * .67)$ or $(50.25 \text{ teams} * 16 / 421)$ for a ratio of 1.90

CBYSA 3 represents $(75 * .33)$ or $(24.75 \text{ teams} * 16 / 421)$ for a ratio of .940

LYSA 1 represents $(8 \text{ teams} * 16 / 421)$ for a ratio of .304

UVALDE represents $(6 \text{ teams} * 16 / 421)$ for a ratio of .228

(Number of teams in tournament * Number of teams for association)

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Divided by total teams desiring to participate in tournament

For example, if a 16 team 12U boys tournament is to be held, CAYSA has 147 12U boys' teams and the total number of 12U boys' teams in the Western District wishing to participate in the tournament is 421, then CAYSA's ratio is:

$$\frac{16 * 147}{421} = 5.58$$

Although this means CAYSA would be entitled to 5.58 slots in a 16 team tournament, no association should normally have more than 5 teams in any tournament; however, this ratio is used to seed as well as calculate allocations of sport for any tournament. Once the number of allocations to a tournament is determined, the following is used to actually seed the tournament:

12U Boys Tournament – 16 teams

Obviously each association, regardless of ration, gets at least one team. On this basis, the final mathematical tournament seeding looks like this.

Team 1	CAYSA 1	5.580
Team 2	CAYSA 2	4.190
Team 3	CBYSA 1	2.850
Team 4	CAYSA 3	2.790
Team 5	CBYSA 2	1.900
Team 6	NEYSO 1	1.820
Team 7	CAYSA 4	1.390
Team 8	MCYSA 1	1.290
Team 9	SAYSO 1	1.220
Team 10	EPYSA 1	1.030
Team 11	CBYSA 3	0.940
Team 12	NEYSO 2	0.912
Team 13	NYSL 1	0.836
Team 14	SASA 1	0.836
Team 15	LYSA 1	0.304
Team 16	UYSA 1	0.228

Using a standard 16-team pairing format, the mathematical tournament would look as follows:

Bracket A:

Team 1 – CAYSA 1 Team 5 – CBYSA 2
Team 12 – NEYSO 2 Team 16 – UYSA 1

Bracket B:

Team 3 – CBYSA 1 Team 7 – CAYSA 4
Team 10 – EPYSA 1 Team 14 – SASA 1

Bracket C:

Team 2 – CAYSA 2 Team 6 – NEYSO 1
Team 11 – CBYSA 2 Team 15 – LYSA 1

Bracket D:

Team 4 – CAYSA 3 Team 8 – MCYSA 1
Team 9 – SAYSO 1 Team 13 – NYSL 1

From this point forward, the common-sense and primary goal factors determine movement within the seeding. The primary goal of any tournament is to determine the best teams in the tournament.

If you allow a seeding which has the potential of pairing the best teams in the tournament in the same bracket or pair of brackets or of eliminating one of two teams from the same association in the round robin, you are failing to meet this primary goal.

Where possible, the tournament should be set up so as not to allow one team from an Association to eliminate other teams from the same Association until semi or final rounds. It will be surprising how often the mathematical formula above will result in a properly seeded tournament with no further adjustment.

This seeding as it stands mathematically is perfectly compatible with the primary goal and common-sense factors mentioned above.

Some seeding reassignments are purely subjective in nature and are based on the fact that, despite a low numerical seed, a particular team is known to be very strong (possibly as a result of the prior year's performance by that team). As long as the above goals are accommodated, the actual numeric seed value becomes unimportant once the brackets are determined.

With that in mind, the tournament could look as follows:

Bracket A:

Team 1 – CAYSA 1 Team 5 – CBYSA 3
Team 12 – NEYSO 2 Team 16 – UYSA 1

Bracket B:

Team 3 – CBYSA 2 Team 7 – EPYSA 1
Team 10 – SAYSO 1 Team 14 – CAYSA 4

Bracket C:

Team 2 – CBYSA 1 Team 6 – NEYSO 1
Team 11 – CBYSA 3 Team 15 – LYSA 1

Bracket D:

Team 4 – CAYSA 2 Team 8 – SASA 1
Team 9 – MCYSA 1 Team 13 – NYSL 1

This would assume that the USYA 1 team and EPYSA 1 team were core teams that had performed very well the previous year and therefore were probably two of the stronger teams in the tournament despite their low mathematical seed.

It further assumes that, while mathematically the CAYSA 4 teams should be highly seeded, in actuality CAYSA 4 was a young team that was not the same caliber as the other three CAYSA teams. The shifts in seed are to accommodate the primary goal of not having the stronger teams eliminate one another in the round robin.