

2021 Washington Cup 10U 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 (Group Play)

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) Semifinals and Finals

Semifinal games tied at the end of Regulation go straight to “kicks from the mark”. Final games tied at the end of regulation go to 2- 5 minute “golden goal” periods, if necessary. If tied at the end of those periods, “kicks from the mark” decide the Champion.

4) Game Lengths

All WA Cup 10U matches will consist of 2-25 minute periods. and a 5 minute halftime. All group play matches are a total of 50 minutes in length. Semifinal games that are tied after regulation, will go directly to “kicks from the mark”. 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”.

5) Rosters

- A) All teams may list up to 18 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 14 players are allowed to be listed on the PSPL Match Day Roster sheet for each game played.

6) 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 Wednesday prior to the start of WA Cup play. Rosters are frozen on Wednesday. Teams not emailing their rosters in by Wednesday at 8pm 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.**

7) 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) 3 copies of PSPL Match Day Roster Sheet must be presented to the referee prior to the game. A fourth copy of PSPL Game Day Roster Sheet and one copy of the team's US Club Official Roster must be exchanged with the opposing team prior to the game. If a team is not able to provide their official US Club Roster and the Match Day Roster Sheet prior to the start of the game, this may be grounds for a forfeit and/or expulsion from the Tournament.
- 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 or risk forfeiture of the match.**
- 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.

E) Any player that does not appear on the US Club Official roster shall be considered an illegal player. Any team using an illegal player shall forfeit any games in which the illegal player participated. Any team found using illegal player(s) may be expelled from the tournament.

F) 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!

8) Referee Crews

Because of the shortage of referees, games may only have a center referee assigned to 10U games.

9) 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 may be on the bench during the game. Only players eligible and listed on Game Day Roster sheet may be in uniform, suited to play.

10) Sideline Etiquette

Coaches and players from both teams will be located on the same sideline Spectators are on the opposite side. Coaches are responsible for the behavior of their parents/sideline. Spectators are expected to behave appropriately and respectfully at all times during the match. The Head coach will be the first ejected from the game if the spectators from his/her team are deemed unruly or irresponsible by the referee. Additional sanctions of forfeiture or expulsion from the tournament may be levied by the WA Cup Tournament Committee if deemed necessary.

11) Special Covid Rules

A) All Coaches, Players and Spectators must always mask-up while attending WA Cup matches.

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 3 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.

12) Rules not mentioned

Rules not mentioned here will default to PSPL League Rules.

