



2010 BLAST-OFF TOURNAMENT RULES

(4 pages)

1. TOURNAMENT HEADQUARTERS

- A. Location: Celebration Park, 1095 South 324th St. Federal Way, WA 98003.
- B. Tournament Directors:
 - 1) Sharon Woodford, 253-261-8274.
 - 2) Perry Woodford, 253-261-8276.

2. REGISTRATION AND TEAM ELIGIBILITY

- A. **Check-In Location** - There are two registration options:
 - 1) Pre-register the Thursday evening prior to your tournament weekend between 5pm and 8pm at the Blast Off pre-registration table at the designated tournament hotel OR
 - 2) Report to the registration table at Tournament Headquarters at Celebration Park, 1095 South 324th St. Federal Way, WA 98003 at least **one hour prior to the start of your first match.**
- B. **Check-In Requirements** - At the time of registration, the team representative must:
 - 1) Turn in **one (1) copy** of the final team roster **signed by your Association Registrar** which includes:
 - a) Team name, gender, and age.
 - b) Name and cell phone number of Head Coach and Team Manager.
 - c) All player's jersey number.
 - d) All player's first and last names.
 - e) All player's date of birth.
 - f) All guest players must be identified on the roster.
 - g) The Team ID Number.
 - 2) ~~Show check-in personnel picture identification cards issued by the team's Federation Organization Member (WYS, US Club, AYSO, other).~~
 - 3) Teams from outside of Washington State must provide proof of permission to travel.

3. PLAYER AGE AND ELIGIBILITY

- A. **Accepted Level of Teams** – Boys and Girls teams U-10 thru U-19. All levels of play accepted provided there is adequate competition.
- B. **Roster and Guest Limits**
 - 1) U-10 roster limit is 10. Four (4) guest players are allowed.
 - 2) U-11 roster limit is 14. Five (5) guest players are allowed.
 - 3) U-12 through U-19 roster limit is 18. Five (5) guest players are allowed.
- C. **Guest Player Eligibility**
 - 1) Guest players shall be from the same age and skill level or lower than the teams Fall registered league.
 - 2) Ineligible Guest Players
 - a) Players who play at a higher level in the next league season than the team they will be guest playing on at Blast Off are ineligible. PDL teams under player passes can petition the Tournament Director for approval of "A" players on "B" teams.
 - b) Players playing up a year or more in the next league season can not guest play at age in the Blast Off, even if they meet the age requirements.
 - c) Any team found playing with illegal guest player(s) will forfeit all games.
 - 3) The Tournament Directors reserves the right to make exceptions to the guest player rules.
 - 4) Questions about guest players must be brought by rostered coach or team manager.

4. TEAMS

- A. **Home Team** - is listed first on the schedule.
- B. **Uniform Conflicts** – In case of color conflict, home team changes jerseys. All teams must have alternate color jerseys.
- C. **Team Locations**
 - 1) The tournament will provide maps and direction on which fields use the following team and spectator formations.
 - 2) Some fields will have teams located on one side of field opposite of the spectators. Coaches must stay on their end of the field. The tournament will select which side of the field the teams will be on and the home team coach selects the end.
 - 3) Some fields will be WSYSA traditional format with teams and their spectators on opposite sides of the field.
 - 4) No persons are permitted behind the goals.

~~5. PLAYER CREDENTIALS AND UNIFORMS~~

- ~~A. Player picture identification cards are to be present and available at all matches.~~
- ~~B. Identification cards are required to be checked by the referee prior to each match.~~
- ~~C. The shirt number of each player must be the same as the player's shirt number on the daily match report or 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.~~

6. LAWS OF THE GAME

All matches must be played in accordance with *FIFA Laws of the Game*, except as specifically modified as follows:

A. Match Length -

- 1) Preliminary Matches
 - a) U10 - Two twenty five (25) minute halves.
 - b) U11 through U16 - Two (2) thirty (30) minute halves.
 - c) U17 and U18 - Two (2) thirty-five (35) minute halves.
- 2) Championship Matches
 - a) U-10 will have no Championship matches.
 - b) U-11 and U-12 will be two thirty (30) minute halves.
 - c) U-13 and U-14 will be two thirty-five (35) minute halves.
 - d) U-15 and U-16 will be two forty (40) minute halves.
 - e) U-17 to U-19 will be two forty-five (45) minute halves.
- 3) All games will have a five (5) minute half time. Ties will stand except in the Championship Games.
- 4) Official time is kept by the referee and will be a running clock.

B. **Substitutions** - A player may be substituted at any stoppage of play with the permission of the referee.

C. Player Equipment

- 1) Shin guards are required for all players.
- 2) Casts are permitted provided it is well padded **AND** the referee deems it safe. The Referee, not the Tournament Director, has the ultimate authority on allowing a player with a cast to play.

D. **Penalty Kicks** – Penalty kicks will not be granted at U-10.

E. **Slide Tackling** - Slide talking will not be allowed at U-10 matches.

7. TOURNAMENT AND MATCH SCHEDULES

A. Tournament Format –

- 1) U-10 will play 4 games. No finals
- 2) U-11 through U-19
 - a) Four (4) and six (6) team brackets: The two teams with the highest number of points will advance to the Championship match.
 - b) Five (5) and seven (7) team brackets: The two teams with the highest point total will advance to the Championship match. The formula used to calculate the point total for teams that play four games is: total points divided by 4 times 3. Example: 20 points divide by 4 equals 5. 5 times 3 equals 15. $(20/4) \times 3 = 15$. The team with 4 games will be assigned 15 points.
 - c) No quarter or semi final playoffs between brackets. The top two (2) teams in a bracket will play each other in a final match on Sunday.

B. Match Schedules

- 1) U-10 will play 4 games; 1 on Friday, 2 on Saturday, and 1 on Sunday.
- 2) U11 through U19 will play at least three (3) games.

- a) Preliminary Games:
 - Four (4) and Six (6) team brackets: All teams will play one (1) game on Friday and two (2) games on Saturday.
 - Five (5) and Seven (7) team brackets: All but one team will play one (1) game on Friday and two (2) games on Saturday. One team will play two (2) games on Friday and (2) games on Saturday. Their points will be averaged for standings.
 - b) Finals: (1) game on Sunday. (No Semi Finals.)
- 3) It is the responsibility of the coach to check the standing boards at tournament headquarters for all game times, locations, schedule changes, and verification of scores and points. Any questions on the posted scores will be directed to the tournament director.

C. Procedures for Determining a Winner

- 1) Preliminary Rounds – Ties stand.
- 2) Finals:
 - a) Following regulation there will be a five (5) minute break.
 - b) Then two (2), ten (10) minute overtimes – played to completion. (“Golden Goals” are no longer allowed.)
 - c) Without a break, change ends between overtime periods.
 - d) If there is a tie at the end of the second overtime period the teams will proceed immediately to FIFA penalty kicks or with both teams agreement, a coin toss.

D. **Referees** – All matches will use referees certified by the Federation.

E. **Match Delays, Suspensions, and Cancellations** – The Tournament Director and Referee Assignor will determine course of action.

F. Refund Policy

- 1) Teams withdrawing after the entry deadline will forfeit their entire entry fee.
- 2) Teams withdrawing before the entry deadline will be charged a \$50 processing fee.
- 3) All teams not placed into the tournament will receive a full refund.

8. FORFEITS

A. A forfeiture of a match will result when:

- 1) A team not ready to play promptly at the scheduled starting time.
- 2) A team not having the minimum number of players present at game starting time.
- 3) A team found playing with illegal guest players.

B. The minimum number of players required to begin a match:

- 1) U10 - Five (5) players.
- 2) U11 - Six (6) players.
- 3) U12 through U19 - Seven (7) players.

C. A team that forfeits the match will not be permitted to proceed to the playoff rounds.

D. Should for any reason a game be forfeited by any team, the following applies:

- 1) The team the game is forfeited to will receive eight (8) points.
- 2) The forfeited game will stand as a game played.
- 3) All games played or scheduled by forfeit team will generate eight (8) points for the opponents and zero (0) points for the team that forfeited.
- 4) No points for U-10.

9. STANDINGS AND TIE-BREAKERS

A. Standings

- 1) No scores will be kept for U-10.
- 2) For U-11 through U19, preliminary round matches will be scored on a point system.
 - Win = 6 points plus 1 point per goal up to 3 goals.
 - Tie = 3 points plus 1 point per goal up to 3 goals.
 - Loss = 0 points plus 1 point per goal up to 3 goals.
 - Shut out Bonus = 1 point, **Winning Team Only**; 0-0 draw: 3 points total awarded to each team (no shut out point).
 - Minus 1 point for a red card.
 - Forfeit equals 8 Points.

B. Tie-Breakers

- 1) Head to head competition.

- 2) Fewest number of goals against.
- 3) Goals for minus goals against (goal differential).
- 4) Kicks from the mark.
- 5) Coaches will be given the option of a coin toss over kicks from the mark. The coach may select a tournament official to represent them.

10. MATCH AND SCORE REPORTING

- A. Coaches are responsible for confirming the game score with the referee prior to leaving the field.
- B. The Assistant Referee 1 will hand their score card to the Field Marshal who will either hand carry or call in the match result, cautions, and ejections to tournament headquarters immediately following the match.
- C. The scores will be posted at Tournament Headquarters as soon as received and will be posted on the tournament website by midnight that same night.

11. PROTESTS AND DISPUTES

- A. Protests are not allowed.
- B. Decisions by referees may not be appealed.
- C. Disputes for non-referee decisions are to be directed to the Tournament Director whose decision is final.

12. CONDUCT AND DISCIPLINE

- A. **Team Spectator Conduct** - The coach is responsible for the conduct of their, team and spectators. Lack of control may result in the coach being disqualified from the match or tournament.

B. General Rules

- 1) It is preferred that no pets be brought to the fields but if there are pets, **they must be kept 30 feet from the field and on a leash** (please do your civic duty by cleaning up behind them).
- 2) Alcohol is prohibited at all the playing fields and parks.
- 3) Smoking is prohibited on or around the playing fields.
- 4) Foul language and verbal abuse will not be tolerated on the field or sidelines.
- 5) Do not leave valuables in your vehicles; vandalism has been reported in the past.
- 6) Coaches, please make sure that your field and sideline is cleaned up after each game. This includes water bottles, bandages, etc.

C. Ejections

- 1) A participant sent off during a game (red card) is disqualified for the remainder of the game and the following game. The Tournament Disciplinary Committee may render additional disciplinary action against a team or individual for serious offenses, including suspension from the remainder of the tournament and non-eligibility for future tournaments.
- 2) ~~The player or coach pass won't be held until the suspension is served however,~~ The referee for the following game(s) will be notified by the Tournament Director and will note on the game score card that the suspension was fulfilled.
- 3) A participant sent off must leave the area of the game (200 yards) for the remainder of the game.
- 4) Players sitting out a game may be present at the game and are considered as a player, not a spectator.
- 5) Coaches sitting out a game may not be present at the park at which the game is played nor communicate with the team or staff via electronic means during the game.
- 6) Misconduct and supplemental reports are reviewed by the tournament director and decisions can not be appealed or protested.
- 7) One point will be removed from the team points for each red card.

- D. **Accumulation of Yellow Cards** – A player or coach who accumulates 3 yellow cards in different matches will be suspended for one match.

- E. **Report of Disciplinary Action** – All misconduct reports are forwarded to WSYSA.

13. GAME BALLS

Each team must provide a suitable game ball.

- A. U-10 to U-12 will use a size 4.
- B. U-13 to U-19 will use a size 5.