

## **Tournament Rules**

All games will be played under FIFA rules with USYSA adjustments for youth competition with the following additions and clarifications:

### **GENERAL**

Signed copies of your roster are due 1.5 hours prior to your first game. These rosters must be signed by your Club/Association Registrar and submitted to Tournament Headquarters. Failure to submit your signed roster will result in a forfeit of any games played prior to the roster being submitted.

Medical release forms for each player, signed by parents/legal guardians, will be required to be kept by teams to have on hand at all times at all games and be able to be presented.

A forfeit will be declared if a team cannot field and maintain a minimum of seven (7) players (11v11) or five (5) players (9v9 or 7v7) for the entire game, beginning five (5) minutes after the scheduled game starting time. All forfeits are always recorded as 1-0. (8 points)

The home team will change jerseys in the case of a color conflict.

U9-U10 (7v7) roster limit is 12. 4 guest players are allowed.

U11-U12 (9v9) roster limit is 14. 5 guest players are allowed.

U13 through U15 roster limit is 18. 5 guest players are allowed.

U16 through U19 roster limit is 22. Maximum roster (suited up to play) for each match is 18. 6 guest players are allowed.

Once a player is registered on a team for the tournament, they can ONLY play with that team. A player CANNOT play for more than 1 team in the tournament.

Each team will be guaranteed 3 games.

Players wearing a cast of any kind will be allowed upon approval from the Referee assigned to the game.

The Tournament Director(s) will determine all decisions regarding playability of fields prior to the start of a game.

At the start of the match, it will be the decision of the referee whether or not playing conditions are safe. If a game is stopped, the team in the lead at the time of stoppage wins. If the game is tied, the result will be a tie.

If a semi-final game is tied at the time of stoppage, the game will immediately go to Kicks from the Mark. Preliminary games can end in a tie.

It is the responsibility of the coach to inform all players, substitutes and spectators of the Tournament Rules. The Tournament Director has the final decision regarding the interpretation of the Tournament Rules.

The Tournament Director(s) have final say in all rules and decisions regarding the tournament.

**NO TEAM REFUND POLICY** – There will be no refunds upon receipt of approval into the tournament. This policy is enforced because there are those few teams that withdraw without just cause before, during and after the schedules we post. The 1% of applicants withdrawing, this way, cause the responsible 99% scheduled tremendous grief due to multiple schedule changes.

**TOURNAMENT CANCELLATION POLICY** – In the event of inclement weather or circumstances out of the tournament's control causing

a Full Event Cancellation, PacNW may refund a maximum of 75% of the Tournament Registration Fees.

The Tournament Director(s) reserves the right to amend brackets in the event a team pulls out at the last minute or is a no show. Director will ensure the remaining teams are provided with the best possible tournament competition play for the good of the game.

### **GAME FORMAT**

2. Length of games:

- U9 to U12 – two 25-minute halves with five minutes between halves.
- U13 to U19 – two 30-minute halves with five minutes between halves.
  - Ties will stand except in the Championship Games.
- Official time is kept by the referee and will be a running clock. There will be no stoppage time for injuries.

3. Ball size

- U9 to U12 Use a size 4 ball
- U13 to U19 Use a size 5 ball.

4. There will be no stoppage time for injuries.

5. Games will start on time. If the games start late the tournament director will decide on the length of the game to keep on time. If they do start late for any reason the game will end no more than five minutes after the scheduled time.

**6. Finals games in all divisions will be played with the following duration ... U9 to U12 are 25 min halves and U13 to U19 are 30 min halves**

## 7. Games ending in a Draw (Tiebreakers)

- Pool Play Games – there will be no tiebreaker exercised.
- Championship Games – If the score is tied at the end of Regulation, then FIFA Kicks from the Mark will commence.

### **DIVISION WINNERS**

Winners of division play will be selected on the basis of the most total points after pool play is complete. Scoring will be on a 10-point system. The two teams with the highest point total will advance to the Championship match.

Six (6) points for a win, Three (3) points for a tie, Zero (0) points for a loss, One (1) point for a shutout, and One (1) point for each goal scored, with a maximum of three. A game ending with a final score of 0-0 will result in both teams being awarded 4 points (3 points for the tie and 1 point for a shutout).

A forfeit will always be scored as a 1-0 win with eight (8) points awarded.

It is the responsibility of the coach/manager to check the standings at Tournament HQ or the website/app for all game times, locations, schedule changes and verification of scores and points. Any questions on the posted scores will be directed to the Tournament Directors.

### **TIE BREAKING PROCEDURE**

In the event that two or more teams tie for the most points in pool play, the following criteria shall be applied in the order listed until the tie is broken:

1. Head to head competition.
2. Goal differential (Goals For – Goals Against) (Max Diff of 4 per game)

3. Fewest goals allowed.
4. Goals scored, up to 4 per game.
5. Coin Flip - In the event that there is a tie for the second finalist spot after all other tie breakers, a coin flip will determine who moves on

### **\*\* SUBSTITUTIONS**

Substitutions will be allowed during any stoppage in play and only with the referee's permission.

A player receiving a yellow card may be substituted at the time of the caution.

A player given a red card or two yellow cards in one game shall be ejected from that game and shall not be replaced.

### **PLAYER & COACHES CONDUCT**

1. All players and coaches will be expected to demonstrate good sportsmanlike conduct.
2. Any player or coach issued a red card that is upheld, will not be able to participate in at least the following tournament game. A stiffer penalty may be imposed for extreme violations (such as violent conduct) at the Tournament Director's discretion.
3. A player or coach who accumulates 3 yellow cards in different matches will be suspended for one match.
4. Coaches are responsible for the conduct of their players, substitutes and spectators.
5. All referee decisions are final. THERE WILL BE NO APPEALS, ARBITRATION OR RECOURSE.

6. If, in the opinion of game officials, a game must be terminated for misconduct of players, substitutes, coaches or spectators, the offending team could be suspended from further play, forfeiting that game and all remaining games. All previously played games would be re-entered as forfeits, with points awarded accordingly. Additionally, the offending team's home league and state association will be contacted, as appropriate.

### **SPECTATOR CONDUCT**

1. Inappropriate conduct by your team's spectators can jeopardize your coach and/or team.
2. At no time is there to be any alcoholic beverages at the fields. Violators will be prosecuted.
3. Pets are NOT allowed on or near the fields. Pets are allowed on park walkways.
4. After each game, please pick up the trash on your sideline and place it in one of the provided receptacles.
5. Please help us keep on time by immediately collecting your things and clearing your sideline after your game. This will allow the next team to move into position and prepare for the start of their game.
6. Do not leave valuables in your vehicles; vandalism has been reported in the past.