



Junior Summer Invitational Jamboree Soccer Series

RULES OF COMPETITION:

NOTE: Match officials should deliberately blow their whistle when required by the laws of the game, a “Report” that can be heard by players, coaches, and spectators is imperative.

ROSTERS & AGE DIVISIONS

U8 Age divisions will play **4v4** with **4** field players and no goalkeeper

U9 Age divisions will play **7v7** with **6** field players and a goalkeeper

U10 Age divisions will play **7v7** with **6** field players and a goalkeeper.

***U8** teams playing **4v4** no more than **(10)** players per roster

U9 & U10 teams, playing **7v7**, no more than fourteen **(14)** players per roster

Teams will register & play in the group that reflects the age of their oldest player, per the Washington Youth Soccer Player Age Chart **2018-2019**.

TEAM CHECK-IN

Each team should check-in no later than 30 minutes before their first game. Check-in will be on the south side by the tournament vendors. At check-in each team should have a team roster signed by their club registrar.

No changes to a team roster after it has been approved at tournament registration. Teams may have guest players. Guest players can be handwritten in. U8 teams are limited to 3 guest players, U9 and U10 teams are limited to 5 guest players.

Player Cards or Roster checks will not be required by match officials.

PLAYING RULES

All matches shall be played according to the latest FIFA Laws of the Game, as amended by the rules of Washington Youth Soccer, or unless modified herein.

Team listed first on the schedule will be the home team. They will change colors in case of a conflict with their opponent. The home team will wear light colors and the visiting team wear dark, unless otherwise agreed upon by both team's coaches.

All player equipment shall conform to the requirements of the Laws of the Game. Referee will have final say on what is approved for use by a player during the game.

Duration of all games will be 44 minutes 2 x 22 Minute Periods of Play followed by five (5) minute breaks between each period.

There will be no stoppage time for injuries or any other reason.

SUBSTITUTIONS

A player may be substituted at a normal stoppage of play with the permission of the referee.

- Match scores will not be reported by the referee.
- All decisions of the referee will be final. There will be no protests, appeals or other recourse.

COMPETITION FORMAT

Each team will play a minimum of **Four (4)** matches.

Games may end up as a tie during group play.

JUNIOR MATCH RULES (If not defined specifically by FIFA/WSYSA)

Offside rule will be enforced by match officials, based on obvious offside. All close decisions or any uncertainty will result in continued play.

Offside for U10 will be from the half line

Offside for U9 will be from the build out line

** There will be NO offside for U8 competition.

No punting will be allowed by goal keepers at any time. This includes dropping the ball from hands and hitting off of the bounce.

Intentional heading of the ball is strictly not allowed and will result in an in-direct free kick for the opposing team.

From goal keeper's hands, opposing players will drop to the confrontation line marked clearly by host club (usually mid line or 5 yds either side of half). Players can not cross this line until ball is released by GK. For Goal kicks ball must leave GK area before opposition can enter build out zone. All kicks will be in-direct.

Throw-in rules will be enforced, players will get (1) extra free throw if they are whistled for improper throw-in.

If a second throw in results in an official's whistle, the opposing team will have the throw in.

Players requesting substitution onto the field should be at the touch line/midfield area and await the referee's permission to enter the field.

Portable goals should be checked by the match officials prior to the start of each match, to ensure they are safe for the next match.

Any questions regarding jamboree rules, match officials reporting player/parent/coach misconduct will be forwarded to; tournament krskinneruk@yahoo.co.uk

Match Start times will be strictly enforced, (Please be on time)

"Running up" of Scores is STRONGLY discouraged (If your team is winning by more than 5 goals, please have opposing team add another player, or provide restrictions to your players prior to further scoring attempts) Abuse of this or purposeful running up of score may result in your team being asked to leave the event.

Home teams will be responsible for supplying a properly inflated Size #4 Soccer Ball for each match.

Match officials will be responsible to keep time during matches (2x22 minute halves)-Referees may be assisted by coaches regarding time and the end of the match.

Field Marshalls may signal the end of the time period with an air horn or recognizable signal, all matches must end at this signal, the next match will start immediately after the after the next sounding of the horn.

Parent and Coach Conduct will be the responsibility of the Coaches. Inappropriate conduct by your team's spectators can jeopardize your coach and/or team.

Do not yell, or be disrespectful to referees in any way.

Please ensure your team area is properly "Policed", Garbage cans will be available at tournament site, please use them.

There will be no visible or audible score keeping.

At no time is there to be any alcoholic beverages at the tournament site.

After each game, please pick up the trash on your sideline and place it in one of the provided receptacles. Please help us keep on time by immediately collecting your things and clearing your touchline after your game. This will allow the next team to move into position and prepare for the start of their game.