

2009 NIKE CROSSFIRE CHALLENGE
July 11-13, 2009 and July 18-20, 2009
60 Acres Soccer Park
15200 NE 116th Ave.
Redmond, WA 98052

RULES & REGULATIONS

LAWS OF THE GAME

All matches shall be played in conformance with the most current rules and regulations of WSYSA, USYS, FIFA and CONCACAF, unless modified and stated herein, as approved by the governing bodies. The Nike Crossfire Challenge tournament will only use currently registered USSF Referees.

TEAM ELIGIBILITY

All teams must have the appropriate tournament documents approved for participation. These may include: Team Roster, Guest Players, Player Identification, Medical Releases and Application to Travel (if outside the state of Washington). Each team is required to have on-site at all games the ability to provide, upon demand, acceptable proof of player's age and a properly completed medical release form for each player.

Foreign teams must present passports or proof of entry into the United States and all players will provide a form of picture identification. Foreign teams must also provide completed Provincial or National Association paperwork approving the team's participation in the tournament.

REGISTRATION

All teams must check-in at Tournament Headquarters the day prior to the first day of play. Teams will be notified of the time and location for the tournament registration. At check-in, each team must submit the following:

- A final roster signed by the club register and/or an official roster from US Club Soccer, which includes player's jersey numbers.
- An acceptable proof of every player's age.
- Travel papers if from outside the state of Washington
- Medical Release forms

ROSTERS

Teams may carry a roster of no more than 14 players for U11 and no more than 18 players for U12-U19. U11 teams will play 9 v 9 and U12 – U19 will play 11 v 11. No roster changes will be permitted after a team roster has been approved at the tournament registration. Guest players are limited to four (4) players for all age brackets and must provide proper identification and proof of age. Any exceptions must be approved by the Tournament Director and/or register in writing prior to the first day of play for the tournament.

AGE DIVISIONS

All teams need to consult the following age chart when determining the correct age bracket to register their team. Teams will be required to register and play in the age group that correctly reflects the age of their oldest player.

2009-2010 Washington State Soccer Age Chart (birth year)												
Level	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul
U11D	99	99	99	99	99	00	00	00	00	00	00	00
U11	98	98	98	98	98	99	99	99	99	99	99	99
U12	97	97	97	97	97	98	98	98	98	98	98	98
U13	96	96	96	96	96	97	97	97	97	97	97	97
U14	95	95	95	95	95	96	96	96	96	96	96	96
U15	94	94	94	94	94	95	95	95	95	95	95	95
U16	93	93	93	93	93	94	94	94	94	94	94	94
U17	92	92	92	92	92	93	93	93	93	93	93	93
U18	91	91	91	91	91	92	92	92	92	92	92	92
U19	90	90	90	90	90	91	91	91	91	91	91	91

DURATION OF GAME

Age Division Preliminaries Semi's and Finals Ball Size

U11 2 – 25 minutes, size 4

U12 2 – 30 minutes, size 4

U13 2 – 30 minutes, size 5

U14 2 – 30 minutes, size 5

U15 2 – 35 minutes, size 5

U16 2 – 35 minutes, size 5

U17 2 – 35 minutes, size 5

U18 2 – 35 minutes, size 5

U19 2 – 35 minutes, size 5

UNIFORMS AND EQUIPMENT

The shirt number of each player must be the same as the player's shirt number on the official roster. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same. Shin guards are mandatory. All teams shall bring an alternate color jersey. The team listed first on the schedule is the designated Home team and will change jerseys in case of color conflict. No jewelry shall be worn during matches.

All player equipment shall conform to the requirements of Law 4 of the Laws of the Game. It is the duty of the referee to enforce the Laws of the Game and the WSYSA Rules of Competition concerning player equipment. Protective orthopedic devices, prosthetic devices and any equipment, gear, appliance or apparatus that is protective for a known medical condition may be worn during a game provided that the referee determines that the device conforms to Law 4 of the Laws of the Game.

START OF THE GAME

The Home team will choose the side of the field they wish to defend. The Away team will get the kick-off to start the game.

SUBSTITUTION

For age groups 15 and under, free substitution is allowed. For age groups 16 years and older, free substitution is allowed as long as the matches do not include National Teams of CONCACAF member countries. If it does include National Teams, then up to six substitutions are allowed. Substitutions may be made, with the consent of the referee, during any stoppage in play.

EJECTION

Any coach or player receiving two yellow cards or one red card in one match will be sent off and suspended from play in the following match. The referee 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.

The referee shall have total control of their fields during their assigned matches. Coaches are responsible for the conduct of their players, parents, guests and staff. Abusive behavior towards the referee, opponents, tournament staff, etc. will not be tolerated. Any such actions are grounds for immediate individual or team removal from the tournament facilities.

PROTESTS

Only coaches may appeal either a misconduct report or the outcome of a match. The referee of the match must be notified immediately after the match concludes and the coach must follow-up within sixty (60) minutes after the match with a written request for an appeal. Coaches must indicate that they will be appealing a Misconduct by checking the protest box on the Scorecard and signing it.

Protests involving Referee judgment will not be accepted. All appeals must be submitted in writing to the tournament director or other tournament official for consideration. An appeal of the outcome of a match must be accompanied by a payment of \$100.00 that will be refunded if the appeal is upheld. Appeals of suspensions for receipt of a red card will only be considered in the event of a misapplication of the Laws of Play for suspensions of greater than one game. Protest of game outcomes will be considered only in the case of overage or suspended players of the clear misapplication of the Laws of Play by a referee. Protests (Disputes) not involving Misconducts will be reviewed and adjudicated by the Tournament Committee.

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

FAILURE TO SHOW – FORFEITS

A minimum of seven (7) players constitutes a legal team. Any team not having a sufficient number of players for a legal team at the start time for the match shall be granted a single 10-minute grace period. If a team is still unable to field at least

seven players at the expiration of the grace period, they shall be deemed to have forfeited the game. If a forfeit is determined, the winning team will be awarded a score of 4-0 and will receive the appropriate points for that score.

SCORING FORMAT

A maximum of three (3) points may be awarded per each game. Three (3) points shall be awarded for a win, one (1) for a tie, and zero (0) points for a loss. If teams finish group play tied in total points, the following tiebreaker shall be implemented:

1. Head to head competition.
2. Most Goal Differential, all games – Limit of 4 per game.
3. Most wins.
4. Most goals For, all games – Limit of 4 per game.
5. Fewest goals Against, all games – Limit of 4 per game.
6. Penalty kick shoot out – 5 players per team; if still tied, sudden victory penalty kick shoot out.

WILDCARDS (If applicable)

The 2nd place team with the highest points qualifies as the wild card. Tiebreakers rules will be used to determine the correct team to gain wildcard status. The wild card team will not be allowed to play a team in their own bracket in the semi-finals. The Tournament Committee reserves the right to realign the playoff brackets.

TIE BREAKERS, SEMI-FINALS & FINALS

Games that are tied at the end of regulation time will end as a tie in preliminary rounds. In the event of a tie in a semi-final or final game, two 5 minute overtimes will be played (no golden goal). In the event a match remains tied at the conclusion of the overtime play, penalty kicks will be taken as listed to determine a winner at the assigned field or at a designated shot out area, as decide by the tournament officials.

TIE BREAKERS – PENALTY KICKS

In the event that penalty kicks must be used to determine a winner in the preliminary or final rounds, the format will be as follows:

1. Each team will select five (5) players to kick – only players on the field at the end of the game may be selected.
2. Teams will alternate kicks – first team to kick will be determined by the referee's coin flip.
3. If the score remains tied after five (5) kicks, teams will alternate kicks one at a time until a winner is determined.
4. All eligible players must kick before any eligible player can repeat.
5. Goalies may be changed after any shot.

TEAM BENCHES

Players of both teams will be positioned on one side of the field as directed by the Field Marshall. They may be accompanied by up to four registered team officials

(Coaches, Assistant Coaches, or Managers) for each team. Spectators of both teams shall be on the opposite side of the field.

GAME BALLS

Game balls will be supplied by the Nike Crossfire Challenge and must be returned to the referee or Field Marshall immediately following each match.

GAME REPORT

The referee will give the Field Marshall a completed match Game Report, including full names of both teams, score, and any Misconduct Reports, at the field at the completion of the match. Both coaches are required to sign the final scorecard before leaving the field of play.

NUMBER OF MATCHES

The minimum number of games per day will be one. The maximum number of games per day will not exceed two. An attempt will be made to schedule teams from the same bracket to be scheduled for the same number of games per day.

INCLEMENT WEATHER/CANCELLATION

The Tournament Committee has the right to shorten and/or cancel matches due to climatic conditions or other acts of nature, which are beyond the control of the tournament. Match delays due to unforeseen circumstances will be addressed by the tournament committee. The Tournament Committees decision will be final.

TOURNAMENT ENTRANCE FEE

Once a team has been accepted, their Tournament Entrance Fee will not be refundable. In the event that a team replacement is found, up to 50% of the entrance fee may be refunded to the withdrawing team. The refund amount will be based on the amount of financial incentive that was given to the replacement team.

CANCELLATION POLICY

The Nike Crossfire Challenge will not be responsible for any expenses incurred by any team in the event games are discontinued or cancelled due to inclement weather or adverse field conditions.

NOT PERMITTED AT 60 ACRES

Dogs, pets, alcohol, illegal substances, and weapons are not permitted in the 60 Acres Soccer Park at anytime.