

2021 Washington Cup 11U-14U Tournament Playing Rules

1) Playing Rules

All games under WA Cup Tournament jurisdiction shall be played according to the rules and regulations recognized by the WA Cup Tournament Committee which shall be the same rules set by FIFA/ U.S. Soccer (USSF) except for those modifications authorized by the PSPL, PSRL, FIFA or USSF.

2) Point System

WA Cup shall operate under a point system. A regular ten-point format will be followed. Six points for a win, three for a tie and zero points for a loss. One point for a shutout and one point for a goal scored (up to three goals maximum).

Scoring Method:

Points will be awarded, up to a maximum of 10, as follows:

- 6 points for a win
- 3 point for a draw
- 1 point for each goal up to 3 goals scored
- 1 point for a shut out

In the event where an unequal number of games have been played by teams within a division a points per game may be used

A) Head-to-head Points (win/lose/draw) between teams

B) Goals against

C) Head-to-head Total goal differential of each team

D) Goals For (up to 5 per game)

E) In the event all tiebreakers are equal, the winner shall be decided by coin toss.

1. If 3 or more teams are tied, the tiebreaker criteria listed will be used in order above to first eliminate or second promote one team. Teams remaining will then be compared again starting with first tiebreaker.
2. Goals will be capped at 5 for the determination of tiebreakers in all divisions.

3) Game Lengths

All WA Cup 11U-14U matches will consist of 2-30 minute periods. and a 5 minute halftime. For the knockout weekend, games tied will go directly to “kicks from the mark” with the exception of Finals. In Finals matches, if tied at the end of regulation, 2 –5 minute “golden goal” periods will be added. If at the end of the “golden goal” periods neither team has scored, the champion is decided by “kicks from the mark”.

4) Rosters

- A) All teams may list up to 20 players on their US Club Official Roster.
- B) Players may only be rostered to one team that is affiliated with US Club Soccer
- C) A maximum of 18 rostered players may be listed on the PSPL Match Day Roster sheet.

5) Tournament Check in Requirements

Players, coaches, and managers shall be registered according to US Club rules. A copy of the US Club Official roster must be e-mailed to the league office no later than the Thursday prior to the start of WA Cup play. Rosters are frozen on Thursday. No players can be added after Thursday. Teams not emailing their rosters in by Thursday at 6pm may be disqualified from the Tournament. **There will be no pre-tournament check in. Tournament pre-game check in procedures will follow PSPL League game check in procedures.**

6) Game Day Procedures

A) All players and coaches must present their valid US Club Player/Coach Identification Card to the referee prior to the match. The individual's picture must be on the US Club ID card and the card must be laminated. and valid.

B) Club officials (Coaches, managers, DOC's) are required to visibly display their card on a lanyard while in the technical area (max. of 3 team officials in area). Any individual not possessing a valid US Club ID card, are not eligible to coach or play in the match.. No exceptions!

C) Players must be printed on the US Club Official Roster with correct jersey numbers listed. If for any reason jersey numbers are incorrect, a team manager/coach must inform the other team and referee prior to the start of the game.

D) No handwritten players are allowed on the official US Club Roster. The player must be assigned to the Club and be listed on the PSPL Match Day Roster Sheet. Players may be handwritten (must be legible) on the PSPL Match Roster Sheet. All players listed must match the players listed on the official US Club Roster. All Match Day Roster Sheets must be filled out completely. The PSPL Match Day roster can be downloaded from the Puget Sound Premier League web site, located at <http://psplsoccer.com/forms>. These documents shall serve as the Official Score Report and must be retained through the completion of tournament play.

Any team using an illegal player shall forfeit any games in which the illegal player participated. A fine of

7) Referee Crews

Because of the shortage of referees, the first weekend 11U games may only have a center referee assigned to those games.

8) Personnel on the Bench

A) ALL non-playing personnel in the team technical area **MUST** have a current US Club card. Team or Club Officials (limit of 3) are required to visibly display their card on a lanyard.

B) Only uniformed players listed on the team's US Club Official roster(s) and PSPL Match Day sheet can be on the bench during the game and only players eligible and listed on game day sheet maybe in uniform. Players listed on the Team's US Club Roster but not in uniform (in street clothes) can be on the bench during the game.

8) Sideline Etiquette

If field space allows, coaches and players will be on the same sideline opposite spectators. Coaches are responsible for the behavior of their parents/sideline. Spectators are expected to behave appropriately and respectfully at all times during the match. Unruly or irresponsible behavior identified by a referee could lead to expulsion of the Teams' coach, a team's forfeit of points and/or a monetary fine. If the league receives reports of unsportsmanlike conduct from any spectators on a sideline the Tournament Committee/Director reserves the right to fine the club or take further action as necessary.

9) Special Covid Rules

A) All Coaches, Players and Spectators must always mask-up while attending WA Cup matches. Players may remove their mask only while playing in the match.

B) Individuals violating the Mask-up Policy will be asked to leave the premises. Those not willing to leave will cause their team to forfeit or be disqualified from the tournament.

C) Due to Covid gathering restrictions, spectators are limited to two spectators for each player attending a match.

D) Because of ingress and egress restrictions, we ask that teams and spectators enter and exit the venues with efficiency, so we can limit the amount of people at each venue.

10) Rules not mentioned

Rules not mentioned here will default to PSPL League Rules.