

# Rules of Competition

## I Sims Honda Skagit River Cup

### II Tournament Headquarters:

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### III Registration and Team Eligibility

1 **Check In** - All teams (including Canadian teams) must have a representative check in at the registration booth located at Skagit River Soccer Park, at least 30 minutes prior to playing their first game.

2 **Requirements** Teams **MUST** bring with them the following information:

a All teams must submit a roster (**including jersey #, name and date of birth for each player**) signed by the Club Registrar.

b **Travel papers** if you are an out of state team (including Canadian teams) you must provide proof of approval of the team's participation from the team's Federation Organization Member.

c **Player cards or birth certificates** for each player and **photo ID** for U-14 and above (possible acceptable forms of ID include player cards, passports, school ID, or drivers license).

### IV Player age and Eligibility

1 The tournament is open to all teams, boys and girls U11 – U19. No "All Star" teams or ODP teams are allowed without written permission from the Tournament Director. Each U11 team will consist of not more than fifteen players (including guest players). Each U12 – U19 team will consist of not more than eighteen players (including guest players). All players (except guest players) must be registered to the team making application.

2 A team is allowed up to four guest players who must meet the age criteria for the team playing and they must be currently registered and be in good standing with their respective state, provincial or national soccer associations.

### 3 Age Groups:

#### AGE GROUP---BORN ON OR AFTER AUGUST 1ST

U-19---1988      U-18---1989      U-17---1990 U-16---1991

U-15---1992      U-14---1993 U-13---1994      U-12---1995

U-11---1996

### V Teams

1 Home Team: The Home Team is the team listed first and will have field side selection and be responsible for uniform color change in the event of uniform color conflict.

### VI Player Credentials and Uniforms

1 Player identification cards are to be present at all matches (if available).

2 Identification cards are required to be checked by the referee prior to each game (if available).

3 The shirt number of each player must be the same as the player's shirt number on the roster.

### VII **Laws of the Game:** FIFA Laws of the Game will apply, except as amended below.

#### 1 Modifications

a **Match Length:** All games including semi finals and finals will be 30-minute halves.

b **Substitution** A player may be substituted on any stoppage of play with the permission of the referee. Teams have unlimited substitutions

c Player equipment: Shin guards are required for all players (no exceptions). Soft Casts, and splints are permitted with the permission of the referee. No jewelry of any kind is allowed to be worn during play.

### VIII Tournament and match schedules:

1 **Format:** Formats may vary depending on the number of teams that enter a division. Formats may include strait round robin, round robin with final, or round robin with semi final and final. *The Tournament reserves the right to alter the game formats to enhance competition.*

2 Teams will play a minimum of 3 games.

3 Determining a winner: Preliminary games may end in a tie (see scoring below). All quarterfinal/semi-final and final games will have a winner. There will be **NO OVERTIME** periods for quarterfinal, semi-final, and final games. Penalty

kicks per FIFA rules will be used if quarterfinal; semi final, and final games end in a draw after regulation time with the winner advancing.

4 Referees: All matches will use Certified referees

5 Match delays due to weather will be played as soon as the weather permits.

6 Refund policy: Teams withdrawing after the entry deadline will forfeit their entire entry fee. All teams not accepted into the tournament will receive a full refund. In the event of the tournament cancellation, all monies will be returned. Teams withdrawing before the entry deadline will be charged a \$25 processing fee.

**IX Forfeits** Any team that does not have at least 8 players able to play within 10 minutes after the scheduled start time will forfeit the game. A score of 1-0 (8 points) will be awarded to the winning team and (0 points) for the team that forfeited.

## **X Standings and Tie Breakers**

1 **Scoring for Preliminaries:** Points will be awarded as follows:

1. Win - 6 points
2. Draw - 3 points
3. Loss - 0 points
4. One point for each goal up to a maximum of 3 5.  
One point for a shutout.

## **2 Tie Breaking**

In the event teams are tied on points after the preliminary round, the tie will be broken by the following factors (in order):

1. Head-to-head record.
2. Least goals allowed.
3. Most goals scored (maximum 3 goals per game)
4. Kicks from the penalty spot

**XI Reporting of Scores:** Referees are responsible for the game and will report the score of all games to the Tournament Director at the field and they will then be posted on the scoreboards.

## **XII Protests and Disputes**

1 **Protests:** Any protest must be filed within 30 minutes of the end of the match accompanied by a \$25 fee. The \$25 is refunded only if the protest is upheld. No protests involving a judgment call of the referee shall be considered.

2 The Tournament Directors shall adjudicate all protests, disputes, or abandoned games. They are empowered to issue appropriate penalties necessary to obtain compliance with the spirit and intent of the tournament, up to and including disqualification of any player, team official or coach from further participation in the Tournament.

3 **The decisions of the Tournament Directors are final.** At the conclusion of each match, the referee will give the names and jersey numbers of each player cautioned (yellow card) and/or sent off the field (red card) to the Tournament Directors. Players or coaches sent off the field shall be suspended from the rest of the game and automatically suspended from the next scheduled game. The circumstances of the red card or send off shall be reviewed by the Tournament Directors to determine if additional disciplinary action is warranted. In the event a red card is issued to any, player, coach, or team official of any team participating in the tournament, any disciplinary sanction levied against such person requiring that such person not be allowed to participate in any future game or games, such sanction shall continue and be carried over first to all District I sanctioned tournament games, and then to any District I regular or post season league games until such sanction has been served and is satisfied in full. Suspensions not served by players, coaches or team officials will be forwarded to Washington State Youth Soccer Association (WSYSA) office for further judiciary review with the tournament's judiciary recommendations attached.

## **XIII Conduct and Discipline:**

1 All coaches have total responsibility for the conduct of their players, coaching staff, and team spectators. At no time shall foul or abusive language or misconduct be permitted at any field or other facilities being used for the tournament. Coaches who are either unable or unwilling to control themselves or their sidelines may be cautioned or sent off. The referee will file a written report with the tournament Judicial Committee. A copy of the report and a statement of any action will be sent to the respective state, provincial, or national office. If a coach is sent off he must leave the field immediately. A coach serving a game(s) suspension will not be allowed to watch the game or be within the vicinity of the field on which the game is being played.

2 **Termination of Play:** If in the opinion of the referee, game play must be terminated for misconduct of the coach, players and/or spectators, the offending team will be charged with a loss and the score will be determined by the judiciary committee. If, in the opinion of the referee, both teams are offending, the game will be terminated and the judiciary committee will determine the score. Games suspended because of weather will be recorded as the score at the time the game was suspended.

**3 FIELD RULES**

a In case of emergency on the field, notify the nearest Field Marshall (Yellow Vests).

**b** No alcohol or smoking allowed at the fields.

**c NO DOGS allowed on the fields.**

d Each person and team is responsible for their own garbage. Please clean up after yourself.

**XIV Game Balls:** Game Ball will be provided by the tournament