

2020 Island Cup

August 21-23, 2020

Tournament Rules

I. Location

Tournament headquarters will be located at Battle Point Park, 10799 Battle Point Dr. NE, Bainbridge Island, WA 98110. Games will be played at Battle Point Park & other venues across Bainbridge Island.

II. Team Registration

1. Teams must check in at least 45 minutes prior to their first match.
2. At check-in, all teams must present:
 - A copy of final roster, signed by the club registrar, listing each player's name, birth date and jersey number.
 - Medical release form for every player, signed by the player's parent or legal guardian.

In addition to the above, out-of-state teams must also present the following:

- Picture identification cards issued by the team's Federation Organization Member, if such team has received such cards by the start date of the tournament;
- Teams must provide proof of approval of the team's participation from the team's Federation Organization Member; and
- Teams must provide proof of permission to travel.

III. Player Age, Eligibility

Boys and Girls U10 through U14 are eligible to participate in the tournament. All players, including guest players, must be eligible to play in their age division.

- U10: Must be born in 2011
- U11: Must be born in 2010
- U12: Must be born in 2009
- U13: Must be born in 2008
- U14: Must be born in 2007

The home team is the team listed first on the schedule and will have the responsibility of changing jerseys in the event of a color conflict.

Age group	Max Roster Size	# Players on Field	# Guest Player Allowed*
U10	12	7	3
U11	14	9	3
U12	14	9	3
U13	18	11	3
U14	18	11	3

*All guest players need to be noted with an asterisk on the final roster.

IV. Laws of the Game

Rules – All games will be played in accordance with [FIFA Laws of the Game](#) except as specifically modified under “Washington Youth Soccer Rules of Competition”, such as [U10-U12 Rules of Competition](#), or unless stated herein.

Build Out Line Rules: (for U10 and U11)

- All opposing players must attempt to retreat behind the build out line on a goalie possession or goal kick. Exception: if the goalie releases ball quickly before the opposing players retreat behind the build out line, opposing players can immediately going toward the ball.
- On a goal kick, once the ball is released the opposing players can cross the build out line even though the ball has not yet left the penalty box.
- On a goalie possession, opposing players can cross the build out line immediately upon the goalie releasing the ball.
- When the goalie puts the ball in play with opposing player beyond the build out line – they do so with the understanding that this voids the violation.
- The referee can determine if an opposing player that violated the build out line did so in an unsporting manner (purposely tried to “game the system”). If so, play will be stopped and restarted with an indirect free kick taken at the build out line nearest the violation.
- Violations of the build out line will be indirect free kicks taken at the build out line nearest the violation.

Heading Rules: (for U10 and U11)

- All U10 and U11 players shall not head the ball directly from the air in any matches.
- If a player deliberately heads the ball in a match, the referee shall award an indirect free kick to the opposing team at the spot of the infraction. If the heading occurs within the penalty area, the referee shall move the ball outside the penalty area and award an indirect free kick to the opposing team.
- Heading rules extension:
 - U11 teams are NOT allowed to play up at U12 age bracket.
 - If an U12 team has U11 players on the roster, the team coach and the U11 players’ parents need to provide a signed heading rules exclusion waiver.

Match Length - Game duration will be fifty (50) minutes for U10 teams, and sixty (60) minutes for all other age groups, with five (5) minutes between halves. If the start time of a game is more than ten (10) minutes behind schedule, the Tournament Director may decide to shorten the game by five (5) minutes per half. If such a decision is made, the Director will notify the coaches prior to the start of the game. We will make every effort to have semifinals and finals start on time and run their full length.

Substitutions - Unlimited substitution is permitted. A player may be substituted on at a stoppage of play with the permission of the referee. A player must be checked in with an assistant referee prior to the stoppage of play.

Player Equipment - Age appropriate shin guards are required for all players, and there shall be no exceptions to this rule. No hard casts are permitted. Soft casts are permitted with the permission of the referee. No jewelry may be worn.

V. Tournament & Match Schedules

Match Schedules – Each team will play a minimum of three (3) games, and the maximum number of games a team will play in a single day is two (2).

Procedures for determining a winner and use of overtime:

- Preliminary Games. All preliminary matches will have no overtime period and may end in a draw.
- Semifinal and Championship Matches. All semifinal and championship matches will have no overtime period. If the match is tied, the teams will proceed with kicks from the mark per FIFA rules to determine the winner. To keep the Tournament running on time, the Tournament Director reserves the right to move the “kicks from the mark” to a designated area. Please also see Section VII entitled “Standings and Tiebreakers”.

Referees – All matches will use referees certified by the United States Soccer Federation.

Match Delays, Suspensions, Cancellations:

- If in the opinion of the referee, a match must be terminated or abandoned due to the misconduct of the coach, players and/or spectators, the offending team will be charged with a loss and a score will be determined by the Disciplinary Committee. If, in the opinion of the referee, both teams are offending, the match will be abandoned and both teams will be awarded a 0-1 loss.
- The Tournament will be played out in its entirety. In the case of severe weather and/or unplayable field conditions, the Tournament Committee reserves the right to have games decided with kicks from the mark in accordance with FIFA rules. The tournament will exercise its best efforts to play all games to their conclusion, but the final decision will rest with the Tournament Committee.

VI. Forfeits

A forfeit will be declared if:

1. a team is more than five (5) minutes late to the field after the team’s scheduled game time;
2. a team cannot field the minimum number of players required to start a match; or
3. The team fails to check in at the field tournament headquarters as required by these rules.

The minimum number of players required to start a match is five (5) for U10, six (6) for U11 & U12, and seven (7) for U13 & U14. A forfeit will be scored as a 1-0 win, and the winning team shall be awarded eight points. A team that forfeits a match will not be permitted to proceed in the tournament to the semifinals and finals.

VII. Standings & Tie-Breakers

Standings – The Tournament uses a ten-point scoring system. The team(s) with the highest point totals will advance.

- 6 points for a win
- 3 points for a draw
- 0 points for a loss
- 1 point for every goal, up to 3 goals
- 1 point for a shutout
- Minus 1 point for every red card
- Minus 2 points for every dismissal of a coach

Examples: 0-0 = 4 points, 2-2 = 5 points, 3-0 = 10 points

Tiebreaking Procedures – For divisions with wildcard teams, the wildcard teams will be the teams that do not win their bracket, with the highest point totals. In the event of a tie on point totals, the below tie breaking system will apply.

1. Head to head (where applicable)
2. Most number of wins
3. Fewest goals allowed (max. of 3 per game)
4. Best difference between goals scored and goals allowed (max. 3 per game)
5. Least number of yellow cards or red cards
6. Coin flip or penalty kicks from the mark (at the Tournament Director's discretion)

If more than two teams are tied at the end of the preliminary round, the tie breaker rules listed above will be used until one team is eliminated. The remaining two teams will be compared beginning again with Step 1 of the Tie Breaker Rules (head to head) until 1 team is determined the winner.

VIII. Disputes & Appeals

Disputes – Disputes for non-referee decisions, including without limitation player eligibility issues or disputes over tournament rules, will be decided by the Tournament Committee within two (2) hours of receiving notice of the dispute.

Appeals – Decisions by referees may not be appealed, and decisions by the Tournament Committee deciding a dispute are final and may not be appealed.

IX. Coach, Player & Spectator Conduct

Both teams will be positioned on one side of the field, with spectators on the opposite side. Coaches are responsible for the conduct of their players, substitutes & spectators. Everyone will be expected to demonstrate good sportsmanship. All cards will be submitted to Washington Youth Soccer for further adjudication and possible notification to your home State Association.

Any player receiving two (2) yellow cards or one red card in a match will be sent off from that match. In addition, at a minimum, said player(s) will not take part in the next match of the tournament. A player accumulating three (3) yellow cards during the tournament must sit out the next scheduled match. A red card for violent conduct may result in either suspension or elimination from further play in the tournament as determined by the Disciplinary Committee. Along with players, coaches will also be shown yellow and red cards for offenses earning such a response. All yellow and red cards affect this tournament only. However, the respective country, state or association disciplinary office for the offending team, coach or player will be notified. If a coach is ejected from a match, he/she will be disqualified from further participation in the remainder of that match and in the next scheduled match.

At all venues, each team and its spectators are responsible to pick up their trash and place it in one of the provided receptacles. Only water is allowed on the turf fields. No pets, alcohol, illegal substances & weapons are allowed at any tournament site.

X. General

1. Expenses. Under no circumstances will WYS, Bainbridge Island Youth Soccer Club, the Bainbridge Island Cup Tournament Committee, or any of their representatives be responsible for any expenses incurred by any team. This includes a situation where the Tournament or any game(s) is canceled in whole or in part.

2. Interpretation of Rules. The Tournament Committee's or their official representative's interpretation of the rules shall be final pertaining to this Tournament.
3. Items for Sale. No items may be sold on Bainbridge Island soccer fields for the duration of the tournament unless specifically sanctioned by the Bainbridge Island Cup Tournament Committee.
4. Media. Photographs/film/video taken by representatives of Bainbridge Island Youth Soccer Club during the tournament may be published on the tournament website.
5. Amendments. The Tournament Director reserves the right to amend these rules prior to the start of the tournament, and further reserves the right to amend the brackets if a team pulls out of the tournament at the last minute or is a no-show. The Tournament Director will ensure the remaining teams are provided with the best possible tournament competition play for the good of the game.

XI. Air Quality:

- Neither the Tournament Committee nor Bainbridge Island Youth Soccer Club is responsible for games cancelled because of unplayable fields. Such cancellations are for the safety of the players and referees, no liability will be assumed.
- Air Quality Policy – In the event that air quality is expected to be poor during any portion of the tournament, the air quality index will be monitored closely through both airnow.gov and pscleanair.org. Depending on the forecast for the weekend and the overall schedule for the tournament, Bainbridge Island Youth Soccer Club may shorten, amend, or cancel games if the Air Quality Index for Bainbridge Island (zip code 98110) reads above 150, or in the red zone.
- The games that are cancelled due to air quality will result in an automatic tie.