

2010 NIKE CROSSFIRE CHALLENGE

July 10-12, 2010 and July 17-19, 2010

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 the Tournament Headquarters prior to the first day of play. Time and location for the tournament registration will be posted on the tournament website at www.crossfiresoccer.org. Any exceptions must be approved by the Tournament committee via email.

At check-in, each team must submit the following:

- A final roster signed by a 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 required by the clubs' association
- Medical Release forms

ROSTERS

Teams may carry the following roster sizes;

- playing 6v6, no more than 11 players,
- playing 9v9, no more than 14 players,
- playing 11v11 age groups U12 to U16, no more than 18 players
- playing 11v11 age groups U17 and up, no more than 22 players

No roster changes will be permitted after a team roster has been approved at the tournament registration. Guest players as indicated on signed roster are limited to four

(4) players for all age brackets. Any exceptions must be approved by the Tournament Director and/or register via email 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.

2010-2011 Washington State Soccer Age Chart (birth year)												
Level	Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul
U11	99	99	99	99	99	00	00	00	00	00	00	00
U12	98	98	98	98	98	99	99	99	99	99	99	99
U13	97	97	97	97	97	98	98	98	98	98	98	98
U14	96	96	96	96	96	97	97	97	97	97	97	97
U15	95	95	95	95	95	96	96	96	96	96	96	96
U16	94	94	94	94	94	95	95	95	95	95	95	95
U17	93	93	93	93	93	94	94	94	94	94	94	94
U18	92	92	92	92	92	93	93	93	93	93	93	93
U19	91	91	91	91	91	92	92	92	92	92	92	92

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 confirm 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 Tournament 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 and/or facilities.

PROTESTS

Only coaches may protest 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. All protests are submitted in writing to the tournament committee at Tournament Headquarters for consideration. The Tournament committee will have final authority on all matters related to them. Notes:

- Protests for receipt of a red card will only be considered in the event of a misapplication of the Laws of Play for suspensions greater than one game.
- Protest of game outcomes will be considered only in the case of overage or suspended players or the clear misapplication of the Laws of Play by a referee.
- Protests involving Referee judgment will not be accepted.
- All protests not involving misconducts will be reviewed by the tournament committee

FAILURE TO SHOW – FORFEITS

A minimum of seven (7) players constitutes a legal team for either a 9v9 or 11v11 game. A minimum of five (5) players constitutes a legal team for a 6v6 game. 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, GROUP PLAY

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.

COMPETITION FORMAT FOR VARYING DIVISION/BACKET SIZES DURING GROUP PLAY

The group winners, which advance to the championship match, will be determined as follows: The Tournament committee has the final authority on matters related to competition format.

4 Teams: Played as a single group of four teams in a round-robin format. Champion or advancement (if applicable) is determined by total points within the group and the application of tiebreaker rules if necessary.

5 Teams: Played as a single group of five teams in a round-robin format. Champion or advancement (if applicable) is determined by total points within the group and the application of tiebreaker rules if necessary.

6 Teams: Played as two groups of three teams. Each team will cross over and play the three teams in the other group. Advancement is determined by total points across both groups and the application of tiebreaker rules if necessary.

8 Teams: Played as two groups of four in a round-robin format. Advancement is determined by total points within each group of four and the application of tiebreaker rules if necessary.

10 Teams: Played as a group of four and a group of six. The group of six crosses over and plays three games (see *Bracket of 6* above). Advancement is determined as follows; the winner from the group of four, the top two teams in the group of six, and the next team with the highest points across all 10 teams, and the application of tiebreaker rules if necessary. Teams playing in a semifinal will be reseeded based on points. Seeding will be adjusted to ensure teams advancing who have played each other in group play do not play each other in the semifinal.

12 Teams: Played as three round-robin groups of four. Advancement is determined as follows; the three round-robin winners and the team with the next highest point across all 12 teams, and the application of tiebreaker rules if necessary. Teams playing in a semifinal will be reseeded based on points. Seeding will be adjusted to ensure teams advancing who have played each other in group play do not play each other in the semifinal.

14 Teams: Played as two groups of four and one group of six. The group of six crosses over and plays three games (See *Bracket of 6* above). Advancement is determined as follows; the two winners from each round-robin group of four, and the top two teams in the group of six. Teams playing in a semifinal will be reseeded based on points. Seeding will be adjusted to ensure teams advancing who have played each other in group play do not play each other in the semifinal.

16 Teams: Played as four round-robin groups of four. The four round-robin winners will advance. Teams playing in a semifinal will be reseeded based on points.

TIE BREAKERS, GROUP PLAY

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.

TIE BREAKERS, GROUP, SEMI-FINALS & FINALS

Games that are tied at the end of regulation time will end as a tie in group 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 decided 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 AND REST TIME BETWEEN MATCHES

By default a team will play either one or two games a day. On an exception basis it may be necessary to play less than one or more than two games. When this occurs an attempt will be made to ensure teams from the same bracket to be scheduled for the same number of games per day.

If a team plays more than one game on a day, the tournament game schedule will strive to provide a minimum rest time of at least two games between the end of one game and the start of their next game. It is possible that this rest period will need to be shortened.

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, most notably in the case of lightning or loss of light. By default if a game is shortened or canceled after match play has started the score will be considered final if the second half of play has started. Match delays due to unforeseen circumstances or occurring prior to the start of the second half will be addressed by the tournament committee. The Tournament Committees decision will be final.

TOURNAMENT ENTRANCE FEE

Tournament Entrance Fee will not be refundable after June 1st or if an early acceptance has been given & acknowledged. In the event that a replacement team is found, up to 50% of the entrance fee may be refunded to the withdrawing 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.

STAY AND PLAY TOURNAMENT

This tournament is considered a stay and play tournament. All teams requiring overnight accommodation must secure them through the tournament housing service as posted on the tournament website at www.crossfiresoccer.org. Failing to do so may result in a group game forfeiture. Any exceptions must be approved by the Tournament committee via email prior to the first day of play for the tournament.