

# Puyallup Valley Kick-Off

## September 3th through September 6, 2010

**WYS Rules:** WYS rules will apply, except as amended below.

**No Protest:** No protests will be allowed, and all referee decisions will be final.

**Tournament Director:** The Tournament Director will handle all areas not covered by WYS rules and/or addressed in this amendment. All decisions will be final.

**Tournament Application Deadline:** The application deadline shall be 5 p.m. on Sunday, August 21, 2010. The Tournament Director may accept applications after that date on a case-by-case basis.

**Refunds:** Refunds will be permitted only before the deadline for application date stated above. A partial refund may be considered after that date if we are able to find a suitable replacement team. Refunds *will not* be granted after 5:00 p.m. on August 31st, 2010, for any reason whatsoever. Request for refunds must be made in writing, and delivered to the Tournament Director prior to the date referenced above. Verbal requests will not constitute a refund request. Refund requests may be mailed, hand delivered, or e-mailed to the Tournament Director.

**Player Eligibility:** All players must be eligible to play in their age division, per WYS guidelines, including guest players. All players must have a medical release form, and a photocopy of their official birth certificate, or other document deemed appropriate by WYS, available at every match played. Random checks administered by the Tournament Director may be conducted at any time during the tournament dates. *Players unable to produce the requested documentation will be ineligible to play until such documents can be provided to the Tournament Director.*

**Team Eligibility:** An official team roster listing the full legal names, WYS player ID numbers, and birthdates of all players, including guest players, must be submitted to the Tournament Director one (1) hour prior to the teams first scheduled match. Rosters will be considered fixed and no additional changes shall be made once submitted. The roster must bear the signature of the club or association registrar or the roster will be rejected, and the team will forfeit all games until an official roster can be presented to the Tournament Director. Any guest players that are hand written on the official roster must have the registrar's initials next to each name. Teams playing in the Washington Premier League, (WPL), Washington Youth Development League, (WYDL), Commissioner's Youth League, (CYL), Olympic Development Program, (ODP), and Player Development League, (PDL), as of August 01, 2010, will not be allowed to participate. However, the Tournament Director may allow lower tier U11 teams playing within the PDL to participate provided there is other commensurate competition. This will be decided on a case-by-case basis. Under certain circumstances the Tournament Director reserves the right to authorize teams normally considered ineligible if circumstances deem it appropriate.

**Guest Players:** A maximum of 3 (three) guest players shall be allowed per team. No guest player can be used if they will be participating in a 2010/2011 league that is ineligible to play in this tournament. *All guest players will be noted with an asterisk (\*) on the final roster.* Any team found to be using illegal guest players shall be dismissed from the tournament. Any games won by that team will be forfeited, and a 1-0 winning score will be recorded for the losing team. Any games lost by that team will stand. All games not played will be recorded as a 1-0 win for the opponent.

**Age Groups: Born on or After August 1<sup>ST</sup>:**

\*U11---1999 U12---1998 U13---1997 U14---1996 U15---1995 U16---1994

U17---1993 U18---1992

**\*U11 Format:** Please note: U-11 will be played under the 9-a-side WYS guidelines on size appropriate fields, 9 on the field including the keeper and a 14-player maximum roster size.

**Venues:** All games will be played in Puyallup, Washington, at the Washington Premier Field Complex and Riverside Elementary. Another site may be used pending the need and approval of the Tournament Director.

**Game Duration:** All game durations will be 60 minutes, except as noted. All games will have a five-minute half time unless shortened by the authority of the Tournament Director (not the Referee). If the start time of a game is more than 10 minutes behind schedule, the Tournament Director may make a decision to shorten the game. He/She will do so by informing the coaches prior to the start of the match; if a game is shortened it will be by 5 minutes per half. The Tournament Director will make every effort to have semi-finals and finals start and run their allotted time. All final game durations shall be 30-minute halves.

**Overtime:** All preliminary games will have no overtime period and may end in a tie (see scoring below). All semi-finals and finals will have a winner. There will be no overtime periods, but will be settled with kicks from the mark per FIFA rules.

**Inclement Weather:** In the event of excessive rainfall causing inundated fields and saturated soils, the Tournament Director may, at his/her discretion, terminate a match up to 15 minutes prior to its scheduled start time if it is determined that undue damage to the field will result due to play. If no other field is available for play prior to the conclusion of preliminary rounds for that bracket, then each team will either be awarded a 1/1 tie, or a winner will be determined by kicks from the mark for the canceled match. If both coaches cannot agree on either, the Tournament Director will make the decision.

**Home Team:** The home team is the team listed first on the match schedule. They will have choice of field side and will also have the responsibility of changing uniforms in the event of color conflicts

**Game Balls:** Game balls will be provided for all tournament games. These are the only balls that will be allowed in tournament games. No team(s) may substitute any other type/color/brand of ball for a match.

**Pets and Firearms:** The tournament site does not allow pets in the soccer complex. This would include the parking areas and Riverside Elementary School. Individuals that bring a pet to the complex will be asked to leave. Leaving your pet in your vehicle is not acceptable, and is a danger to your pet in hot weather. Please leave your pets at home. The tournament will not tolerate any weapons or firearms on the premises. Individuals that carry such items onto the tournament site will be reported to the local police.

**Tobacco, Alcohol, and Drugs:** The tournament has a zero tolerance with regards to these items. Any individual that brings, uses, or appears to be under the influence of these substances on the tournament site will be immediately expelled from entering the property for the duration of the tournament. In the event of illegal drugs, and/or minor consumption, the local police department will also be contacted.

**Turf Rules:** All games played on turf will be subject to additional rules and restrictions. Absolutely no pets, food, or drink other than water is allowed within the fenced turf area. Other restrictions will be posted at the field entrances. Any persons violating the posted rules will be asked to leave the fenced area.

**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 a score will be determined by the judiciary committee. If, in the opinion of the referee, both teams are offending, the game will be terminated and both teams will be awarded a 0/1 loss. If in the opinion of the referee, the game must be suspended due to hazardous conditions to the players, and play is not resumed within the allotted game period, then the score at the beginning of suspension shall stand as the final score. No games will be replayed due to suspension of play by the referee due to hazardous conditions.

**Forfeiture of Match:** Any team that does not have the required minimum of 7 eligible players on the field of play at the published start time will forfeit that match. A winning score of 0/1 will be awarded to the non-offending team. Teams that forfeit a match for this situation will still be eligible for play-off rounds.

**Conduct:** 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 Judicial Committee. A copy of that report will be sent to Washington Youth Soccer for possible action. Coaches are also reminded that the focus of this tournament is fun competition. Running up the score against an opponent, will be considered poor sportsmanship, and has no place in this tournament. Coaches are urged to alter game strategies to avoid this issue.

**Red and Yellow Cards:** Any player receiving two yellow cards or one red card in a game will be sent off from that game. In addition, said player(s) will have a one game automatic suspension to be fulfilled in his/her next tournament game. A red carded player must appear before the Judiciary Committee for a hearing within one-half hour after the end of the game that he/she received the card to determine the number of additional game suspensions, if any, to serve. Failure to report will mean the automatic suspension from any further tournament play. Players that sit out one or more games shall obtain a signed release from the referee, for each game(s) they sit out. These forms will be available after the hearing. The player will be eligible to play again, once the release form is turned into the tournament headquarters with the appropriate referee signature.

**Reporting Scores:** Referees are responsible for the game and will report the score to the Tournament Headquarters. The tournament staff will make every effort to post these scores in a timely fashion. In the event an error is discovered following the posting of scores, please contact the tournament headquarters to correct the error. In the event the error is not discovered within one-half hour prior to the posted start time of the semi, or final match for the effected bracket, the final point totals shall stand as posted. No protest or refund shall be allowed.

**Scoring:** We will be using the 10-point scoring system. The team(s) with the highest point totals during preliminary rounds will advance. The points are awarded as follows.

- 6 points for a win
- 1 point per goal up to three goals
- 1 point for shutout (**If there is a scoreless tie, both teams will only be awarded 3 points**)
- 3 points for a tie
- 0 points for a loss
- When a team forfeits, the opposing team will receive a 1-0 victory, which will give them seven points: Six points for the win, and 1 point for the goal, but they will not receive a point for the shutout.
- Minus 1 point for every red card
- Minus 2 points for every dismissal of a coach
- Examples: 0/0 = 3 points, 2/2 = 5 points, 3/0 = 10 points to the winner, 0 to the loser

**Tie-Breaking Rules:**

1. Head to head competition
2. Most numbers of wins
3. Least number of goals allowed (max. of 3 per game)
4. Best difference between goals scored and goals allowed (max. of 3 per game)
5. Least number of Red Cards
6. Least number of Coach dismissals
7. Coin flip or Kicks from the mark (Tournament Director's discretion)

When selecting more than one team using the tie breaking rules, the tie breaking rules will be reapplied from the beginning after each team is selected. If more than 2 teams are tied we will skip tie-breaking rule #1, until we are back down to two teams.

**Groups Formats:** We will make every attempt to keep recreational-based teams separated from select-based teams. If this is not possible due to the number of applications, the select team may be placed in an **older recreational-base age group**. The intent of this tournament and this rule is to ensure competitive games for all. We will do our best to ensure that happens.

**Group Format based on Number of teams:**

**4 Teams:** This size bracket would only have one group with every team playing every other team. The top two teams play in the finals.

**5 Teams:** This size bracket would only have one group with every team playing three games each with one team playing four (4) games. Low points in a match will be discarded for that team. The top two teams will play in the final.

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**6 Teams:** This size bracket would have two groups of 3 teams each, with 1 cross over game for each team. The top two teams from each group will advance to the finals.

Depending on the number of teams entered we will have further bracket information available for viewing if needed.