



2018 Crossfire Challenge

July 13-16, 2018 U15-U19
July 19-22, 2018 U9-U10
July 20-23, 2018 U11-U14

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 Crossfire Challenge tournament will only use currently registered USSF Referees.

MODIFIED RULES FOR SMALL-SIDED AGE GROUPS (U9-U11)

- No Heading (If a player deliberately heads the balls the opposing team will be given an indirect free-kick at the spot of the infraction.)
- No punting or drop kicking by the goalkeeper.
- Build out line –
 - A. Goal-kick. The opposition can enter the build out area as soon as the ball leaves the penalty box.
 - B. GK in possession with their hands. The opposition can enter the build out area as soon as the goalkeeper puts the ball into play.
Example: If the goalkeeper makes a save and is in possession with their hands the opposition drops behind the build out line and if the goalkeeper places the ball on the ground the ball is in play.
- Offsides is enforced at the build out line.

**There are no modified rules for the U12 age group.*

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 Region IV). 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. 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 Coach & Manager Reception the night before the Tournament begins or at the Tournament Headquarters 90 minutes prior to their first game. 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:

- Official Roster
 - If using US Youth Soccer, the roster must be signed by the club registrar. (no write-ins)
 - If using US Club Soccer, teams must provide an official US Club roster. (no write-ins without proper player loan form)
- Medical releases

- Teams must show copies of medical releases for their players. Teams can use whatever version of a medical release that their club uses. There is no tournament specific medical release.
- Players cards are **NOT** required! We use the official roster as proof of registration and birthdate.

ROSTERS

Teams may carry the following roster sizes;

- Playing 7v7, no more than 13 players,
- Playing 9v9, no more than 15 players,
- Playing 11v11 age groups U13 to U14, no more than 20 players (teams may only have 18 players eligible to play in each game)
- Playing 11v11 age groups U15 and up, no more than 22 players (teams may only have 18 players eligible to play in each game)

No roster changes will be permitted after a team roster has been approved at the tournament registration.

Tournament Fields

All games will be played at the 60 Acres Soccer Complex in Redmond, WA

60 Acres Soccer Park
15200 NE 116th Ave.
Redmond, WA 98052

AGE DIVISIONS

U9 – Players born in 2010 or later

U10 – Players born in 2009

U11 – Players born in 2008

U12 – Players born in 2007

U13 – Players born in 2006

U14 – Players born in 2005

U15 – Players born in 2004

U16 – Players born in 2003

U17 – Players born in 2002

U18/19 – Players born in 2001/2000

DURATION OF GAME & GAME GUARANTEE

All teams will be guaranteed 3 games.

Age Division - Half Length, Ball Size

U9 – 2 x 25 minutes, size 4

U10 – 2 x 25 minutes, size 4

U11 – 2 x 25 minutes, size 4

U12 – 2 x 25 minutes, size 4

U13 – 2 x 30 minutes, size 5

U14 – 2 x 30 minutes, size 5

U15 – 2 x 35 minutes, size 5

U16 – 2 x 35 minutes, size 5

U17 – 2 x 35 minutes, size 5

U18/19 – 2 x 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 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 if the referee determines that the device conforms to Law 4 of the Laws of the Game.

TEAM WARM-UP

All teams, including goalkeepers must warm-up off the game fields until 5 minutes prior to kickoff. This is to help to keep the fields in great playing condition for the games.

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.

PENALTY KICKS

All penalty kicks will be taken in accordance with Law 14 of the Laws of the game. The modified penalty mark for 9v9 games will be located 10 yards from the goal. This will also be the spot should kicks from the mark need to be taken in a division that has been playing 9v9.

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 and a \$100 non-refundable bond (Cash or Money Order). 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 7v7 game. Any team not having enough 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. Any team that forfeits a match will not be eligible to advance to the knock out rounds of the tournament.

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.

TIE BREAKERS, GROUP STANDINGS

If teams finish group play tied in total points, the following tiebreaker shall be implemented:

1. Head to head competition
2. Highest 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. For determination of advancement the tournament will use a Penalty kick shoot out – 5 players per team; if still tied, sudden victory penalty kick shoot out.
7. For determination of seeding the tournament will do a coin toss at the tournament headquarters.

In the event of a 3-way tie, the tiebreakers will be followed (starting at #2) until 1 team advances or is eliminated, then the tiebreakers will be started again (at #1) for the remaining 2 teams.

TIE BREAKERS, GROUP, QUARTER-FINALS, 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 quarter-final, 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 to determine a winner at the assigned field or at a designated shoot out area, as decide by the tournament officials.

TIE BREAKERS – PENALTY KICKS

If 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 (from the initial players selected to participate in the kicks).

ADVANCEMENT

The tournament committee will attempt to avoid rematches of round robin opponents during the first round of the playoffs.

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 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 4th or if an early acceptance has been given & acknowledged.

CANCELLATION POLICY

The 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 any time.

HOUSING POLICY

This tournament is no longer a stay and play. Teams may stay at any hotel or accommodation that they would like.

FINAL AUTHORITY

The tournament committee has final authority in all matters not mentioned in the rules above. The tournament committee also has final and only say on rule clarification.