

2009 CROSSFIRE SELECT CUP

24 – 26 July 2009

60 Acres Soccer Park

15200 NE 116th Avenue

Redmond, WA 98052

Tony Mercado, Tournament Director

RULES AND REGULATIONS

1. The Tournament and Disciplinary committees shall have the final authority on matters related to them.

2. All matches shall be played in conformance with the most current rules and regulations of WSYSA, USYSA and FIFA unless modified and stated herein, as approved by the governing bodies.

POINT OF EMPHASIS: To START the game use the standard COIN FLIP (winner picks end, loser gets kickoff). This is a deviation from the last two tournaments. Since both teams will be on the same SIDE, you can do this on the touch line at the halfway mark rather than in the center of the field, if you wish. I recommend it.

3. Each team is limited to no more than 18 players. No more than 4 guest players, with proper identification and proof of age, are permitted unless the tournament directory or tournament registrar approves additional guest players in writing.

*POINT OF EMPHASIS: The **rosters** are managed and maintained by the Tournament and the Referee **does not** have to deal with them or player cards. If there is a “problem”, tell the person (nicely), with the problem, to go resolve it with the Field Marshall or the Tournament Committee.*

4. All teams from outside the State of Washington must have approved travel papers issued by their governing authority or present valid US Club Soccer player passes.

5. Shin guards are mandatory. All teams will bring an alternate color jersey. The team listed first on the schedule is the designated home team and will change jerseys in the case of a color conflict.

*POINT OF EMPHASIS: **KNOW** this just in case it comes up.*

6. Players of both teams will be position on one side of the field as directed by the Field Marshal. They may be accompanied by up to four registered team officials (Coaches, Assistant Coaches, or Managers) for each team. Spectators of both teams shall be on the opposite side of the field.

*POINT OF EMPHASIS: Because of the expected “warm” weather the teams will be allowed to put up covered tents for the players. Your **ONLY** influence on these is to insure that there is a setback that doesn’t endanger the players on the field. **BE REASONABLE!***

7. All player equipment shall conform to the requirements of Law 4 of the Laws of the Game. It is the duty of the referee to enforce the Laws of the Game and the WSYSA Rules of Competition concerning player equipment. Protective orthopedic devices, prosthetic devices and any equipment gear, appliance or apparatus that is protective for a known medical condition may be worn during a game provided that the referee determines that the device conforms to Law 4 of the Laws of the Game.

POINT OF EMPHASIS: WSYSA rules allow all prosthetic devices. ALL major brands come with a sleeve to cover any exposed edges and should be worn if you see any sharp or otherwise dangerous areas.

8. No jewelry shall be worn during matches.

POINT OF EMPHASIS: That you can "SEE".

9. A maximum of ten (10) points may be awarded per each game. The following point system shall be followed:

9.1. Six (6) points for a victory.

9.2. Three (3) points for a draw.

9.3. One (1) point for each goal scored, up to a maximum of 3 points per game.

9.4. One (1) point for a shutout.

9.5. Because it is in the best interest of the players to play all scheduled games, the tournament will have the final say in determining a forfeit. In case of a forfeit, the team to whom the match is forfeited is deemed to have won by a score of 1 – 0 and will receive eight (8) points (points for the "victory", 1 point for a "goal" and 1 point for a "shutout").

9.6. Points will be deducted for each player or team official ejected. One (1) point will be deducted for each player who receives one red or two yellow cards in a single game. One (1) point will be deducted for each coach or other team official ejected. Continued receipt of cards may lead to player disqualification from the tournament.

9.7. A 0-0 draw will be scored as four (4) points for each team (3 points for the draw and 1 point for the shutout). A 1-1 draw will be scored as four (4) points for each team (3 points for the draw and 1 point for the goal). A 2-2 draw will be scored as five (5) points for each team (3 points for the draw and 2 points for the two goals). A 3-3 draw will be scored as six (6) points for each team (3 points for the draw and 3 points for the three goals). Draws of 4-4, 4-4, 5-5, etc. will also be scored as six (6) points for each team (3 points for the draw and a maximum of 1 point for each goal scored, up to a maximum of three points per game).

10. If teams finish group play tied in points, the following tiebreaker will be implemented.

10.1. Head to head competition

10.2. Most goals scored up to a maximum of five per game.

10.3. Most wins

10.4. Goal differential (all goals)

10.5. Coin Toss.

11. Tournament play will vary depending on how each bracket fills up. The Tournament Director and the Tournament Committee will determine how teams will advance to semi-finals and/or finals if any for each age/gender group. The criteria for team advancement out of the bracket play will be reflected on the game scheduled prior to the beginning of the first tournament game.

12. Duration and competition of play shall be as follows:

Age

Groups

Preliminary Games Semifinal and Final

Games

Ball

Size

U11	50 minutes	50 Minutes	4
U12 – U15	60 minutes	60 minutes	5
U16 – U18	70 minutes	70 minutes	5

POINT OF EMPHASIS: U12's use a Size 4 ball as well as U11's. The above is wrong.

Draws ("Ties"): Draws in the semi-finals and finals for U-11 will go to two **5**-minute long overtime periods. Draws in the semi-finals and finals for U12 – U18 will go to two **10**-minute long overtime periods.

POINT OF EMPHASIS: Longer OT's than in the previous tournament excepting the U-11's. Play both OT's fully.

Penalty Kicks: If a draw remains after the second overtime, the winner is determined by a shoot-out ("Penalty Kicks from the Mark") as the assigned field or at a designated shoot out area as decided by tournament officials.

*POINT OF EMPHASIS: their rules do not call for "**Reduce to Equate**" but this is in effect. Read this position paper (<http://images.ussoccer.com/Documents/cms/ussf/reduce.pdf>), if you do not understand AND make 100% sure that **both teams** understand what this means.*

13. A minimum of seven (7) players constitutes a legal team. Any team not having a sufficient number of players for a legal team at the scheduled start time for the match shall be granted a single 10-minute grace period. If a team is still unable to field at least seven players at the expiration of the grace period, they shall be deemed to have forfeited the match.

POINT OF EMPHASIS: Don't be the nice guy/gal; this is a tournament and teams want to win, so if one team is LATE it is a forfeit, period.

14. Substitutions may be made, with the consent of the referee, during any stoppage of play. Players not on the field must remain two (2) yards behind the touch line and not within 18 yards of the corner of the field.

POINT OF EMPHASIS: Just don't do it for the defending team when the attacking team is positioned to restart quickly in the attacking third. Common Sense.

15. Any coach or player receiving two yellow cards or one red card in any one match will be sent off and will be suspended from play in the following match. The referees shall file a misconduct report with the Disciplinary Committee, who shall review the report, and may, at their option, increase or decrease the suspension in accordance with WSYSA guidelines. Coaches of any player sent off must report to the tournament director or any member of the Disciplinary Committee within sixty (60) minutes after the match.

POINT OF EMPHASIS: Remember Coaches are not shown cards and they are not "cautioned" but rather receive a "warning"; and are not sent off, but "Expelled". It means the same, but this terminology change is now permanent. See the USSF Position papers for more information.

16. The referees shall have total control of their fields during their assigned matches. Coaches are responsible for the conduct of their players, parents, guests and staff. Abusive behavior toward the referees, opponents, tournament staff, etc. will not be tolerated. Any such actions are grounds for immediate individual or team removal from the tournament facilities.

17. Only coaches may appeal either a misconduct report or the outcome of a match. The referee of the match must be notified immediately after the match concludes and the coach must follow-up within sixty (60) minutes after the match with a written request for an appeal. All appeals must be submitted in writing to the tournament director or other tournament official for consideration. An appeal of the outcome of a match must be accompanied by a payment of \$50.00 that will be refunded if the appeal is upheld. Appeals of suspensions for receipt of a red card will only be considered in the event of a misapplication of the Laws of the Game for suspensions greater than one game. Protest of game outcomes will be considered only in the case of overage or suspended players, or the clear misapplication of the Laws of the Game by the referee.

*POINT OF EMPHASIS: Make a note on the scorecard that the coach **is** protesting. It is IMPORTANT.*

18. The EKCSRA field secretaries will turn in to a tournament official or field marshal a completed match game report including full name of both teams, score and any misconducts. This must be done for all games.

*POINT OF EMPHASIS: **NO**, you will turn them into the Field Marshall along with Misconducts, if necessary.*

19. Dogs, alcohol, illegal substances, and weapons are not permitted in 60 Acres Soccer Park at any time.

GAME REPORT The referee will give the Field Marshall a completed match Game Report, including full names of both teams, score, and any Misconduct Reports, at the field at the completion of the match. Both coaches are required to sign the final scorecard before leaving the field of play.

POINT OF EMPHASIS: *If you do not complete the paperwork side of the game you will not be paid. And report the scores to the Field Assignor as this will generate your Payment records.*

Summary: All of the **Points of Emphasis** are intended to clarify the rules such that you apply them correctly and with as little fanfare as is possible. This allows you to pass the **Monkey** to the Tournament rather than having to deal with it. Be smart and do just that!

SPECIAL NOTE regarding U11 games

1) The U11 games will be played on Field 7 and the fields will be marked to provide **properly sized** fields for these games. Do not fall into the trap of dealing with coaches complaining about the field sizes, simple refer them to the **Field Marshall** for the game.

2) The only technical difference is the spot of the Penalty Mark which is at 10 yards instead of 12 yards. I have asked that the spot be marked on the field, but you should still check it out.

3) All other rules apply, BUT please remember this is a Developmental level so use your best communication skills to work with the players and the coaches and even the parents. Explain things as necessary; be nice, polite and confident. *Let them hear your whistle!*

VERY IMPORTANT

*It is likely that the weather will be HOT this weekend and as such you are to PAY special attention to the hydration of the players and, if necessary offer them a **water break during each half.** This may also be something the coaches may ask for and you **are** to grant such a request. Simply take a couple of minutes to keep your players safe.*

Again tents for the players are OKAY, just make sure they set them back at least 1-2 yards.

PARKING

Print out a copy of your games and show this to the Parking attendant for free parking. You can park anywhere, but on the hill behind the Referee Area on the east side of the complex is nice.

Fini