



Junior Summer Classic 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.

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. No roster or cards are required at check in.

Teams may have guest players. 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. The home team will change jersey color 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. The 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 separated by five (5) minute break between each period. Match officials will be responsible to keep time during matches. Referees may be assisted by coaches regarding time and the end of the match.

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

Match scores will NOT be kept.

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.

All decisions of the referee will be final. There will be no protests, appeals or other recourse.

SUBSTITUTIONS

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

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

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

Offside:

U8 – No offside.

U9 – Offside is only in effect past the build out line with clear and obvious position required. All close decisions or any uncertainty will result in continued play.

U10 – Offside is only in effect past the build out line with clear and obvious position required. All close decisions or any uncertainty will result in continued play.

No punting will be allowed by goal keepers at any time. This includes dropping the ball from the hands and striking 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 marked build out line. Players can not cross this line until ball is released by GK.

All kicks will be in-direct.

All age groups will have corner kicks.

Throw in Rules

U8 – NO throw-ins. Kick-ins or dribble-ins. The ball must be stopped on the sideline prior to playing it in.

U9 – Throw-in rule will be enforced. Players will get 1 extra free throw if they are whistled for an improper throw in. If a second throw-in results in an official's whistle, the opposing team will have the throw-in.

U10 – Throw-in rule will be enforced. Players will get 1 extra free throw if they are whistled for an improper throw in. If a second throw-in results in an official's whistle, the opposing team will have the throw-in.

“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.

PARENT AND COACH CONDUCT

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.

Any questions regarding jamboree rules, match officials reporting player/parent/coach misconduct will be forwarded to - unsworthrich@gmail.com