2014 Washington Youth Soccer Recreational Cup Rules

WASHINGTON YOUTH SOCCER RECREATIONAL CUP

A) The Washington Youth Soccer Recreational Cup – hereafter referred to as Recreational Cup – will consist of one tournament with divisions as determined by the Recreational Cup Committee and Washington Youth Soccer. It will be open to all boys and girls teams Under 11 through Under 17 and Under 18/19, comprised of properly registered Washington Youth Soccer players affiliated with Member Associations, provided such teams entering, and its Association, are in good standing with Washington Youth Soccer and the team is in compliance with and has not violated the rules of Washington Youth Soccer.

I. ADMINISTRATION

Tournament Committee

A) The Recreational Cup will have a Committee Chairperson voted by Washington Youth Soccer Recreational Cup Committee members. Washington Youth Soccer Operation Committee (SOC) will have final authority in all decisions made by the Tournament Chairperson and Tournament Committee.

1. Each participating Region/District shall designate a representative to form the Tournament Committee along with Washington Youth Soccer having one staff member on the committee. Teams are to direct any questions or concerns to their Region/District tournament representative.

II. REGISTRATION AND TEAM ELIGIBILITY

A) This cup will be open to recreational teams only. A “recreational” team is defined as any team where the use of tryouts, invitations, recruiting or any like process to roster player selectively on the basis of talent or ability is prohibited. The Recreational Level of Soccer for this Tournament shall be represented by teams that are playing “for fun” with training 1-2 days a week with a game(s) on the weekend.

1. Teams that have paid staff members shall not be eligible for this tournament.
2. Teams that win this tournament “State Final” shall have their eligibility for this tournament reviewed by the recreational committee the following year if they apply to play in this tournament.

B) Individual Member Associations will review applicants and apply good judgment along with the spirit of the rules when determining if a team may enter this Tournament. District/Regions will apply good judgment in approving teams for this Tournament

C) Registration will be conducted by each District/Region. Each District/Region and Member Association will set internal schedules for team registration and payment.

1. Washington Youth Soccer will set a deadline for the District/Regions to pay the registration fee for their teams entered in the Recreational Cup.

D) Rosters must be submitted to the Member Association Registrar by the individual District/Region deadline. Rosters, registration documents supporting roster changes, and applications submitted to the District/Region will be processed and verified by the Member Association Registrar. No transfers to the team for the sole purpose of tournament play or guest players will be allowed. No roster can be adjusted after October 31, or after the commencement of the first game of the tournament within the team's District/Region, whichever date is earlier.

1. A teams Recreation Cup Roster must match the teams league roster

E) There will be no refund of the entry fee unless the tournament for that age group is canceled.

F) District/Regions may choose to fine a team for not showing at a District/Region Preliminary game.

G) Any Member Association's team not showing or canceling for the post District/Region play will be fined $500 for each individual match unless the Recreational Cup Committee decides that there are compelling reasons for the non-appearance.

H) By the date determined by the Recreation Cup Committee, each District/Region will submit a list of team name, age and gender of all teams entered in the Recreational Cup to Washington Youth Soccer to support the quarterfinal draw.

I) Ignorance of these rules will not be an excuse or grounds for any protest.

III. CREDENTIALS

A) All players and coaching staff are required to have properly prepared US Youth Soccer membership passes issued by Washington Youth Soccer. Membership passes are printed by the Member Association Registrar and prepared by a team representative.

1. Membership passes may be required for internal District/Region Recreational Cup matches. Check with your District/Region Tournament Representative.
2. In the event a player does not have a membership pass, they cannot play and they cannot be on the same touch line as the team's bench.
3. In the event a team official member does not have a membership pass, they cannot be on the same touch line as the team's bench.
4. The referee will return all cards to the coach after verifying all player information is properly included on the roster, and that all players are eligible to play.
5. A player may be registered in only one Member Association and rostered to one team at any given time. Reference the Registration Operating Document.
6. Any team playing a player who is over age, (medical play down approvals exempt) or who is not registered or who is improperly entered on the team's roster, or plays on an older age team in another USSF sanctioned body shall forfeit the games(s) in which that player played.

7. Regardless of how many players are on a team roster, 18 players is the maximum number of players that may dress to play and be on the game sheet for any given match. U11 teams maximum of 14 players.

IV. TOURNAMENT AND GAME SCHEDULES

Cup Format

A) The District/Region or State Host Site Director is responsible for scheduling all tournament games and field and referee coordination.

B) All tournament games must be played on the day and the time scheduled. To declare a field unplayable will be the prerogative of the Referee or the Host Site Director only.

C) Request for rescheduling a game must be directed to the District/Region or State Host Site Director.

D) If both teams are properly notified, games will start at scheduled time if both teams have a minimum seven (7) players. If one team fails to have seven players at scheduled game time, or any time within a fifteen (15) minute grace period, the game will be forfeited to the showing team.

E) The Washington Youth Soccer Disciplinary Committee will not entertain or uphold any protest based on erroneous scheduling of whatever nature or protests following a properly decided forfeiture.

F) District/Region Tournament Rounds:
Each team playing in the District/Region rounds will have a minimum of two games. Teams cannot be eliminated in one game unless both team coaches agree to a one game elimination that has been approved by the District/Region. If approved, the winner will advance to the next round of the competition as set forth in the Recreational Cup Rules. Format will be determined by the number of teams entering in each age level. Timing and format of the preliminary rounds will be decided by the District/Region. Internal District/Region rules and policy may be different than the rules and policy of the Quarterfinal, Semifinal and Final Washington Youth Soccer Recreation Cup Rules.

The two game rule is void when only one team enters from their district in an age group and gender.

Protests and Discipline will be performed to the local Districts policies and procedures.

G) Inter-District/Region Tournament (Quarterfinal) Round:
Each District/Region may advance at least one team to inter-District/Region competition in each age/gender division for which it has received at least one entrant team. District/Region finalists may be identified as a wild card to support the quarterfinal matches when 5, 6 or 7 District/Region champions are identified. District/Region finalists may be identified as a wild card to support the semifinal matches when 2 or 3 District/Region champions are identified.

H) The Recreational Cup Committee will perform a blind draw from all candidates to fill quarterfinal positions.

1. A blind draw will be conducted the first week of November to identify which District/Regions will have teams hosting home games and which District/Region they will be playing. All quarterfinal and semifinal matches will be drawn at one time.

a. No quarterfinal match will pair two teams from the same District/Region.

2. The quarterfinals are hosted by the District/Region home team and wild card teams will be the visiting team.

3. Quarterfinal matches will be played no later than the first weekend of December.

4. Quarter final matches will be played at full time for each age.

5. Age group and genders with four (4) teams or less will advance directly to semifinals.

6. The format for determining the final four teams for the State Tournament requires District/Regions to host a playoff match on the first weekend of December.

I) Quarterfinal matches will be set up as listed below:

- Seven (7) Districts have teams entered:
One wild card team will be drawn from available District/Region finalist teams.

- Six (6) Districts have teams entered:
Two wild card teams will be drawn from available District/Region finalist teams.

- Five (5) Districts have teams entered:
Three wild card teams will be drawn from available District/Region finalist teams.

- Four (4) District teams entered:
The four District Champions advance to the semi-final.

- Three (3) Districts have teams entered:
One (1) wild card will be drawn from available District/Region finalist teams to be the fourth team at the semi-final match.

- Two (2) teams entered:
Both teams advance to the final.

Host organizations are encouraged to have field marshals to support the teams playing in the quarter finals.

J) State Tournament Format:

1) Washington Youth Soccer will host the semi-final and final matches on the second weekend of December.

2) Team placement into tournament brackets shall be done using a blind draw. Washington Youth Soccer will determine the tournament format and timing of the matches and the tournament format shall be determined based upon the number of entries.
3) Protests and Discipline actions will be performed by Washington Youth Soccer Disciplinary Committee or designated sub-committee for quarterfinals and later matches.

V. TOURNAMENT PLAYING RULES

A) All games will be played under Washington Youth Soccer "Rules of Competition" unless stated herein.

B) It shall be the responsibility of each team to maintain proper spectator conduct. Each coach, manager, club, Member Association, or District/Region official shall be held primarily accountable for the conduct of spectators for or from their respective teams. At no time shall foul or abusive language be permitted at any field.

C) Ties in the game play at the Quarterfinal, Semifinal and Final will be resolved as follows:

1) For State Quarter, Semi, and finals: all ages– Two (2) 5 minute overtime periods played in their entirety.
2) For all games that must end with winner to advance. If still tied, FIFA Kicks from the penalty mark procedure. Please refer to Appendix A for full Kicks from the Penalty Mark Procedure.
3) When State Semi and Final matches are scheduled for the same day the Semi-Final match will go straight to Kicks From the Mark to determine the winner.

D) Uniform Color Conflict:
The designated “home team” will be responsible for changing color of the team uniforms in the event of a color conflict. The “home team” will be the team listed first on the schedule.

E) Violations and Penalties:
Playing of a player not listed on the Recreational Cup Tournament Roster held by the Site Coordinator shall result in forfeiture of any and all Recreational Cup games in which that player appeared on the roster presented to the referee. In addition, that team shall be suspended for the remainder of the Recreational Cup tournament. Should a team be suspended from Recreational Cup competition, any remaining games scheduled for that team shall be recorded as a forfeit.

F) Travel:
If a team has to travel more than seventy five (75) miles one way from their club address to play a game, the home team must schedule the game at a reasonable time for travel (10:00 AM - 4:00 PM) unless games are hosted at one central host site. Exceptions to this rule may apply if the traveling team agrees to the change via email or fax and a copy is sent to each team’s District/Region Tournament Representative.

G) Stoppage of Play:
If the referee stops play for an injured player, excluding goal keepers, the player must be removed from the match and may re-enter the match through the substitution process

Additional Tournament Rules or Changes
Refer to Operating Document Rules of Competition and Rules of Competition Internal Procedures for rules not specifically identified in the Recreation Cup Rules.

Any additional tournament rules, special rules, requirements, procedures, administrative and organizational information necessary for staging the Recreational Cup will be published separately by your District.

Contact your District Recreation Cup representative or board for rules on protests.

APPENDIX A

Kicks from the Penalty Mark Procedure

A.) The referee chooses the goal at which the kicks will be taken.

B.) The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.

C.) Subject to the conditions explained below, both teams take five kicks.

D.) The kicks are taken alternately by the teams.

E.) If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.

F.) If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.

G.) A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute.

H.) With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are eligible to take kicks from the penalty mark.

I.) Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.

J.) An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.

K.) Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.

L.) All players, except the player taking the kick and the two goalkeepers, must remain within the center circle.

M.) The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.

N.) Unless otherwise stated, the relevant Laws of the Game apply when kicks from the penalty mark are being taken.

O.) If, at the end of the match and before kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, it must reduce its number to equate with that of its opponents and the team captain must inform the referee of the name and number of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark.

P.) Before the start of kicks from the penalty mark, the referee must ensure that an equal number of players from each team remain within the center circle and they shall take the kicks.