

2009 Lake Stevens Soccer Bash

Rules of Competition

1. GENERAL

The Tournament Director(s) will have jurisdiction over all games played in the tournament. All disputes will be resolved by the Tournament Director(s).

2. ELIGIBILITY OF PLAYERS

A. Coaches are responsible for ensuring the eligibility of their players. All team rosters must be submitted at check-in and all players must meet the eligibility requirements specified under B and C below.

B. Ages of Players

Under 11 – Born August 1, 1997 to July 31, 1998

Under 12 – Born August 1, 1996 to July 31, 1997

Under 13 – Born August 1, 1995 to July 31, 1996

Under 14 – Born August 1, 1993 to July 31, 1994

Under 15 – Born August 1, 1994 to July 31, 1995

Under 16 – Born August 1, 1993 to July 31, 1994

Under 17 – Born August 1, 1992 to July 31, 1993

Under 18 – Born August 1, 1991 to July 31, 1992

C. Players must be registered in a USYSA program as of July 1, 2009.

D. Up to Three (3) “guest” players are permitted on each team. (A guest player is a “registered player participating in a competition for a team to which the player is not rostered for purposes of league play.”)

E. Failure to prove eligibility or falsifying eligibility of player(s) will result in the team(s) expulsion from the tournament and forfeiture of all games that the team won or tied. That team shall have all games recorded as losses by a score of 0-1.

F. The Tournament Roster must be signed by your Coach or Team Manager certifying the eligibility of the players.

3. FIELD OF PLAY

A. LSSC will be responsible for preparing fields for play

B. LSSC will supply the goal nets and corner flags.

C. Each coach is responsible for clean up of the general area after each game.

4. TEAMS

- A. A minimum of seven (7) players shall constitute a team.
- B. The maximum number of players on a team roster for U-11 will be 14 players and U12-U18 will be 18 players.
- C. The HOME TEAM shall change jerseys if the referee determines that there is a color conflict in uniforms. The HOME TEAM is the first team listed on the schedule or playoff bracket.
ALL TEAMS MUST HAVE A COLOR CHANGE OF UNIFORMS.
- D. Home team must be on the North or East side of fields.
- E. Only three (3) coaches per team are allowed on the sidelines. The coach may convey tactical instructions to players during the match. The coach and other officials, however, must remain within the confines of the technical area, and they must conduct themselves, at all times, in a responsible manner. (The technical area shall be defined as the area directly in front of a team's bench area.) Also, coaches and substitute players shall allow enough room for the assistant referees to carry out their designated duties.
- F. Spectators shall remain at least three (3) feet from the touchlines and away from the area behind the goal lines.
- G. Teams shall present a team roster to the referee prior to the match and the referee shall check all players.
- H. Each player on the team shall wear a shirt with a different number and may not exchange it with another player for the duration of that game (goalie shirt excepted). Players shall not wear anything which is considered by the referee to be a danger to themselves, teammates, or opposing players. NO HARD CASTS OR HARD BRACES OF ANY TYPE WILL BE PERMITTED.
- I. All uniforms shall be in accordance with WSYSA National Rules and Regulations.
- J. Teams should arrive at the field one (1) hour prior to the start of each game.
- K. All teams must be available and prepared to play at 8:00am on Friday, August 10, 2007 if so scheduled.

5. REFEREES AND ASSISTANT REFEREES

- A. Referees and Assistant Referees shall be assigned by a Tournament Referee Assignor.
- B. All games shall be officiated by the diagonal system of control (1 referee and 2 assistant referees).
- C. Referees shall at all times enforce the 2009 FIFA laws of the Game, USYSA/WSYSA Rules and Regulations, and these Lake Stevens Soccer Bash Rules of Competition.

- D. Properly completed and signed game reports must be forwarded by the referee to a Tournament Official.
- E. Referees must file a formal written report for any misconduct that occurred before, during, or after the game.
- F. Referees and Assistant Referees are entitled to and shall receive the highest degree of respect from all players, coaches, and spectators.

6. GAMES

- A. Size of balls...
 - U-11 and U-12 – size 4
 - U-13 through U-18 – size 5
- B. The referee's acceptance of the game ball is final and may not be questioned.
- C. Duration of games – All games will be two (2) halves of thirty (30) minutes each. (All age groups) NOTE: Venue coordinators reserve the right to modify the length of the halves at any time during the tournament play to ensure completion of all scheduled matches.
- D. Games shall be played as scheduled (there is NO valid excuse for being late or not appearing). Only the referee in charge of the game, with the concurrence of the Tournament Director(s), has the authority to cancel any game. A grace period of fifteen (15) minutes maximum from the scheduled kickoff time will be allowed by the game referee before cancellation occurs. When games previously in progress are running later than the 15 minutes from scheduled kick-off time, no grace period will be allowed.
- E. In the event games are postponed because of weather conditions, or other unforeseen circumstances, the Tournament Director(s) shall reschedule the games at the earliest possible date and time. In the event the games must be canceled, no refund of fees will be made.
- F. Failure of team to be ready at kick-off time (and after the grace period) shall constitute a forfeiture and that team shall lose by a score of 1-0 (8 points).
- G. If a forfeit game exists for any reason, goal differential will not be used to determine the winner of pool play.

7. TOURNAMENT FORMAT

- A. The tournament is a “round robin” type of tournament.

10-Team Groups: Teams will be organized into two five-team pools. Each team will play three teams. At the conclusion of pool play, the 1st place team shall play the 2nd place team of the opposite pool as a semi-final game. The winners of these two semi-final matches shall play in the championship match on Sunday.

8-Team Groups: Teams will be organized into two four-team pools. Each team will play every team in their pool. At the conclusion of pool play, the 1st place team shall play the 2nd place team of the opposite pool as a semi-final on Saturday afternoon. The winners of these two semi-final matches shall play in the championship match on Sunday.

7-Team Groups: Teams will be organized into one four-team pool and one three team pool. At the conclusion of pool play, the 1st place team shall play the 2nd place team of the opposite pool as a semi-final game. The winners of these two semi-final matches shall play in the championship match on Sunday. The 3rd place teams will play each other for their third game.

6-Team Groups: Teams will be organized into two three-team pools. Each team will play every team in their pool. At the conclusion of pool play, the 1st place team shall play the 2nd place team of the opposite pool as a semi-final game. The winners of these two semi-final matches shall play in the championship match on Sunday. The 3rd place teams will play each other for their third game.

5-Team Groups: It will consist of Round Robin Play. Champion will be determined by highest number of points. (possible championship game of top two (2) teams – dictated by Tournament Director(s).)

4-Team Groups: Teams will be organized into one four-team pool. Each team will play every team in their pool. At the conclusion of pool play, the 1st place and 2nd place teams shall advance to the championship match on Sunday.

B. For standing in pool play, points will be awarded as follows:

6 points for a win

3 points for a draw

0 points for a loss

1 point for a shut out

1 point for each goal scored up to 3 goals (maximum of 3 points)

MAXIMUM OF 10 POINTS FOR EACH GAME. A 0-0 DRAW SHALL BE SCORED AS 4 POINTS.

C. All games will count fully toward determining the winner of each pool.

D. If there is a tie in points at the end of the pool play, the final pool standings will be decided by using the following “tie-breakers” in the order in which they are listed (until a tie is broken and a team is eliminated).

1. Head to Head Play (outcome of the game involving the tied teams)
2. Team with the Lowest Goals Against (maximum of 3 per game)
3. Goal Differential (goals scored less goals allowed, with a maximum differential of positive or negative three (3) per game)
4. Team with the Highest Goals For (maximum of 3 per game)

5. Juggle Off: Coach picks two (2) players to juggle the ball starting in the air. The total between two players will be counted as their teams score. Highest amount wins.

8. SUBSTITUTION OF PLAYERS

A. Substitution per FIFA Rules.

B. The referee reserves the right to refuse a substitution request if such request is considered by the referee as:

A tactical ploy to waste time

An interruption to the flow of the match

C. A substitute may not enter the field of play until given permission to do so by the referee.

9. SEMI-FINAL AND CHAMPIONSHIP GAMES TIED AT THE COMPLETION OF NORMAL TIME

A. Shoot Out: Only the players on the field at the termination of the game may take penalty kicks. These players must be identified by the teams before the beginning of the kicks. Each team selects five (5) players and if it is still tied one (1) player from each team will kick until the tie is broken. The team winning the coin flip shall kick first.

10. MISCONDUCT

A. Any player that receives a yellow card must immediately be substituted off the field of play. That player may return to the match, if so desired by the team, at the next legal substitution opportunity.

B. Any player who is sent off by the referee (red card/expulsion) must immediately leave the game site are so as not to be within sight or sound (as determined by the referee). Any coach or team official who is dismissed by the referee must immediately leave the game site are so as not to be within sight or sound (as determined by the referee). In the event an individual refuses to leave, the referee shall suspend the game and report the occurrence. The Tournament Director(s) shall then declare forfeiture by the offending team.

C. In the event a red card is issued to any player, coach, or team official, of any participating team 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.

D. The referee will file an official report of any misconduct to a Tournament Official. All cards will be reported to WSYSA.

E. The penalty for a player sent off or coach/team official dismissal shall be a one (1) game suspension (the following game), unless otherwise determined by the Tournament Director(s). Stronger penalties, including expulsion from the tournament, may be imposed depending on the circumstances.

F. Three (3) ejections by any team could be grounds for dismissal of the team from the tournament with no refund. This will be determined by the Tournament Director(s).

11. PROTESTS

A. No protests are allowed and none will be heard.

12. INJURIES

Any injury to a participant, or damage caused by a participant, must be reported to Tournament Officials.

13. TEAM CHECK – IN PROCEDURES

A. Check-in is on Friday, August 21, 2009

B. Coaches must present an accurate team roster one hour before their first match. If questions arise a coach may be required to provide proof of age for each player via a copy of the player's birth certificate, passport, or USYSA identification card at any time during the tournament.

C. Only players who meet the eligibility requirements in Section 2 will be allowed to participate in tournament play.

ANY SITUATION OR SUBJECT NOT COVERED BY THE AFORMENTIONED RULES WILL BE DECIDED UPON BY THE TOURNAMENT DIRECTOR(S).