

2010 Airport Select Invitational

Bracket A

- 1.) ASA-Westminster
- 2.) Academic Magnet
- 3.) Blue Ridge

Bracket B

- 1.) Hammond
- 2.) S. Aiken
- 3.) Byrnes

Bracket C

- 1.) Dreher
- 2.) Dillon
- 3.) N. Myrtle Beach

Bracket D

- 1.) Batesburg-Leesville
- 2.) Thomas Sumter
- 3.) Emerald

Bracket E

- 1.) Nations Ford
- 2.) N. Augusta
- 3.) Airport

Bracket F

- 1.) St. Josephs
- 2.) Bluffton
- 3.) Aiken

Thursday Night (March 25th)

- | | |
|--------------------------------------|------|
| Game 1 Hammond vs. S. Aiken | 6:00 |
| Game 2 Academic Magnet vs. ASA West. | 7:30 |

Friday Afternoon/Night (March 26th)

- | | | |
|--|------|---|
| Game 3 Airport vs. N. Augusta Field 1 (F1) | 3:30 | Game 4 Aiken vs. St. Josephs Field 2 (F2) |
| Game 5 Batesburg Leesville vs. Emerald F1 | 4:45 | Game 6 Dreher vs. Dillon F2 |
| Game 7 Hammond vs. Byrnes F1 | 6:00 | Game 8 Academic Magnet vs. Blue Ridge F2 |
| Game 9 Airport vs. Nations Ford F1 | 7:15 | Game 10 Aiken vs. Bluffton F2 |
| Game 11 Thomas Sumter vs. Bates Lees F1 | 8:30 | Game 12 Dreher vs. N. Myrtle Beach F2 |

Saturday Morning and Afternoon (March 27th)

- | | | |
|---------------------------------------|-------|-------------------------------------|
| Game 13 ASA vs. Blue Ridge F1 | 9:30 | Game 14 S. Aiken vs. Byrnes |
| Game 15 Bluffton vs. St. Josephs F1 | 11:00 | Game 16 Nations Ford vs. N. Augusta |
| Game 17 Dillon vs. N. Myrtle Beach F1 | 12:30 | Game 18 Emerald vs. Thomas Sumter |

Note: Teams 1-8 will be ranked based on point system through group stage. There will be 6 winners and 2 wild card spots. Quarterfinals will begin at 3:30 on Field 1. Consolation matches (teams 9-18) will be determined by points earned in group stage. Note: There will be every attempt to avoid region and regular season match ups. Consolation matches will begin play at 2:00 on Field 2.

- | | | |
|--------------------|------|------------------------|
| OFF | 2:00 | Game 19 TBD vs. TBD F2 |
| Game 20 1 vs. 8 F1 | 3:30 | Game 21 TBD vs. TBD F2 |
| Game 22 4 vs. 5 F1 | 5:00 | Game 23 TBD vs. TBD F2 |
| Game 24 3 vs. 6 F1 | 6:30 | Game 25 TBD vs. TBD F2 |
| Game 26 2 vs. 7 F1 | 8:00 | Game 27 TBD vs. TBD F2 |

Sunday Morning and Afternoon (March 28th)

- | | |
|--------------------------|-------|
| Game 28 WG20 vs. WG22 F1 | 9:00 |
| Game 29 WG24 vs. WG26 F1 | 10:30 |
| Game 30 WG28 vs. WG29 F1 | 1:30 |

Rules and Regulations for the 2010 ASI

The South Carolina High School League rules pertaining to soccer will govern play in this tournament, with the following exceptions:

- 1.) All matches will be 60 minutes (two 30 minute halves) with a 5 minute halftime.
- 2.) Home teams will wear light colors and be listed first in the schedule. Visiting teams are listed second on the schedule and will wear dark colors. Bring both sets of uniforms to each game.
- 3.) If the match is tied at the end of regulation, there will be no extra time period. Penalty kicks will not be played in the group stages but will be played in the quarterfinal round on.
- 4.) Any player disqualified (soft red or straight red) from a match must sit out the next match.

At the conclusion of Game 12, seedings (1-6) will have been determined for brackets A, B, C, D, E and F, these will be teams who finished first in their bracket. Based on the point system, the top two second place teams will become wild card teams (seeds 7-8). The points system below will be used to determine the final placement game for the teams seeded the same in brackets A, B, C, and D, E, and F.

Points System

- Each team will receive 6 Points for a win.
- Each team will receive 3 point for a tie.
- Each team will receive 0 points for a loss
- Each team will receive 1 point for each goal scored up to 3.
- Each team will receive 1 point for a shutout
- The maximum number of points in a match is 10.

Tie Breakers

- If teams are tied in points, then goal differential will be used to break ties.
- Goal differential can be no higher than plus 3 for a match and no lower than minus 3 in a match. (example: if team A beats team B by a score of 7-0, then team A would have a plus 3 Goal differential and team B would have a minus 3 Goal differential)
- If teams remain tied after goal differential, the tie breaker will become goals allowed.
- If teams remain tied after goals allowed, the tie breaker will become goals scored.
- If teams remain tied after all tie breakers, winner will be decided by a coin flip.