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# 2014 INTERNATIONAL CUP TOURNAMENT RULES

1. Matches shall be played in conformity with the rules of WSASA, USASA, and FIFA, unless otherwise stated herein. The Tournament Committee shall be the final authority in all tournament matters.

2. All players are required to have a current and valid WSASA Player Card. Out of state players must provide a valid picture ID and written permission from their state or Province Soccer Association. Each player must surrender their current and valid state player ID card to the referee at the time of the game. In the event that a player receives a caution or ejection, the affected player's ID card will be held by the referee and turned into the Tournament Officials following the game.

3. All players in the Master's Division must be 35 years of age or older on the first day of the tournament.

4. All teams must check in thirty (30) minutes prior to their first scheduled match at the tournament registration area. At time of check in, teams must present their master roster.

5. Rosters can contain up to 22 players on the master roster for the tournament. Each roster must contain the first and last name of each player, jersey number and player card ID number. No roster changes will be allowed after the team's first game begins and only 18 players are permitted on each game's roster.

6. Player may only be on a roster and play for one team in the same age group. For example: Not ok to play on an open division team in Group A and another team in Group B. It is ok to play on a team in the open division and one team in the Masters (Over 35) division, provided that you're over 35.

7. For all matches, the home team will receive the kickoff and the away team chooses the side.

8. 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.

9. A point system shall be employed to determine the order of finish in group play, as follows.

Three points for a win.  
One point for a draw  
Zero points for a loss

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  
Goal differential  
Coin Toss or Penalty Kicks

10. The duration of matches shall be as follows:

Group play	60 minutes	two 30 minute halves
Semi-finals	60 minutes	two 30 minute halves
Finals	60 minutes	two 30 minute halves

11. In group play and consolation matches, a draw shall stand as played. In the semi-finals and finals, matches that end in a tie go straight to penalty kicks—no overtimes.

12. Referees will report all scores to the tournament headquarters following each match.

13. 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.

14. Every team must have two sets of uniforms: dark and light jerseys. When the color of the teams' 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, the player must report to the Judicial Committee within 30 minutes to receive possible further punishment. All cards will be reported to Washington State Adult Soccer Association for possible further adjudication.

17. All games are FINAL. No protests are accepted; decisions on the field are final.

18. 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. Shin guards are mandatory. Socks must be worn over the shin guards and be pulled up to completely cover the shin guards.

21. If a referee judges a player to be under the influence of alcohol or any narcotic substance, the player will not be allowed to continue playing for whatever period remains.