



2015 TRACY WHITNEY JAMBOREE RULES

(4 pages)

1. JAMBOREE HEADQUARTERS

- A. Location: Celebration Park, 1101 S 324th St, Federal Way, WA 98003
- B. Jamboree Director: Sharon Woodford, 253-261-8274.

2. CHECK-IN

- A. The coach or appointee must report to the registration table near the playground at Celebration Park at least **1/2 hour prior to the start of your first match.**
- B. All teams **outside of Federal Way Mod Soccer Club (FWMSC)** or any FWMSC team using guest players will need to provide a Club Registrar signed roster verifying that all the players are the correct age and covered by either Washington Youth Soccer (WYS) or US Club supplemental insurance. Guest players must be noted.
- C. Any FWMSC team using only their fall rostered players does not need to provide a roster.

3. PLAYER AGE AND ELIGIBILITY

- A. **Accepted Level of Teams** – Non-Select Boys and Girls teams U-6 thru U-10.
- B. **Guest Player Eligibility**
 - 1) A maximum of three (3) guest players per team are allowed.
 - 2) Your total team roster size (including guest players) may **NOT** exceed the Washington State Youth Soccer Association (WSYSA) maximum roster size of:
 - U6 & U7: 6 players U9: 9 players
 - U8: 8 players U10: 10 players
 - 3) Guest players must be playing at the same level or lower than the team's fall 2015 registered league. Example: a 9 year old player who is playing up at U11 may **NOT** guest play on a U10 team at the Tracy Whitney Jamboree.
 - 4) All guest players must be identified on a team roster turned in at registration prior to your first match.

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) All players, coaches, and spectators are to be two (2) yards from the touch line.
 - 2) All players, coaches, and spectators are to be between the top of the two goal boxes.
 - 3) No persons are permitted behind the goals.

5. LAWS OF THE GAME

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

A. **The Field** -

- 1) **Maximum** Field Dimensions
 - a) U6 – Width 20 yds and length 30 yds
 - b) U7 – Width 25 yds and length 35 yds.
 - c) U8 – Width 25 yds and length 40 yds.
 - d) U9 – Width 30 yds and length 45 yds.
 - e) U10 – Width 35 yds and length 55 yds.
- 2) **Markings**
 - a) A halfway line across the field.
 - b) Four (4) corner arcs with a two (2) foot radius.

c) Age appropriate field markings:

- **U6 & U7**
 - A. Center Circle – six (6) yd radius.
 - B. Goal Area - two (2) yards from each goal post and two (2) yards into the field joined by a line drawn parallel with the goal line.
 - C. Penalty area - six (6) yards from each goal post and six (6) yards into the field of play, joined by a line drawn parallel with the goal line.
- **U8**
 - A. Center Circle – six (6) yd radius.
 - B. Goal area, two (2) yards from each goal post and two (2) yards into the field joined by a line drawn parallel with the goal line.
 - C. Penalty area, six (6) yards from each goal post and six (6) yards into the field of play, joined by a line drawn parallel with the goal line.
- **U9**
 - A. Center Circle – eight (8) yd radius.
 - B. Goal area, four (4) yards from each goal post and four (4) yards into the field joined by a line drawn parallel with the goal line.
 - C. Penalty area, ten (10) yards from each goal post and ten (10) yards into the field of play, joined by a line drawn parallel with the goal line.
- **U10**
 - A. Center Circle – eight (8) yd radius.
 - B. Goal area, six (6) yards from each goal post and six (6) yards into the field joined by a line drawn parallel with the goal line.
 - C. Penalty area, twelve (12) yards from each goal post and twelve (12) yards into the field of play, joined by a line drawn parallel with the goal line.

3) Goals

- a) Goals must be anchored. Stacked or weighted methods are acceptable.
- b) If no traditional goals are available cones or flags may be used.
- c) **Maximum Goal Size:**
 - U6 – Four feet high and six (6) feet wide. (We use Pugg style goals)
 - U7 – Four (4) feet high and six (6) feet wide.
 - U8 – Six (6) feet high and eight (8) feet wide.
 - U9 – Six (6) feet high and ten (10) feet wide.
 - U10 – Six (6) feet high and eighteen (18) feet wide.

B. **The Ball** - Each team must provide a suitable game ball.

- 1) U-6 to U-8 will use a size 3.
- 2) U-9 to U-10 will use a size 4.

C. **Number of Players**

- 1) **U6 & U7**
 - a) Maximum number of players on the field at any one time is three (3)
 - b) Maximum number of players on the roster should not exceed six (6)
 - c) **There are no goalkeepers. There should be no defenders inside the goal box without an offensive player within the vicinity. Players are not allowed to “camp out” in front of the goal.**
- 2) **U8**
 - a) Maximum number of players on the field at any one time is four (4)
 - b) Maximum number of players on the roster should not exceed eight (8)
- 3) **U9**
 - a) Maximum number of players on the field at any one time is five (5)
 - b) Maximum number of players on the roster should not exceed nine (9)
- 4) **U10**
 - a) Maximum number of players on the field at any one time is six (6)
 - b) Maximum number of players on the roster should not exceed ten (10)
- 5) Substitutions: May be made, with the consent of the referee, during any stoppage of play.
- 6) Playing time: Each player SHALL play a minimum of 50% of the total playing time.

D. **Player Equipment**

- 1) Footwear: Tennis/gym or soft cleated shoes.
- 2) Shin guards: Mandatory. With socks up and over the top of the shin guards.
- 3) Casts are **NOT** permitted. In general, certain items are not allowed to be worn, like casts, splints/braces, rings, necklaces, bracelets, earrings, hard-billed hats, and other articles of clothing deemed to be hazardous by the referee.
- 4) Jewelry and hair pieces that can harm the player or an opponent are not allowed.

E. **Duration of Game**

- 1) **U6**
 - a) The game shall be divided into two (2) equal halves of sixteen (16) minutes each.
 - b) Half time break shall be five (5) minutes.
- 2) **U7**
 - a) The game shall be divided into two (2) equal halves of eighteen (18) minutes each.
 - b) Half time break shall be five (5) minutes.
- 3) **U8**
 - a) The game shall be divided into two (2) equal halves of twenty-two (22) minutes each.
 - b) Half time break shall be five (5) minutes.
- 4) **U9**
 - a) The game shall be divided into two (2) equal halves of twenty-five (25) minutes each.
 - b) Half time break shall be five (5) minutes.
- 5) **U10**
 - a) The game shall be divided into two (2) equal halves of twenty-five (25) minutes each.
 - b) Half time break shall be five (5) minutes.

F. **Start of Play**

- 1) **U6 – U8**
 - a) Opponents must be six (6) yards from the center mark while place kick is in progress.
 - b) Drop kicking and punting are **NOT** allowed.
- 2) **U9**
 - a) Opponents must be six (6) yards from the center mark while place kick is in progress.
 - b) Drop kicking and punting ARE ALLOWED.
- 3) **U10**
 - a) Opponents must be ten (10) yards from the center mark while place kick is in progress.
 - b) Drop kicking and punting ARE ALLOWED.

G. **Fouls and Misconduct**

- 1) No caution or ejections shall be issued to players except by an independent neutral Referee.
- 2) NO SLIDE TACKLING IS ALLOWED.
- 3) Age Appropriate Rules
 - a) U6 – U9 - All fouls and restarts are indirect.
 - b) U10 - Both direct and indirect free kicks will be awarded. However, there will be no penalty kicks.

6. JAMBOREE SCHEDULES

- A. **Jamboree Format** – This is a Jamboree. No scores will be kept. There will be no finals. All U7-U10 teams will play three (3) games. Generally two (2) games on Saturday and one (1) game on Sunday. However, if a team has a league game on Saturday they can be scheduled one (1) late game on Saturday and two (2) games on Sunday. U6 teams will have 2 games with one on Saturday and one on Sunday or both games on Saturday, coach preference.
- B. **Referees** – U7-U10 matches will use referees certified by the United States Soccer Federation. No Assistant Referees are used.
- C. **Match Delays, Suspensions, and Cancellations** – The Jamboree Director and Referee Assignor will determine course of action.
- D. **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 \$10 processing fee.
 - 3) All teams not placed into the jamboree will receive a full refund.

7. 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 Jamboree Director whose decision is final.

8. 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 jamboree.

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 school and park property.
- 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.