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2016 OUTDOOR TOURNAMENT RULES

1. Matches shall be played in conformity with the rules of WYS, USYSA, US Club and FIFA, unless otherwise stated herein. The Tournament Committee shall be the final authority in all tournament matters. The Tournament Committee shall consist of at least three members of tournament management and referee coordinators.
2. All teams should have the official tournament roster forms (including player names, birthdates and jersey number) signed and approved by their association or league registrar. All non-Washington state teams must have official player identification passes issued by their state, provincial or national association. All non-Oregon, Idaho, and Montana teams must also provide proper permission to travel papers from their state, provincial or national authorities.
3. All teams must provide their travel papers, player identification cards and official team rosters prior to their first game. This may be done at the pre-tournament check-in or at the tournament headquarters no less than **ONE HOUR** prior to their first match. If a team fails to check in prior to their first game and plays, they will forfeit that game. If a team fails to check in prior to its second game and plays, they will forfeit the remaining tournament games.
4. State select, provincial select or development teams may only take part at the discretion of the Tournament Committee in the age division assigned by the Tournament Committee. Such teams will always play in a division at least one year older than they normally would.
5. Maximum roster sizes for each team are as follows:
 - U-9 & U-10 (7v7) - 12
 - U-11 & U-12 (9v9) - 14
 - U-13 & U-14 (11v11) - 18
 - U-15 and older - 22

This is the maximum number of players allowable on a team's roster. Teams must have a minimum of the number of players on the field for that age group (ex: minimum of 11 players for an 11v11 team).
6. Teams may have guest players with proper identification. Any teams with players exceeding age group restrictions will forfeit each game that player participates in. No player may participate on more than one team playing in the tournament.
7. All teams will play a minimum of three matches.

8. For all matches, the home team will get the kickoff, the away team will get to choose the side.
 9. When possible, divisions shall be separated into equally-sized groups with teams playing matches against every other team in their group. Groups shall be seeded and, when possible, drawn to avoid placement of teams from the same area in the same group. All forfeits are 1 - 0.
 10. A point system shall be employed to determine the order of finish in group play, as follows.
 - Six points for a win.
 - One point per goal up to three goals
 - One point for a shutout
 - Three points for a draw
 - The team with the most points in group play will be the winner of the group; the rest of the teams shall finish in the order of most points
 - *If there are an uneven number of teams in one bracket and a team must play four games, their score will be divided by .75

If teams are equal in points, then tie-breakers, in order of importance, shall be:

 - Head-to-head
 - Goals against
 - Fewest losses
 - Most shutouts
 - Goals for (maximum of 3 a game)
 - Coin Toss or Penalty Kicks
 11. U-9 games will be in a Jamboree format. No scores or standings will be kept and the above point system does not apply for U-9 games.
 12. The duration of matches shall be as follows: Group play, consolation and semi-final matches:

U-9,10	50 minutes	two 25 minute halves
U-11,12,13,14,15,16,17,19	60 minutes	two 30 minute halves
Championship matches:		
U-9,10	50 minutes	two 25 minute halves
U-11,12,13,14,15,16,17,19	60 minutes	two 30 minute halves
- If the two teams come out of the same bracket of group play the Tournament Committee can switch the team to be able to play another team in the semi-finals.**
13. In group play and consolation matches, a draw shall stand as played. In the semi-finals and finals, matches that end in a draw shall be decided by penalty kicks. **No Overtimes.**
 14. Every team must have two sets of uniforms: dark and light jerseys. When the color of the team shirts conflict, the team listed as "Home" must change to an alternate color.

15. Substitutions are unlimited and are allowed during any dead ball at the referee's discretion.
16. If a player receives a red card that player and his or her coach have **30 minutes to report to the Tournament Judicial Committee** after the final whistle. If the offense is of a serious nature, the Judicial Committee reserves the right to impose a suspension. If a player is sent off a second time, the Judicial Committee has the right to suspend the player for the remainder of the tournament. If any player receives three yellow cards during the tournament, he or she will sit out a minimum one game suspension. Following the match, that player and his or her coach must report to the Judicial Committee within 30 minutes to receive possible further punishment. All cards will be reported to Washington Youth Soccer for possible further adjudication.
17. **All games are FINAL**. No protests are accepted, decision on the field is final.
18. Coaches are held strictly accountable for the conduct of their teams, parents and supporters. Abusive behavior toward the referee, opponents or tournament staff will not be tolerated. Such misconduct and breaches of sportsmanship shall be turned over to the Tournament Judicial Committee for possible suspension.
19. Neither the Tournament Committee, nor Starfire Sports are responsible for games cancelled because of unplayable fields. Such cancellations are for the safety of the players and referees and no liability will be assumed.
20. **Beginning in summer 2016, all teams must register based on birth year. Players for each age group must be born in the year below (or after, if playing up).**

U- 9	2008
U-10	2007
U-11	2006
U-12	2005
U-13	2004
U-14	2003
U-15	2002
U-16	2001
U-17	2000
U-19	1998

For the 2016 Season