



## **-General Rules**

### **Tournament Headquarters:**

Kevin Smith

Washington Soccer Academy

P.O. Box 873055

Vancouver, WA 98687-3055

***tournamentdirector@fcvancouver.com***

**360-901-7043**



**What Kind of Tournament** - The Clash at the Border is a highly competitive soccer tournament for club teams U-10 to U-19, both boys and girls. All teams are guaranteed to play three games. Almost half the teams will play at least four games and maybe as many as six games if they advance to the final. The actual number of games will depend on the number of teams playing in the age group.

**Dates** - The tournament will be held on June 26-28, 2009 in Camas, Washington. . All teams must check/register one hour prior to their first game. The tournament is expected to end on or about 5:00pm on Sunday, June 28th. Local teams may be requested to play a game on June 25<sup>th</sup>.

**Entry Fee** - The entry fee is \$345 per U10 team, \$445 per U11 teams and \$545 per U12 thru U19 teams and needs to be received on or before June 15, 2009

**Entry Deadline** - The entry deadline for all monies and paperwork is June 15, 2009.

**Refund Policy** - Teams withdrawing after June 15, 2009 will forfeit their entire entry fee. All teams not accepted into the tournament will receive a full refund. In the event of tournament cancellation, all monies will be returned.

**Travel and Housing** - Hotels and Motels working with the tournament will be posted on the web site ([www.wsasoccer.net/](http://www.wsasoccer.net/)). Additional information is available through our tournament director [tournamentdirector@fcvancouver.com](mailto:tournamentdirector@fcvancouver.com).

General Rules – No pets allowed at any tournament game site. No alcoholic beverages allowed at any tournament game site.

### **Registration**

**General** - All players (except guest players) must be registered to the team making application. No “All Star” teams or ODP teams are allowed without written permission from the Tournament Director. A team is allowed up to five guest players who must meet the age criteria for the team playing and they must be currently registered and be in good standing with their state association. They also must have a valid player ID card from their state association. All teams must submit a roster (including jersey #, name and date of birth for each player) signed by the Association Registrar with their application to the tournament. Each team will consist of not more than eighteen players (including guest players). All players (including guest players) must be duly registered and in good standing with their respective state soccer associations, as per FIFA rules, and all players must have a valid state player ID card.

**Check In** - All teams must have a representative check in at the registration booth located at Doc Harris Stadium, at least one hour prior to playing their first game. They **MUST** bring with them the following information:

1. **Teams from the United States:** a. The most **current signed team roster**, with guest players added. b. **Travel papers** if you are an out of state team. c. **Player cards**. d. **Birth certificates** for all players (including guest players). e. **Medical Release** forms for each player (a sample medical release form will be posted on the web page).
2. **Foreign Teams (For a team coming from a CONCACAF nation:** a. Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States; b. Teams are required to have and present player picture identification cards. c. Teams are required to have a completed form from its Provincial or National Association approving the team’s participation in the tournament.

### **Teams –**

1. Home and away teams are determined at scheduling time with each team scheduled for at least one home game and one away game.
2. Each team should bring two sets of numbered uniforms (differing colors) to each game. In the event of a conflict the home team will be required to change colors.
3. Player picture identification cards are to be present and available at all matches.
4. Identification cards are required to be checked by the referee prior to each match.
5. The shirt number of each player must be the same as the player’s shirt number on the roster. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same (Examples – the player changing his or her shirt, or the roster being changed).
6. Player equipment:
  - a. Shin guards are required for all players (no exceptions).
  - b. Casts: No hard casts are permitted. Soft casts are permitted with the permission of the referee. The tournament director should be contacted before-hand in the case of a player expected to play with a cast but the ultimate authority of playing with a cast will be with the referee.

## **-Playing Rules**

**WSYSA Rules:** WSYSA rules will apply, except as amended below.

**U-10 Small Sided Format:** All U-10 games will be played in the small-sided format (6 vs 6) according to WSYSA Rules. This will be in Jamboree format. There will be no standings or awards given.

**U-11 Small Sided Format:** All U-11 games will be played in the small-sided format (9 vs 9) according to WSYSA Rules.

**No Protests:** No protests are allowed and **all referee decisions will be final**, except those concerning the use of overage or ineligible players. The opposing coach and referee must be notified of an overage/ineligible protest prior to leaving the field of play and the protest must be submitted in writing to the Field Coordinator within 30 minutes of the match completion. If a protest is upheld, forfeiture will be awarded for the protested match (a 1-0 victory for the non-offending team) and all previously played matches that included the overage/ineligible player.

**The Judiciary Committee:** The Judiciary Committee will settle all protests and disputes regarding overage or ineligible players.

**Who's Eligible:** All players must be eligible to play in their age division (including guest players). A team roster listing the jersey number, name and date of birth of each player, plus player cards (state association or US Club) and birth certificates for each player must be carried by the coach/manager to all games for inspection by the referee. All players must also have a medical release form available at each game. Any and all exempt players must be approved by the tournament director.

**AGE GROUP: ---Player's birthdays must fall on or after the below dates for each age group (2008 Fall Age Groups)**

U-19---August 1, 1990	U-18---August 1, 1991	U-17---August 1, 1992
U-16---August 1, 1993	U-15---August 1, 1994	U-14---August 1, 1995
U-13---August 1, 1996	U-12---August 1, 1997	U-11---August 1, 1998

U-10—August 1, 1999

**Conduct:** All coaches have total responsibility for the conduct of their players, coaching staff, and team spectators. At no time shall foul or abusive language or misconduct be permitted at any field or other facilities being used for the tournament. Coaches who are either unable or unwilling to control themselves or their sidelines may be cautioned or sent off. The referee will file a written report with the tournament Judiciary Committee. A copy of the report and a statement of any action will be sent to the respective state or office.

**Termination of Play:** If in the opinion of the referee, game play must be terminated for misconduct of the coach, players and/or spectators, the offending team will be charged with a loss and the score will be determined by the Judiciary Committee. If, in the opinion of the referee, both teams are offending, the game will be terminated and the Judiciary Committee will determine the score.

**Red and Yellow Cards:** Any player receiving two yellow cards or one red card in a game will be sent off from that game. In addition, said player(s) will not take part in the next game of the tournament. A player accumulating three yellow cards during the tournament will have to sit out the next scheduled game. A red card for violent conduct may result in either a three game suspension or elimination from further play in the tournament as determined by the Judiciary Committee. All yellow and red cards affect this tournament only. However, the respective state or office of the disciplined team or player will be notified.

### **Substitutions based on WSYSA rule 301.4**

- a) Substitution may be made with the consent of the referee during any stoppage of play.
- b) The number of substitutions shall be unlimited unless a competition superseding the jurisdiction of the Association determines otherwise; special competitions may be more restrictive.
- c) Players not on the field of play must remain (2) yards behind the touchline and not within 18 yards from the corner of the field.

**Reporting of Scores:** Referees are responsible for the game and will report the score of all games to the Field monitor at the field and they will post on the scoreboards.

**Six Second Rule:** Goalies will be required to use the 6-second rule as defined in WSYSA rules.

### **-Tournament Format**

**Venues:** All games are played in Camas, Washington at the Camas High School Stadium or fields nearby. Most fields are within a two-mile radius of the Stadium complex.

**Game Balls** will be supplied by the tournament.

### **Game Duration (Length of each half)**

<b>Age</b>	<b>Preliminary &amp; Quarterfinal Games</b>	<b>Semi &amp; Final</b>
U-17-U19	35 min.	45 min.
U-15 & 16	35 min.	40 min.
U-13 & 14	30 min.	35 min.
U-11 & 12	30 min.	30 min.
U-10	25 min	25 min.

All games will have five-minute halftimes unless shortened by the authority of the Field Coordinator or referee. If the start time of a game is more than 10 minutes behind schedule, the Field Coordinator may make a decision to shorten the game. He/She will do so by informing the coaches, prior to the start of the game, if the game time will need to be shortened by 5 minutes for each half. Field Coordinators will make every effort to have Semi-Final and Final games start on time and run their full length.

**Home Team:** The Home Team is the team listed first and will have field side selection and be responsible for uniform color change in the event of uniform color conflict.

**Overtime:** All preliminary games will have **NO OVERTIME** period and may end in a tie (see scoring below). All quarterfinal/semifinal/final games will have a winner. There will be no overtime periods for quarterfinal and semifinal games. Kicks from mark (KFM) per FIFA rules are used if quarterfinal or semifinal games end in a draw after regulation time with the winner advancing. All final games that end in a draw will have 2 overtime periods of 10 minutes (5 minutes for U-10, U-11 and U-12) each and the first team to score during the overtime period will win the game (Golden Goal). If the game is still a draw, KFM will be used to determine the Champion and Runner-up.

**Scoring for Preliminaries:** The team(s) with the highest point totals advance to the quarter or semifinals. Points are awarded as follows:

1. Win - 6 points
2. Draw - 3 points
3. Loss - 0 points
4. One point for each goal up to a maximum of 3
5. One point for a shutout
6. 0-0 draw - 3 points total awarded to each team - ex. of draws: 0-0 draw = 3 pts/team (no shutout points); 1-1 draw = 4 pts/team; 2-2 draw = 5 pts/team; 3-3 = 6 pts/team.
7. Minus one point for each red card

Note: In the case of a "Bye" because of no show or cancellation, a score of 1-0 (8 points) will be awarded to the winning team. (The Tournament Committee will make every effort to try to find a replacement team when a cancellation occurs.) If a no show or canceling team has already played a game(s) this (these) game(s) will be rescored with a 1-0 (8 point) result, upon confirmation and approval from the tournament director.

### ***Tie Breaking***

1. Head to head competition
2. Least number of goals scored against
3. Difference between goals scored for and goals scored against (limit 3 per game)
4. Most number of wins
5. Least number of losses
6. Coin toss or Penalty Kick (Tournament Director discretion)

When selecting more than one team using the tie breaking rules, the tie breaking rules will be re-applied from the beginning after each team is selected.

### ***Tournament and Match Schedules:***

1. ***Group Format based on number of teams for each age/gender:*** The Tournament reserves the right to alter the game formats to enhance competition and to improve the overall quality of the Tournament.
2. Match Schedules: Each team will play a minimum of three matches during the tournament and no more than two games on any given day.
3. Referees: All matches will use referees certified by the Federation.
4. Match Delays, Suspensions, Cancellation – The tournament director will have the final say in match delays, suspensions or game cancellations due to unforeseen weather events. All attempts will be made to play any games that are delayed prior to the end of the tournament. If the game is unable to be played then the tournament director and the referees will make the determine the score of the game.

### ***Forfeits:***

1. A forfeiture will occur when a team does not arrive by or within 5 minutes of the scheduled starting time for a match or not having the minimum number of players present.
2. The minimum number of players required to start play will be based on WSYSA rules.
3. A team that forfeits a match will be permitted to proceed in the tournament to the playoff rounds if otherwise qualified to do so.

***Match and Score Reporting:*** The field monitor will be responsible for reporting the match results, cautions and ejections to the tournament headquarter.