TOURNAMENT RULES AND REGULATIONS
For the 34th Annual Rainier Challenge
Girls Tournament: June 20-23, 2026
Boys Tournament: June 26-29, 2026

I. TOURNAMENT HEADQUARTERS

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 listed below:

Tournament Director: Richard Unsworth
Washington Premier F.C. Complex
(P) 253.389.0818
wpfcrcdirector@gmail.com

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. Check-in Requirements:

- **Roster**: Each team must provide one copy of the team's 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. Electronic submission of team rosters will not be accepted
- **Medical Releases**: 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. The medical release used by your club, will be acceptable. Digital copies are not acceptable.
- **Player Cards:** Player Cards are **NOT** required; the official roster will be used to validate player and team eligibility.

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

III. PLAYER AGE AND TEAM ELIGIBILITY

A. Roster Size: 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. Below are player requirements, roster sizes, guest player limits and game eligibility limits.

Age Division	Player's Birth Date Range	Roster Size	Max # of Guest Players*	Players Eligible Per Game
U8	8/1/18 to 7/31/2019	13	4	13
U9	8/1/17 to 7/31/2018	13	4	13
U10	8/1/16 to 7/31/2017	13	4	13
U11	8/1/15 to 7/31/2016	15	5	15
U12	8/1/14 to 7/31/2015	15	5	15
U13	8/1/13 to 7/31/2014	19	6	18
U14	8/1/12 to 7/31/2013	19	6	18
U15	8/1/11 to 7/31/2012	22	6	18
U16	8/1/10 to 7/31/2011	22	6	18
U17	8/1/09 to 7/31/2010	22	6	18
U19	8/1/07 to 7/31/2009	22	6	18

*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.

C. Jerseys: The jersey number of each player must be the same as the player's jersey 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 for the duration 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.

C. Teams video recording the games are only allowed to set up the camera equipment on the parent side. No video equipment or parents are allowed on the team side.

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: Below are the match length, ball and field size per age division.

Age Division	Half Length	Ball Size	Field Size
U8	25 minutes	4	7v7
U9	25 minutes	4	7v7
U10	25 minutes	4	7v7
U11	25 minutes	4	9v9
U12	25 minutes	4	9v9
U13	30 minutes	5	11v11
U14	30 minutes	5	11v11
U15	35 minutes	5	11v11
U16	35 minutes	5	11v11
U17	35 minutes	5	11v11
U19	35 minutes	5	11v11

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 decide to shorten the game by 5 minutes per half. If such a decision is made, the Tournament 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 U8-U12 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) for ages U8-U11.
- 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 is in play, the opposition can enter the build out area.
    - Once the ball is in play, the opposition can enter 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).

- Following a save, once the goalkeeper puts the ball on the ground, the ball is considered in play and the opposing team can cross the build out line and play resumes as normal.
- Offside will be enforced at the midfield/center 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: 1 group with every team playing every other team. The top two teams advance directly to the finals.
6 Teams: 2 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: 2 groups of 4 teams each. The top two teams from each group will advance directly to the semifinals.
10 Teams: 3 groups in total. Group A and B will be groups of 3 that will play crossover games. Group C will be a group of 4 teams. Teams will advance as follows; Highest Point Team from Group A and B pool play, highest Point Team from Group C. Next 2 highest point teams will be the wild card teams and can come from any group.
12 Teams: 3 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.
14 Teams: 4 groups in total. Group A and B will be groups of 3 that will play crossover games. Group C and D will be a group of 4 teams each. Teams will advance as follows; Highest Point Team from Group A and B pool play, highest Point Team from Group C and Group D. Next highest point team will be the wild card team and can come from any group.
16 Teams: 4 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 $50 service fee. Less than 25 days, but prior to registration closing a 50% refund of the amount paid less a $50 service fee and after registration closes no refund will be provided. Refunds will not be issued for cancellation of games due to acts of mother nature and outside of the tournament directors' control.

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;
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 7v7 match is 5, 9v9 and 11v11 matches require 7 players. A forfeit or a bye will be scored as a 1-0 win, and the winning team shall be awarded 3 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 will use a ten-point scoring system for group play. Six (6) points will be awarded for a win, three (3) points for tie, one (1) point per goal scored (maximum of 3 points), one (1) point for a shutout and zero (0) points for a loss.

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 criteria will apply.

1. Head-to-head competition (where applicable)
2. Highest goal differential (limit to 4 goal differential per game)
3. Most number of wins
4. Most goals for (limit to 4 goals per game)
5. Least goals against
6. Most number of shutouts
7. 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.

C. Semi Final Brackets: For teams advancing to semi-finals, the tournament committee will try to avoid a rematch of teams that played against one another in pool play.

IX. MATCH AND SCORE REPORTING

A. Reporting Results and Other Matters: Managers are responsible for reporting the match results to the tournament headquarters. More details will be sent out prior to the start of the tournament. Referees are responsible for logging results, reporting, cautions, and ejections to the tournament's field headquarters.

B. Score Reporting: Should there be a discrepancy in score reporting, the match result recorded by the game officials will be considered the official score.

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 are 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 and ditches.

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. Game Start Time: Games will start daily at 8AM. The complex will open at 7AM. The last kick-off could be as late as 7PM for pool play.

B. **Team Warm-Up:** During team warm-ups, we ask that all teams playing on grass surfaces stay out of the penalty box to keep the fields in the highest quality possible for games. Any pre-game drills that include sharp cuts and turns should be done off the game fields.

C. **Expenses:** Under no circumstances will WYS, Washington Premier F.C., the Rainier Challenge Tournament 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.

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

E. **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 Rainier Challenge Tournament Committee.

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

G. **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, e.g. lightning, poor air quality or loss of light. If a game in progress is shortened or canceled, 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 Committee's decision will be final. No refunds will be issued for games that are canceled for reasons outside of the Committee's control

H. **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.