



TOURNAMENT RULES AND REGULATIONS

For 2021 River Jam Challenge

The tournament headquarters and all matches will be played at the Washington Premier F.C. ("WPFC") Soccer Complex located at 5702 44th St. E, Puyallup, WA 98371. Contact information for the Tournament Director is as follows:

Tournament Director: Michael Donne
Washington Premier F.C.

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Tacoma, WA 98411
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II. REGISTRATION AND TEAM ELIGIBILITY

- A. Check-in:** Teams must check in at least 45 minutes prior to their first match. Failure to check in properly could result in automatic disqualification from the tournament without refund.
- B. Requirements:** At check-in, each team must provide a copy of its final roster, signed by the team's club registrar, listing each player's name, birth date and jersey number. All guest players must be added to the roster and signed off by the club's registrar. All players must also have a medical release form available at each game that is signed by the player's parent or legal guardian. These Medical Release forms will be checked at team check in and should be available at each game. Electronic submission of Rosters will not be accepted
- C. Out-of-State Teams:** In addition to the above, teams outside of Region IV must provide proof of permission to travel.
- D. Foreign Teams:** In addition to the above, Foreign must provide proof of permission to participate in the tournament.
- E. Player Cards:** Player cards are **NOT** required; the official roster will be used to validate player and team eligibility.

III. PLAYER AGE AND ELIGIBILITY

- A. Eligibility:** Boys and Girls U9 through U19 are eligible to participate in the tournament. All players, including guest players, must be eligible to play in their age division.

- U9: Players born in the year of 2013 or later
- U10: Players born in the year of 2012
- U11: Players born in the year of 2011
- U12: Players born in the year of 2010
- U13: Players born in the year of 2009
- U14: Players born in the year of 2008
- U15: Players born in the year of 2007
- U16: Players born in the year of 2006
- U17: Players born in the year of 2005
- U19: Players born in the year of 2004/2003

B. Roster Size: For U9 & U10 teams, the roster maximum is limited to 12 with a maximum of 4 guest players. U11 & U12 teams will be limited to a maximum of 16 players with a maximum of 5 guest players. Rosters for ages U13 and U14 age groups will be limited to a maximum of 18 with a maximum of 6 guest players. U15 through U19 will be limited to a maximum of 22 with a maximum of 6 guest players (teams may only have 18 eligible players per game). All guest players will be noted with an asterisk * on the final roster. No roster changes will be allowed after the team roster has been approved by the tournament registration.

The tournament's format for U9 and U10 will be 7 aside with games being played on age-appropriate fields. The tournaments format for U11 and U12 will be 9 aside with games being played on age appropriate fields.

C. Jerseys: The shirt number of each player must be the same as the player's shirt number on the roster. There should be no duplicate jersey numbers on any roster.

D. Players: Players are rostered tied to a single team and therefore can only play for one team during the course of the tournament.

IV. TEAMS

A. The home team is the team listed first on the schedule and will have the responsibility of changing jerseys in the event of a color conflict.

B. The Tournament Director will designate which side of the field will be for the teams and which side will be for the spectators. No persons are permitted behind the goals.

V. LAWS OF THE GAME

A. Rules: FIFA Laws of the Game will apply, except as specifically modified by these rules. Also, the tournament is playing under USSF Laws of the Game as modified by WYS Rules of Competition.

B. Match Length: Game duration for all U9 - U12 games will be 50 minutes. Game duration for U13 through U19 games will be 60 minutes. All games will have a 5-minute half time and will use a continuous clock. If the start time of a game is more than 10 minutes behind schedule, the Tournament Director may make a decision to shorten the game by 5 minutes per half. If such a decision is made, the Director will notify the coaches prior to the start of the game. We will make every effort to have semifinals and

finals start on time and run their full length.

C. Substitutions: Will be unlimited as permitted by the referee. A player may be substituted on field at a stoppage of play with the permission of the referee. A player must be checked in with an assistant referee prior to the stoppage of play.

D. Player Equipment: Age appropriate shin guards are required for all players, and there shall be no exceptions to this rule. Hard and soft casts are permitted with the permission of the referee. No jewelry may be worn.

E. Modified Rules for U9-U11 Age Groups:

- No heading of the ball (any intentional heading of the ball will result in the opposing team being awarded an indirect kick from the spot of the infraction)
- No punting or dropkicks by the goalkeeper. If the goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- Rules to support the build out line.
 - Goal-kick. As soon as the ball leaves the penalty box, the opposition can enter the build out area.
 - The ball does not need to leave the penalty box before being received, however, the opposition must still wait until the ball leaves the penalty box before entering the build out area.
 - Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).
 - After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
 - Offside will be enforced at the build out line.

VI. TOURNAMENT AND MATCH SCHEDULES

A. Tournament Format. The tournament's group format is based on the number of teams in each age group:

4 Teams: one group with every team playing every other team. The top two teams advance directly to the finals.

6 Teams: two groups of 3 teams with each team playing the teams in the other group. Top two teams with the most points out of both groups will advance directly to the Finals.

8 Teams: two groups of 4 teams each. The top two teams from each group will advance directly to the semifinals.

12 Teams: three groups of 4 teams each. The top team from each group and the second-place team with the highest point total or tie-breakers will advance to the semifinals.

16 Teams: four groups of 4 teams each. The top team from each group will advance to the semifinals.

Depending on the number of teams entered, the Tournament Director will have further bracket information available upon request and has the final say in all bracketing decisions.

B. Match Schedules. For all age groups, the minimum number of matches a team will play is three (3), and the maximum number of matches a team will play in a single day is two (2).

C. Procedures for Determining a Winner and Use of Overtime.

1. Preliminary Games. All preliminary matches will have no overtime period and may end in a draw.

2. Semifinal and Championship Matches. Semi-Final or Final games tied after regulation play will go directly to FIFA Kicks from the Mark to determine the winner. The tournament director may designate a specific location for kicks from the mark to take place.

D. Referees: All matches will use referees certified by the United States Soccer Federation.

E. Match Delays, Suspensions, Cancellations:

1. If in the opinion of the referee, a match must be terminated or abandoned due to the misconduct of the coach, players and/or spectators, the offending team will be charged with a loss and a score will be determined by the Disciplinary Committee. If, in the opinion of the referee, both teams are offending, the match will be abandoned and both teams will be awarded a 0-1 loss.

2. The Tournament will be played out in its entirety. In the case of severe weather and/or unplayable field conditions, the Tournament Committee reserves the right to have games decided with kicks from the mark in accordance with FIFA rules. The tournament will exercise its best efforts to play all games to their conclusion, but the final decision will rest with the Tournament Committee.

F. Refund Policy: Any team not accepted into the tournament will be provided a full refund. Any team withdrawing 25 days prior to the start of the tournament will get a full refund of the amount paid less a \$25 service fee. Less than 25 days, but prior to registration closing a 50% refund of the amount paid less a \$25 service and after registration closes no refund.

VII. FORFEITS

A forfeit will be declared if:

1. A team is more than five (5) minutes late to the field after the team's scheduled game time;
2. A team cannot field the minimum number of players required to start a match; or
3. The team fails to check in at the field tournament headquarters as required by these rules.

The minimum number of players required to start a match is seven (7). A forfeit or a bye will be scored as a 1-0 win, and the winning team shall be awarded eight points. A team that forfeits a match will not be permitted to proceed in the tournament to the semifinals and finals.

VIII. STANDINGS AND TIE-BREAKERS

A. Standings: The Tournament uses a ten-point scoring system. The team(s) with the highest point totals will advance. A forfeit or a bye will be scored as a 1-0 win, and the winning team shall be awarded eight points. The rest of the points are awarded as follows.

- 6 points for a win
- 3 points for a draw
- 0 points for a loss
- 1 point for every goal (up to 3 max.)
- 1 point for a shutout

Examples: 0-0 = 4 points, 2-2 = 5 points, 3-0 = 10 points

B. Tiebreaking Procedures: For divisions with wildcard teams, the wildcard teams will be the teams that do not win their bracket, with the highest point totals. In the event of a tie based on team point totals, the below tie breaker system will apply.

1. Head to head (where applicable)
2. Most number of wins
3. Fewest goals allowed
4. Best difference between goals scored and goals allowed (max. 4 per game)
5. Goals scored (max. of 4 per game)
6. Coin flip or penalty kicks from the mark (at the Tournament Director's discretion)

If more than two teams are tied at the end of the preliminary round, the tie breaker rules listed above will be used until one team is eliminated. The remaining two teams will be compared beginning again with Step 1 of the Tie Breaker Rules (head to head) until 1 team is determined the winner.

IX. MATCH AND SCORE REPORTING

A. Reporting Results and Other Matters: Referees are responsible for reporting the match results, cautions, and ejections to the tournament's field headquarters.

B. Score Reporting: Referees are responsible for the official score and will report the score to the field Headquarters promptly following each game, and in any event, no later than 1 hour following the end of the match.

X. PROTESTS & DISPUTES

A. All referee decisions are FINAL. There will be NO Protests, Disputes or Appeals.

B. Disputes for non-referee decisions. Including without limitation to player

eligibility issues or disputes over tournament rules, will be decided by the Tournament Director within two (2) hours of receiving notice of the dispute.

XI. CONDUCT AND DISCIPLINE

A. Team and Spectator Conduct: Players, coaches, and spectators are expected to conduct themselves within the spirit of the law as well as the letter of the law. Displays of temper or dissent are cause for ejection from the game and the surrounding field area. Repeated violations may result in the suspension of the team from the tournament as decided by the Tournament Director.

B. Ejections: Players, coaches and team officials ejected from a game by the referee shall be ineligible for the next scheduled game. The Tournament Director may take additional disciplinary action against an individual or team for serious offenses, including suspension of additional game/games or from the remainder of the tournament and non-eligibility for future tournaments. Coaches serving a suspension may not be located anywhere near the field of play. Players may sit with the team but may not be in uniform.

C. Sideline Behavior: It is the responsibility of the team's coach or the person acting in the coach's behalf to control the conduct of the team's parents and other spectators. Failure to do so may result in a warning to the coach or the person acting in the coach's behalf by the referee. If unacceptable conduct continues, the referee may eject the team's coach, or the person acting on the coach's behalf, from the game.

D. Red and Yellow Cards: In accordance with the USYSA Tournament Hosting Agreement, all red and yellow cards and other matters involving team conduct will be reported to the home club and State/Provincial Association of the team involved as well as the US Youth Soccer National Office.

E. Foreign Teams if applicable: For foreign teams, the tournament committee will notify the US Soccer Federation of disciplinary action taken, and that the Federation will transmit the disciplinary action taken or required to the team's provincial or national association.

F. Noisemakers: Artificial noise making devices e.g. air horn are prohibited.

G. General Behavior: Smoking, alcoholic beverages and any other illegal substance is not allowed at the complex. Any verbal abuse of anyone is not permitted at the Washington Premier F.C. Complex or in the parking lots.

H. Animals: Pets are not allowed at Washington Premier Football Club's Complex. This includes parking lots.

XII. GAME BALLS

The tournament will provide one age-appropriate game ball for each match. In the unlikely event that a tournament ball is not available, the home team must provide a match ball that is satisfactory to the discretion of the referee.

XIII. GENERAL

A. Expenses: Under no circumstances will WYS, Washington Premier F.C., the River Jam Challenge Committee, or any of their representatives be responsible for any expenses incurred by any team. This includes a situation where the Tournament or any game(s) is canceled in whole or in part.

B. Interpretation of Rules: The Tournament Committee's or their official representative's interpretation of the rules shall be final pertaining to this Tournament.

C. Items for Sale: No items may be sold at the Washington Premier F.C. Complex for the duration of the tournament unless specifically sanctioned by the River Jam Challenge Tournament Committee.

D. Media: Photographs/film/video taken by representatives of Washington Premier F.C. during the tournament may be published on the tournament website.

E. Amendments: The Tournament Director reserves the right to amend these rules prior to the start of the tournament, and further reserves the right to amend the brackets in the event that a team pulls out of the tournament at the last minute or is a no-show. The Tournament Director will ensure the remaining teams are provided with the best possible tournament competition play for the good of the game.