

## **Rule 304 WASHINGTON YOUTH SOCCER RECREATIONAL CUP**

### **304.1 Administration**

- (a) The Washington Youth Soccer Recreational Cup will consist of one tournament.
- (b) Age groups: Under 11 through Under 19, Boys and Girls provided each gender/age has at least two teams participating at the state level.
- (c) Applications for the tournament must be accompanied with the required entry fee as set by Washington Youth Soccer and the current team roster before the application is accepted. Deadlines are set by individual Associations and Districts. Districts will forward the state portion of the entry fee to the state office by Oct 31<sup>st</sup>.
- (d) Rosters must be submitted to the Association Registrar by the individual District deadline. Rosters, registration documents supporting roster changes, and applications submitted to the District will be processed and verified by the local Association Registrar. No transfers to the team for the sole purpose of tournament play or guest players will be allowed. No roster can be adjusted after the deadline of Oct. 31<sup>st</sup>, or after the commencement of the first game of the tournament within your District.
- (e) There will be no refund of the entry fee unless the tournament for that age group is canceled.
- (f) IGNORANCE TO THESE RULES WILL NOT BE AN EXCUSE OR GROUNDS FOR ANY PROTEST.
- (g) Districts may chose to fine a team for not showing at a District Preliminary game.
- (h) Any Association's team not showing or canceling for the post District play may be fined \$500 for each individual match.

### **304.2 Eligibility**

- (a) The Washington Youth Soccer Recreational Cup shall be open to teams comprised of properly registered youth players affiliated with Washington Youth Soccer Member Associations, provided such teams and their Associations are in good standing and have not violated the rules of Washington Youth Soccer. Immediate two-time consecutive Champions of the Recreational Cup shall not be eligible to participate.

#### Quality of Play

- (b) This cup will be open to recreational teams only. A "recreational" team is defined as any team where the use of tryouts, invitations, recruiting or any like process to roster players selectively on the basis of talent or ability is prohibited. Individual Associations will determine whether their teams fit the "recreational" classification subject to District approval.

Districts will apply good judgment in order for teams to be placed in the appropriate state hosted tournament.

**606.B Recreational Cup**

**606.B.1 Format For Washington Youth Soccer Recreational Cup**

(a) District Tournament Rounds

Each team playing in the District rounds will have a minimum of two games. No single elimination unless both coaches agree to a one game and the District approves it, winner moves on, competition format prior to the start of the first game. Format will be determined by the number of teams entering in each age level. Timing and format of the preliminary rounds will be decided by the District.

(b) State Tournament Format:

- (1) Each District may advance at least one team to State-level competition. In addition, one of the seven (7) Districts will be selected to provide a wild card team that will advance. A blind draw shall be used to select that District. If selected, that District may advance an additional team to State-level competition. In the event that one or more Districts have no teams to advance, more than one District may be selected to provide an additional team.
- (2) Team placement into tournament brackets shall be done using a blind draw.
- (3) Washington Youth Soccer will determine the tournament format and timing of the matches and the tournament format shall be determined based upon the number of entries.
- (4) Some suggestions, not mandatory, are set out below:

**2 TEAMS ENTERED**

Single championship game.  
Winner is champion.

**3 TEAMS ENTERED**

Preliminary round robin and a final.  
TEAM 1 vs TEAM 2  
TEAM 2 vs TEAM 3  
TEAM 3 vs TEAM 1  
FINAL - #1 Points vs #2 Points

**4 TEAMS ENTERED**

Preliminary round robin and a final.  
TEAM 1 vs TEAM 2  
TEAM 3 vs TEAM 4  
TEAM 2 vs TEAM 3  
TEAM 4 vs TEAM 1  
FINAL - #1 Points vs #2 Points

**5 TEAMS ENTERED**

Preliminary round robin, cross-over semi-finals, and a final.  
TEAM 1 vs TEAM 2  
TEAM 3 vs TEAM 4

TEAM 2 vs TEAM 5  
TEAM 4 vs TEAM 1  
TEAM 5 vs TEAM 3

SEMI-FINAL #1 (#1 Points vs #4 Points)  
SEMI-FINAL #2 (#2 Points vs #3 Points)  
FINAL (Semi-final #1 winner vs Semi-final #2 winner)

**6 TEAMS ENTERED**

Preliminary round robin, cross-over semi-finals, and a final.

BRACKET A  
TEAM 1 vs TEAM 2  
TEAM 2 vs TEAM 3  
TEAM 3 vs TEAM 1

BRACKET B  
TEAM 4 vs TEAM 5  
TEAM 5 vs TEAM 6  
TEAM 6 vs TEAM 4

SEMI-FINAL #1 (A Bracket #1 Points vs B Bracket #2 Points)  
SEMI-FINAL #2 (B Bracket #1 Points vs A Bracket #2 Points)  
FINAL (Semi-final #1 winner vs Semi-final #2 winner)

**7 TEAMS ENTERED**

Preliminary round robin, cross-over semi-finals, and a final.

**NOTE:** Requires a lighted field or shortened half lengths in order to play all preliminary games on Saturday.

TEAM 2 vs TEAM 3  
TEAM 4 vs TEAM 5  
TEAM 6 vs TEAM 7  
TEAM 1 vs TEAM 2  
TEAM 3 vs TEAM 4  
TEAM 5 vs TEAM 6  
TEAM 7 vs TEAM 1

SEMI-FINAL #1 (#1 Points vs #4 Points)  
SEMI-FINAL #2 (#2 Points vs #3 Points)  
FINAL (Semi-final #1 winner vs Semi-final #2 winner)

**8 TEAMS ENTERED**

Preliminary round robin, cross-over semi-finals and a final.

**OPTION #1**

*NOTE: Requires lighted fields or shortened half lengths in order to play all preliminary games on Saturday.*

**BRACKET A**

TEAM 1 vs TEAM 2  
TEAM 3 vs TEAM 4  
TEAM 2 vs TEAM 3  
TEAM 4 vs TEAM 1  
TEAM 2 vs TEAM 4  
TEAM 3 vs TEAM 1

**BRACKET B**

TEAM 5 vs TEAM 6  
TEAM 7 vs TEAM 8  
TEAM 6 vs TEAM 7  
TEAM 8 vs TEAM 5  
TEAM 6 vs TEAM 8  
TEAM 7 vs TEAM 5

SEMI-FINAL #1  
SEMI-FINAL #2  
FINAL

(A Bracket #1 points vs B Bracket #2 points)  
(B Bracket #1 Points vs A Bracket #2 Points)  
(Semi-final #1 winner vs Semi-final #2 winner)

**OPTION #2**

**BRACKET A**

TEAM 1 vs TEAM 2  
TEAM 3 vs TEAM 4  
TEAM 2 vs TEAM 3  
TEAM 4 vs TEAM 1

**BRACKET B**

TEAM 5 vs TEAM 6  
TEAM 7 vs TEAM 8  
TEAM 6 vs TEAM 7  
TEAM 8 vs TEAM 5

SEMI-FINAL#1  
SEMI-FINAL #2  
FINAL

(A Bracket #1 points vs B Bracket #2 points)  
(B Bracket #1 points vs A Bracket #2 points)  
(Semi-final #1 winner vs Semi-final #2 winner)

**(5) Scheduling**

(a) The Host Site Director is responsible for scheduling all tournament games, field and referee coordination. Games in the preliminary rounds may be shortened.

(b) All tournament games must be played on the day and the time scheduled. To declare a field unplayable will be the prerogative of the Referee or the Host Site Director only.

(c) Request for rescheduling a game must be directed to the Host Site Director.

(d) If both teams are properly notified, games will start at scheduled time if both teams have a minimum seven (7) players. If one team fails to have seven players at scheduled game time, or any time within a fifteen (15) minute grace period, the game will be forfeited to the showing team.

(e) The Disciplinary Committee will not entertain or uphold any protest based on erroneous scheduling of whatever nature or protests following a properly decided forfeiture.

**(6) Tournament Playing Rules**

(a) All players in Washington Youth Soccer sponsored state tournaments must possess a valid US Youth Soccer player pass issued by Washington Youth Soccer. These passes are to be surrendered to the referee prior to each game. In the event a player does not receive a pass, they cannot play. The

referee will return all cards to the coach after verifying all players are eligible to play. The cards will be used to copy accurate information for the referee's misconduct report.

- (b) All games will be played under "Rules of Competition" unless stated herein.
- (c) It shall be the responsibility of each team to maintain proper spectator conduct. Each coach, manager, club, Association, or District official shall be held primarily accountable for the conduct of spectators for or from their respective teams. At no time shall foul or abusive language be permitted at any field.
- (d) Preliminary round robin game points will be awarded as follows:
  - (1) Six (6) points will be awarded for a win.
  - (2) Three (3) points will be awarded for a tie.
  - (3) One (1) additional point will be awarded to each team for each goal scored (maximum of three (3) per team per game).
  - (4) One (1) additional point will be awarded for a shutout.

(In the event that a team forfeits, the other team will be awarded nine (9) points, the equivalent of a 2-0 shutout.)

(In the event of a forfeit award, while a game is in progress, the winning team will be awarded either round robin game points earned (up to 10 points possible) or 9 points, the equivalent of a 2-0 shutout. The losing team will be awarded any goal points earned (up to a maximum of three).

(In the event of a 0-0 tie, both teams will be awarded three (3) points).

- (d) Ties in divisional standings will be resolved as follows:
  - (1) Head to head.
  - (2) Least goals allowed.
  - (3) Most goals scored (maximum 3 per game) plus (1) point for each shutout.
  - (4) Coin toss.

(When breaking ties between three or more teams, once a tie is broken the remaining tied teams, if any, start back at (1).)

- (e) Ties in the game play will be resolved as follows at the State level:
  - (1) U-19, U-18, U-17, U-16, U-15 Two (up to a maximum 15 minute) overtime periods.
  - (2) U14, U-13, U-12, U-11 Two (up to a maximum 10 minute) overtime periods.
  - (3) If still tied, FIFA shootout procedures will be followed.

### **Kicks from the Penalty Mark Procedure**

- The referee chooses the goal at which the kicks will be taken.

- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
- The referee keeps a record of the kicks being taken.
- Subject to the conditions explained below, both teams take five kicks.
- The kicks are taken alternately by the teams.
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules.
- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are eligible to take kicks from the penalty mark.
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
- All players, except the player taking the kick and the two goalkeepers, must remain within the center circle.
- The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
- Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken.
- If, at the end of the match and before kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, it must reduce its number to equate with that of its opponents and the team captain must

inform the referee of the name and number of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark.

- Before the start of kicks from the penalty mark, the referee must ensure that an equal number of players from each team remain within the center circle and they shall take the kicks.

(f) Uniform Color Conflict

The designated “home team” will be responsible for changing color of the team uniforms in the event of a color conflict. The “home team” will be the team listed first on the schedule.

(g) Violations and Penalties

Playing of a player not listed on the Recreational Cup Tournament Roster held by the Site Coordinator shall result in forfeiture of any and all Recreational Cup games in which that player appeared on the roster presented to the referee. In addition, that team shall be suspended for the remainder of the Recreational Cup tournament. Should a team be suspended from Recreational Cup competition, any remaining games scheduled for that team shall be recorded as a forfeit.