



## Skagit Firecracker Rules of Competition

### I Name of Tournament: Skagit Firecracker

### II Tournament Headquarters:

Skagit Firecracker  
SRP 1100 S. Skagit St.  
Burlington, WA 98233  
Phone: (360) 630-6511 email: tournament@nwunited.org

### 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 1 hour prior to playing their first game.
- 2 **Requirements:** Teams **MUST** bring with them the following information:
  - a All teams must submit one roster (**including jersey #, name and date of birth for each player**) signed by the Association Registrar, Club Registrar, or US Club Soccer Registrar to the tournament headquarters at check-in.
  - 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, and for foreign teams, travel documents such as passports as required by the United States. For all teams that are not members of US Youth Soccer or a US Youth Soccer Affiliate, proof of medical and liability insurance must be provided by their organization of registration.
  - c Guest Players must be listed on official roster and approved by Association/Club registrar or US Club Soccer registrar. A guest player loan form should be completed for each guest player when applicable (i.e. US Club players from other clubs).
  - d Medical authorization forms for each player signed by their parent or legal guardian must be shown at check-in, but will stay with teams on the field.
  - e All tournament participants are required to be in Concussion Compliance due to Washington State law. If you are an in-state team, your final roster must reflect concussion compliance. If you are an out-of state team you must have a copy of the Concussion Compliance Informed Consent form for each player and they must be available for review at check-in.

### IV Player age and Eligibility

- 1 The tournament is open to all teams, boys and girls U8 – U19. No All Star - Academy teams or ODP teams are allowed without written permission from the Tournament Director. Each U8, U9 and U10 team will consist of not more than 14 players (including guest players). Each U11 and U12 team will consist of not more than 16 players (including guest players). Each U13 – U19 team will consist of not more than 18 players (including guest players). All players (except guest players) must be registered to the team making application.
- 2 A team is allowed up to three guest players for U8 thru U12 and five guest players for U13 thru U19, 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 For all age groups, girls can be rostered on a boys team, however a boy cannot be rostered on a girls team.

4 **Age Groups:**

**AGE GROUP---BORN BETWEEN JAN. 1<sup>ST</sup> THRU DEC. 31<sup>ST</sup> (birth year)**

Players can play up (age groups older), but under no circumstance will a player be allowed to in a younger age group

- U8 - 2017, U9 - 2016, U10 - 2015
- U11 - 2014, U12 - 2013
- U13 - 2012, U14 - 2011, U15 - 2010, U16 - 2009, U17 - 2008, U19 - 2006

**V Teams**

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

2 Players and Coaches will be seated on one side of the field and parents will be on the opposing side. There will be designated benches/sideline area for both teams at each field.

**VI Player Credentials and Uniforms**

1 **Player identification cards are not required to be present at matches. Referees are not required to check them before each game. However, if there is a dispute or question, an attempt should be made to show them.**

2 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 9v9 and 11v11 games including semi-finals and finals will be 30-minute halves and 5 minute half-time. All 7v7 games including semi-finals and finals will be 25-minute halves and 5 minute half-time.

b **Substitutions:** 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 and other protective equipment are permitted with the permission of the referee. No jewelry of any kind is allowed to be worn during play.

d **U8-U10: 7v7,** Build-out line: no deliberate heading, no goalkeeper punts or dropkicks, PK - 10 yards. Offside position is the halfway line.

e **U11: 9v9,** Build-out line: no deliberate heading, no goalkeeper punts or dropkicks, PK - 10 yards. Offside position is the halfway line.

f **U12: 9v9** PK - Build-out line: no deliberate heading, no goalkeeper punts or dropkicks, PK - 10 yards. Offside position is the halfway line.

g For the purpose of competition, attackers may cross the build out line only after the ball is "in play".

i. Ball is "in play" from a goal kick when the ball is kicked and clearly moves

ii. Ball is "in play" from goalkeeper possession when the goalkeeper releases the ball

**VIII Tournament and match schedules:**

1 **Format:** Formats may vary depending on the number of teams that enter a division. Formats may include straight 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 quarter-final/semifinal and final games will have a winner. There will be **NO OVERTIME** periods for quarterfinal, semifinal, and final games. Penalty kicks per FIFA rules will be used if quarterfinal, semi-final, or final games end in a draw after regulation time with the winner advancing.
- 4 Referees: All matches will use referees certified by the Federation.
- 5 Games suspended because of weather, field conditions, or any other reason will be recorded as the score at the time the game was suspended. Match delays due to weather, field conditions, or any other reason will be played as soon as the situation causing the delay is addressed and Tournament scheduling permits. Either the game referee or the Tournament Director may suspend or delay a Tournament game.
- 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 \$200 process fee.

## **IX Forfeits**

Any team that does not have at least 4 players for U8, U9, and U10, 6 for U11, and U12, 8 players for U13 and up that 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. A team that forfeits a game shall be disqualified from proceeding to a subsequent playoff game, as they have deprived their opponent of an opportunity for play, have not fully participated in the Tournament, and have potentially manipulated the Tournament scoring system.

## **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 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. Best goal differential (capped, 5 per game)
  3. Least goals allowed
  4. Most goals scored (capped, 5 per game)
  5. Best goal differential (uncapped)
  6. Best (lowest) disciplinary record (1 point for yellow card, 3 for red card)
  7. Coin flip, drawing of lots, or other random method determined by Tournament Director with a representative witness from each team directly involved.
  8. Should more than two teams be tied on points after the preliminary round, the above factors shall be used until one or more of these is eliminated by a single factor (e.g., worst goal differential, most goals allowed, etc.), at which point the remaining teams tied on points shall run through the preceding factors starting with the first until there is a winner.

**XI Reporting of Scores:** Referees are responsible for the game and will report the scores and disciplinary records of all games to the Tournament Director at the field and they will then be posted on the scoreboards. The coaches from both teams may be asked to sign the game card at the end of the game certifying that the game score has been recorded correctly.

## **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. Protests are for misapplication of the Laws of the Game or unfair playing conditions, ineligible players, etc.; no protests involving a judgment call of the referee shall be considered. The decisions on protests made by the Tournament Director are final.
- 2 The Tournament Director shall adjudicate all protests, disputes, or abandoned games. The Director is 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 Director 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 Disciplinary Committee. 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 Disciplinary Committee 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 Disciplinary 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 Disciplinary Committee. If, in the opinion of the referee, both teams are offending, the game will be terminated and the Disciplinary Committee will determine the score.
- 3 **Field Rules**
  - a In case of emergency on the field, notify the nearest tournament staff (red shirts).
  - b No alcohol or smoking allowed at the fields.
  - c NO DOGS allowed on the playing fields, they can be around the perimeter of the park and in camping areas.
  - d Each person and team is responsible for their own garbage. Please clean up after yourself.

**XIV Game Balls:** Game ball(s) will be provided by the Tournament.

## **XV Withdrawal from tournament:**

- 1 Withdrawal from tournament before registration closes will incur a \$50 penalty
- 2 Withdrawal from tournament after registration closes will receive no refund.

**XVI Final Authority:** The Tournament Committee has final authority in all matters not mentioned in the rules above. The Tournament Committee also has final and only say on rule clarification.