



2018 BLAST-OFF TOURNAMENT RULES

(5 pages)

1. TOURNAMENT HEADQUARTERS

- A. Location: Celebration Park, 1095 South 324th St. Federal Way, WA 98003.
- B. Tournament Director:
 - 1) Josh Cheatham 206-261-6863 j_cheatham45@hotmail.com

2. REGISTRATION AND TEAM ELIGIBILITY

- A. **All teams are required to complete registration online prior to established deadlines and have payment complete. Failure to have registration and payment complete will make your team ineligible to participate in the tournament.**
- B. **During online registration, you will select your preferred level of play. Level A, B, or C (A being the most difficult). Tournament officials reserve the right to move teams into the appropriate levels based on available competition.**
- C. **Check-In Location:**
 - 1) 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.**
- D. **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 Club's 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) 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-9 through U-19. All levels of play accepted provided there is adequate competition. Age groups for competition will be based on calendar year team formation and your team must compete at the age group of the oldest player on your roster. See ***Exhibit A*** for age groups.
- B. **Roster and Guest Limits**
 - 1) U-9 & 10 (7v7) roster limit is 12. Four (4) guest players are allowed.
 - 2) U-11 & U-12 (9v9) roster limit is 14. Five (5) guest players are allowed.
 - 3) U-13 through U-15 roster limit is 18. Five (5) guest players are allowed.
 - 4) U16 through U19 roster limit is 22. Maximum roster (suited up to play) for each match is 18. Five (5) guest players are allowed. Reference: Washington Youth Soccer Operating Document – Registration Policy 4.
- C. **Guest Player Eligibility**
 - 1) Guest players shall be from the same age and skill level or lower than the team's Fall/Winter registered league. Refer to table listed as ***Exhibit B*** for guide of guest player's level of play.
 - 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. RCL 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 cannot 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 reserve the right to make exceptions to the guest player rules and reject requests based on our understanding of levels of play.
- 4) Questions about guest players must be brought by rostered coach or team manager prior to the start of the tournament via email to the tournament Directors.
- 5) Any organization using pools of players to choose from must have all players on the roster for Blast Off approved two weeks prior to the first match.

4. TEAMS

- A. **Home Team** - is listed second on the schedule.
- B. **Uniform Conflicts** – In case of color conflict, home team changes jerseys. All teams must have an alternate color jersey.
- C. **Team Locations**
 - 1) The tournament will provide maps and direction on which fields use the following team and spectator formations.
 - 2) Whenever possible, fields will have teams located on one side of field opposite of the spectators. Coaches must stay in their technical area (between goalie box and half way line 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 they would like to use.
 - 3) No persons are permitted behind the goals or between the goalie box and goal line unless allowed by the tournament officials.

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. **Match Length** -

- 1) Preliminary Matches
 - a) U9 & U10 - Two twenty five (25) minute halves.
 - b) U11 - U19 - Two (2) thirty (30) minute halves.
- 2) Championship Matches
 - a) U9 & U10 (7v7) will be two twenty-five (25) minute halves.
 - b) U-11 to U-14 will be two thirty (30) minute halves.
 - c) U-15 to U-19 will be two thirty-five (35) 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 spot for U9 & U10 (7v7) is 8 yards. U-11 to U-19 penalty spot is 10 yards from the goal line. Reference: Washington Youth Soccer Operating Document, Rules of Competition, Internal procedure MR-8.3.2.

E. **Slide Tackling** - Slide tackling will not be allowed at U9 & U10 matches.

6. TOURNAMENT AND MATCH SCHEDULES

A. **Tournament Format = All teams will play a minimum of 4 games:**

- 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 preliminary 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.
- d) It is the responsibility of the coach/manager 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 directors.

B. Procedures for Determining a Winner

- 1) Preliminary Rounds – Ties stand.
- 2) Finals:
 - a) Following regulation teams will go straight into kicks from the mark.
 - b) Consolation games will end at regulation time. No overtime played.

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

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

E. 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.

7. FORFEITS

A. A forfeiture of a match is subject to the discretion of the tournament director and can result when:

- 1) A team is 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.
- 4) A team that has not checked in with an approved roster 1 hour prior to the first match.

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

- 1) (7 v 7) - Six (6) players.
- 2) (9 v 9) - Seven (7) players.
- 3) (11 v 11) - Eight (8) players.

C. A team that forfeits a match may 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.

8. STANDINGS AND TIE-BREAKERS

A. Standings

- 1) 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 each red card.
 - Forfeit equals 8 Points.

B. Tie-Breakers

- 1) Head to head competition. (not used in brackets larger than 4 teams)
- 2) Fewest number of goals against.
- 3) Goals for minus goals against (goal differential). Maximum 5 goal differential per game. (7-2 is five goals. 6-0 is five goals)
- 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.

9. 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 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 and Tournament website as soon as possible.
- D. Score board will show the score up to a 5 goal differential. 6-0 will be shown as 5-0.

10. 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.

11. 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 and are not allowed on the park grass or turf** (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 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 and be a minimum of (200 yards) from the field 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 Washington Youth Soccer.

12. GAME BALLS

Each team must be prepared to provide a suitable game ball.

- A. 7 v 7 & 9 v 9 games will use a size 4.
- B. 11 v 11 games will use a size 5

Exhibit A: Team Age Groups

Age Group	Birth Year of Oldest Player	Playing Format
U9	2010	7 v 7
U10	2009	7 v 7
U11	2008	9 v 9
U12	2007	9 v 9
U13	2006	11 v 11
U14	2005	11 v 11
U15	2004	11 v 11
U16	2003	11 v 11
U17	2002	11 v 11
U18	2001	11 v 11
U19	2000	11 v 11

Exhibit B: Guest Player(s) Level of Play

Level	WSYSA	US Club
1.	Recreational/District Level	Recreational
2.	Select	Copa (Level 1 & 2)
3.	Premier (RCL Level 3 – 5)	Classic (Level 1 & 2)
4.	Premier (RCL Level 1 – 2)	WSPL or Super League