

PacNW Junior Summer Festival Rules

RULES OF COMPETITION:

NOTE: Match officials should deliberately blow their whistle when required by the laws of the game; it should be loud enough to be heard by players, coaches, and spectators.

ROSTERS & AGE DIVISIONS

U8 Age divisions will play 4v4 with 4 field players and no goalkeeper

U9 Age divisions will play 7v7 with 6 field players and a goalkeeper

U10 Age divisions will play 7v7 with 6 field players and a goalkeeper.

*U8 teams playing 4v4 no more than (10) players per roster

U9 & U10 teams, playing 7v7, no more than fourteen (14) players per roster

Teams will register & play in the group that reflects the age of their oldest player, per the Washington Youth Soccer Player Age Chart

2023. TEAM CHECK-IN

Each team should check-in no later than 30 minutes before their first game. Check-in will be at Starfire, PacNW clubhouse. At check-in each team should have a team roster.

No changes to a team roster after it has been approved at tournament registration. Teams may have guest players. Guest players can be handwritten in.

Player Cards or Roster checks will not be required by match officials.

PLAYING RULES

All matches shall be played according to the latest FIFA Laws of the Game, as amended by the rules of Washington Youth Soccer, or unless modified herein.

Team listed first on the schedule will be the home team. They will change colors in case of a conflict with their opponent. The home team will wear light colors and the visiting team wear dark, unless otherwise agreed upon by both team's coaches.

All player equipment shall conform to the requirements of the Laws of the Game. Referee will have final say on what is approved for use by a player during the game.

Match Start times will be strictly enforced, (Please be on time).

Duration of all games will be 44 minutes 2 x 22 Minute Periods of Play followed by five (5) minute breaks between each period. Match officials will be responsible to keep time during

matches. Referees may be assisted by coaches regarding time and the end of the match.

There will be no stoppage time for injuries or any other reason.

Match scores will NOT be kept.

All decisions of the referee will be final. There will be no protests, appeals or other recourse.

Portable goals should be checked by the match officials prior to the start of each match, to ensure they are safe for the next match.

SUBSTITUTIONS

A player may be substituted at a normal stoppage of play with the permission of the referee.

Players requesting substitution onto the field should be at the touch line/midfield area and await the referee's permission to enter the field.

JUNIOR MATCH RULES (If not defined specifically by FIFA/WSYSA)

Offside:

U8 – No offside

U9 – Offside is only past the build-out line with clear and obvious position required. All close decisions or any uncertainty will result in continued play.

U10 – Offside is only past the build-out line with clear and obvious position required. All close decisions or any uncertainty will result in continued play.

No punting will be allowed by goal keepers at any time. This includes dropping the ball from hands and hitting off of the bounce.

Intentional heading of the ball is strictly not allowed and will result in an in-direct free kick for the opposing team.

From goalkeeper's hands, opposing players will drop to the build-out. Players can not cross this line until ball is released by GK.

For Goal kicks ball must leave GK area before opposition can cross the build-out line.

All kicks will be in-direct.

Throw-in/Kick or Dribble-in:

U8 – NO Throw-ins. Kick-ins or dribble-ins. The ball must be stopped on the sideline prior to playing it in.

U9 – Throw-in rules will be enforced, players will get (1) extra free throw if they are

whistled for an improper throw-in. If a second throw-in results in an official's whistle, the opposing team will have the throw-in.

U10 – Throw-in rules will be enforced, players will get (1) extra free throw if they are whistled for an improper throw-in. If a second throw-in results in an official's whistle, the opposing team will have the throw-in.

“Running up” of Scores is STRONGLY discouraged (If your team is winning by more than 4 goals, please have opposing team add another player, or provide restrictions to your players prior to further scoring attempts) Abuse of this or purposeful running up of score may result in your team being asked to leave the event.

Home teams will be responsible for supplying a properly inflated Size #4 Soccer Ball for each match.

PARENT/COACH CONDUCT

Parent and Coach Conduct will be the responsibility of the Coaches. Inappropriate conduct by your team's spectators can jeopardize your coach and/or team.

Do not yell, or be disrespectful to referees in any way.

Please ensure your team area is properly “Policed”. After each game, please pick up the trash on your sideline and place it in one of the provided receptacles.

There will be no visible or audible score keeping.

At no time is there to be any alcoholic beverages at the tournament site.

Please help us keep on time by immediately collecting your things and clearing your touchline after your game. This will allow the next team to move into position and prepare for the start of their game.

Any questions regarding jamboree rules, match officials, reporting player/parent/coach misconduct should be forwarded to Alex Flaten; Alex@pacnwsc.org.