



LIBERTY CUP LONG ISLAND

2026

Age Group Formats, Group Play & Determining Team Placement, Finals & Awards

- **Age Group Formats**

- | | | | |
|---------------------------|---------|---------|---------------|
| ○ U9 (2016) - U10 (2015) | 7 v 7 | 6 + GK | Max Roster 14 |
| ○ U11 (2014) - U12 (2013) | 9 v 9 | 8 + GK | Max Roster 18 |
| ○ U13 (2013) – U15 (2011) | 11 v 11 | 10 + GK | Max Roster 22 |

- **Group Play:**

- **ALL Teams Play 3 Games**
- **U9 – U12 = 50 minutes (2 x 25-minute halves)**
- **U13 – U15 = 60 minutes (2 x 30-minute halves)**

- **Group of 4**
 - Round Robin Group Play (3 games)
 - MOST Total Points – Top 2 Teams
 - **FINAL #1 Total Points vs #2 Total Points**

- **Group of 6**
 - CROSSOVER Play – Bracket A vs Bracket B (3 games)
 - MOST Total Points – Top 2 Teams (Regardless of Bracket)
 - **FINAL #1 Total Points vs #2 Total Points**

- **Group of 8**
 - Round Robin Bracket Play (3 Games)
 - MOST Total Points (in each Bracket)
 - **FINAL Bracket A #1 vs B #1**

- **Group Play: Determining Team Placement**

Teams will be awarded points on the following basis:

- Six (6) points for each Win
- Two (2) points for each Tie
- Zero (0) points for each Loss
- One (1) point for each goal scored up to a maximum of Four (4) per game
- One (1) point for each shutout
- MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED
- A 4-2 game will be scored as 10 points for the winning team

(6 for win, 4 for goals) and 2 points to the losing team (2 for goals)

In the event of a tie in points at the end of bracket play, the winner for advancement to the Final or just for placement will be determined as follows:

1. Head-to-Head (If there is a 3-team tie, proceed to the next tie breaker)

2. Goal Differential (Maximum of +/- 4 per game)

3. Goals Against

4. Most Wins

5. Most Shutouts

6. Fair Play

- **LENGTH OF ALL FINALS SCHEDULED SAME AS AGE GROUP PLAY (2 x 25 minutes)**

- **IF tied after regulation:**

- Teams will immediately proceed to **play a 5-minute, golden goal, period**
- If a **tie still exists after this OT period**, immediately proceed to **Penalty Kicks - BEST OF 3**
- **After 3 kicks**, if there is **still no winner**, proceed to **Sudden Victory Penalties** (players that did not shoot) **till the winner is determined**

- **AWARDS: Champion & Finalist** in each Age/Gender/Group **receive individual awards**, at the venue of their last game (or where to receive them as directed by Field Marshal)

GOOD LUCK TO ALL TEAMS!