

# 2019 CROSSFIRE SELECT CUP

July 26, 27 & 28, 2019  
60 Acres Soccer Park  
15200 NE 116th Ave  
Redmond, WA 98052

Scott Yerxa- Tournament Director  
Ted Granston- Disciplinary Committee Chair

## **RULES AND REGULATIONS**

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

**Registration:** Registration and acceptance into the tournament is completed via our online application process. For additional information and Registration, go to the [Crossfire Select Website](#).

**Check-In:** The coach, Team Manager, or a designated team representative is required to check in each team at least 1 hour prior to the team's first scheduled match. Check in will be at the tournament headquarters trailer on 60 Acres North. Failure to check in a team on time will result in the forfeit of your first match.

Teams are required to provide the following at the time of check in; A Team Roster validated (*signed*) by the club registrar. The roster needs to include all players (including guest players). **NOTE:** Any player not validated by the club registrar will be required to provide a valid player card. [2018-2019 player card will constitute a valid player card for the Crossfire Select Cup].

Travel authorization- For teams outside of Region 4, and International teams. Please contact the [Tournament Director](#) to ensure that you submit the correct paperwork.

### **Roster Size:**

For 10U (2010) age group  
Up to 12 Players

For 11U (2009)-12U (2008) age groups  
Up to 14 Players

For 13U (2007) -15U (2005) age groups  
Up to 18 Players

For 16U (2004) – 19U (2001)  
Up to 20 Players (*Only 18 active per game*)  
*Non active players need to be identified and be dressed in something other than the team's uniform*

### **Guest Players:**

Prior approval must be granted by the Tournament Director if you are including more than 3 guest players.

***Note:*** *guest players are players that are not on your official 2019-2020 team rosters).*

NOTE: We ask that teams not stack their rosters with Guest Players that play at a significantly higher level than the team who is registered. If you have any questions, please contact the Tournament Director.

**Players are only allowed on one roster.**

No players are allowed to play for multiple teams in this tournament (even across age groups). Any player found playing for multiple teams in this tournament will face immediate expulsion from the tournament. All teams involved with these players on multiple rosters will face immediate expulsion from the tournament. All schedule games (completed or not) will be recorded as forfeits. The affected opposing teams will have these games recorded as 1-0 forfeit win, earning 3 points in the standings.

Tournament representatives, including field marshals reserve the right to check submitted rosters against players on the field prior, during or after a game. Any player not on your roster found to have participated in a match will result in the team being ejected from the tournament and all games will be recorded as a forfeit (1-0 loss to the forfeiting team).

**RULES OF PLAY:**

**FIFA Laws** of the Game will apply as modified by USYSA and WYS as described herein.

All 7 v 7 and 9 v9 games will be played using the guidelines set by WYS mandated player development initiatives (the modifications are detailed below)

**7 V 7 games:**

**Deliberate heading is not allowed in 7v7 games.** If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

**Build out line:**

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

The opposing team must also move behind the build out line during a goal kick until the ball is put into play.

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The build out line will also be used to denote where offside offenses can be called.

Players cannot be penalized for an offside offense between the halfway line and the build out line.

Players can be penalized for an offside offense between the build out line and goal line.

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

Punting or drop kicking the ball by the GK is **NOT** allowed.

Substitutions are unlimited and can occur at any stoppage (at the discretion of the referee).

### **9 v 9 games: 11U (2009)**

**Deliberate heading is NOT allowed in 9v9 games for the U11 (2009) birth year games.** If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

11U **will** utilize the build out line- See details above

Punting or drop kicking the ball by the GK is **NOT** allowed.

Substitutions are unlimited and can occur at any stoppage (at the discretion of the referee).

### **9 v 9 games: 12U (2008)**

**Deliberate heading IS allowed in the 9v9 games for the U12 (2008) birth year games.**

Punting or drop kicking the ball by the GK **WILL BE ALLOWED**.

There is **no build out line** on 12U games.

Substitutions are unlimited and can occur at any stoppage (at the discretion of the referee).

### **Match Duration and completion of play shall be as follows:**

Age Group	Number of players	Duration	Ball Size
10's	7v7	50 Minutes (2x25)	4
11's – 12's	9v9	50 Minutes (2x25)	4
13's-19's	11v11	60 Minutes (2x30)	5

*\*Game balls will be provided by the tournament*

\* Group Play Games will be called not less than five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called. Group Play games can end in a tie.

\*\* Playoff or Final games tied after regulation will go directly to FIFA Kicks from the Mark to determine who the winner is. (NO OVERTIME)

### **Player Equipment and Field Setup:**

- Shin guards are mandatory.
- No jewelry shall be worn during matches.
- Players and coaches of both teams will be positioned on one side of the field as directed by the Field Marshall. Each team may be accompanied by up to four **registered** team officials. Spectators of both teams shall be on the opposite side of the field.
- It will be at the game Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace. Referees will perform safety checks prior to the start of each game.

**CAUTIONS AND EJECTIONS:** A player receiving two cautions (yellow cards) in a single game will be given an ejection (red card). A player who has been ejected (sent off), will not be replaced. A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player who is ejected for **violent conduct** or **serious foul play** will not be allowed to participate in the next **TWO** scheduled games, at a minimum. Further suspensions for Violent Conduct or Referee Abuse may be issued at the discretion of the Tournament Director or tournament official. Any player or coach who assaults a referee will be expelled from the Tournament. A coach who has been ejected (sent off) will be suspended the same as a Player ejection.

During game suspension(s) for coaches: there can be **NO** contact between the team and the coach during the game and the coach must be out of sight and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result an immediate ejection from the tournament for the coach.

\*A Coach or Team Manager of any player (or Coach) sent off must report to the Tournament Director or any member of the Tournament Committee (located at the Tournament Trailer on 60 Acres) within sixty minutes of the completion of the 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.

\*If a Coach is sent off, the team is required to have another rostered, RMA cleared adult assume the sideline for the remainder of the match. Any team not having a another RMA cleared adult will forfeit the game (1-0 forfeit).

**SUSPENDED AND TERMINATED GAMES:** If in the opinion of the referee a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of the referee, a game must be terminated for misconduct of players, bench, coaches, or spectators; the offending team could be suspended from further play and will forfeit that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

**INJURY:** Additional time will not be added to the game for injuries. All games will be played on a running clock.

## **COMPETITION**

**Scoring Format:** Teams will be awarded points on the following basis:

**NOTE:** *Scoring format has changed this year*

- Three (3) points will be awarded for a win.
- One (1) point will be awarded for a draw.
- Zero (0) points for a loss

In the event two teams are tied in points at the end of bracket play, the teams to advance will be determined as follows:

1. The winner in head to head competition
2. Best goal differential in overall competition (maximum of 4 per game)
3. Most goals for (maximum of 4 per game)
4. Most total wins
5. Most shutouts
6. Fewest goals allowed

If a tie still exists after steps 1 through 6, a coin toss will be made with two tournament officials present the result of which will then be communicated to each team manager.

In the case of more than 2 teams being tied in points. Tiebreakers will be progressively applied to eliminate contending teams until a single team remains.

**HOME TEAM:** The Home Team will be the team who appears first on the game schedule.

HOMETEAM WEARS WHITE/or LIGHT colored jersey. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Home Team will forfeit the game. The Home Team will have the selection of the bench they wish to play from, and the direction in which they would like to play before the initial kickoff. The game ball will be supplied by the Tournament. The game balls will be subject to Referee approval.

**VISITING TEAM:** The Visiting Team will be the team who appears second on the game schedule and will wear DARK JERSEYS. The Visiting Team shall be awarded the initial kickoff.

**SPECTATORS:** All spectators are to be on the opposite side of the field from the Team Benches. In the spirit of sportsmanship, we ask spectators to be on the same half as their team “mirroring” their team and that spectators do not intermingle with each other. No spectators are allowed on the team side of the field.

**FORFEITS:** An automatic forfeit will be given if any of the following occur:

1. A team is not present and ready to play with a minimum number of eligible players (\*), an eligible coach, and verified player cards, within 5 minutes after the original kickoff time.
2. A home team is unable to supply alternate jerseys in the case of color conflict.
3. A team fails to check in at Mandatory Registration.
4. A team whose actions as determined solely by the referee cause the game to be terminated.

All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded three (3) tournament points for a forfeit.

*\*Minimum Number of eligible players to play a match:*

7v7: 5 Players

9v9: 7 Players

11v11: 9 Players

**PROTESTS:** No protest or appeal process exists for disputes on or off the field.

**DISPUTES:** Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee’s decision. All disputes off the field of play will be settled by the Tournament Director or by his designee and the decision will be final.

### **APPEALS/FAIR PLAY**

Any matter not covered by the Rules of the event will be decided by the Tournament Director or designated official. All referee decisions are considered final. Red cards and ejections will not be rescinded.

We will not review any video to support any protest, objection, complaint or matter of judgement.

Cheating will not be tolerated. Any team caught cheating, in any manner, will immediately be forfeited out of the tournament. Any team caught cheating will be referred to their State Association for further disciplinary actions.

### **MISC.**

The following are not allowed at or within the 60 Acres facility

- Dogs
- Smoking or Vaping

- Alcohol
- Illegal substances
- Weapons of any kind

There is no Recreational Vehicle (RV) parking available at 60 Acres during the tournament.