

## WCSA TOURNAMENT PROCEDURES

1. SAY Soccer = Kids having FUN! Please keep this in mind throughout the tournament. Please ensure your team & spectators display good sportsmanship and respect to the Referees, your opponents and your opponent's spectators. Thank you in advance for your support!
  
2. Information that Coaches need to know:
  - a. Home team will be assigned as top team in bracket. Home team will break uniform color conflicts. Home team will provide properly inflated game ball. Championship Games game ball will be provided by tournament.
  - b. Each team must have a copy of their signed roster readily available. Failure to have a valid roster available can result in a forfeit.
  - c. All players must play their required amount of playing time per SAY Rules – time starts when a player is presented at midfield for submission. Also, for Kickers/Strikers, no more than 9 upper players, for Wings, no more than 7 upper players and for Passers, no more than 6 upper players are allowed on the field at the same time during the game.
  - d. Both teams must be on the same side of the field. All Coaches and players are restricted to their designated sideline area. Coaches must remain back from the sideline, must remain between the midfield line and the penalty box line. Also, no coaching from behind the end lines.
  - e. No more than 3 coaches per team are permitted on team sideline.
  - f. Spectators will use side of field opposite teams.
  - g. Use of bullhorns, cow bell or any other loud noise makers is not permitted.
  - h. 6 goal differential penalty does NOT apply during tournament.
  - i. Head Coach is responsible for the behavior of their players on & off the field and for the behavior of all those who support their team. The Referees, Tournament Committee or a WCSA Board Member has the authority to suspend a game if conditions warrant and/or has the authority to remove any & all spectators from the sidelines.
  - j. Passer Division Only – normal throw-in rules apply during tournament - only one (1) throw-in attempt allowed.
  - k. If a Red card was received during last game of regular season, the 1 game suspension will be the 1st tournament game.
  
3. Information for Games:
  - a. Please arrive at least 15 minutes prior to scheduled start of your game. Be prepared to take the field as soon as previous game is complete. Please clear the field as soon as your game is complete.
  - b. Please prepare "Tied Game Penalty Kicker" list prior to game to help expedite sudden death overtime period start.
  - c. Note – any unresolved protest, Red Card, incomplete game or other dispute will be resolved solely by the Tournament Committee and these decisions cannot be appealed. **Tournament Committee has Final Authority.**
  - d. Game Time Allotment/Duration:
    - 1) Passers – 60 Minutes (10 Min Quarters, 1 Min between Q1 & Q2, Q3 & Q4, 5 Min Halftime)
    - 2) Wings – 75 minutes (12 Min Quarters, 1 Min between Q1 & Q2, Q3 & Q4, 5 Min Halftime)
    - 3) Strikers – 75 to 90 Minutes (15 Min Quarters, 1 Min between Q1 & Q2, Q3 & Q4, 5 Min Halftime)
    - 4) Kickers – 75 to 90 Minutes (15 Min Quarters, 1 Min between Q1 & Q2, Q3 & Q4, 5 Min Halftime)
  - e. PROTEST Procedures:
    - 1) A protest can only be made based on the misapplication of the law of the game. A protest cannot be made on a judgment call.
    - 2) A protest **must be lodged with the referee immediately after the disputed play occurs and before the game is restarted.** Coaches MUST get the referees attention before play resumes or the penalty kick is taken.
    - 3) The game will be stopped and the Head Coaches & Referees will try and resolve the protest.
    - 4) If the protest cannot be resolved, a Tournament Committee Member will be requested and they will help resolve the protest.
    - 5) Play will resume once the protest has been dispensed with.

- 6) Winning team should immediately report score to tournament headquarters – enter score on bracket sheet. If you leave the tournament and forgot to enter your score, please contact email [wcsareferee@gmail.com](mailto:wcsareferee@gmail.com)

4. Games Tied at End of Regulation – “Sudden Death Overtime”:

- a. All SAY rules apply – including Off-sides. Only rule waived is the limit on upper players allowed on field at one time.
- b. For all Divisions – First goal wins!
- c. For All Divisions – Any team playing short due to a Red Card infraction will play short for any & all “Sudden Death Overtime” periods.
- d. For Passer Division Only – if a game reaches 2v2, the team that has been playing short shall forfeit the game due to only having one (1) eligible player.
- e. For Wing, Striker & Kicker Divisions Only – during overtime, if a penalty kick is called for, a goalkeeper must be inserted. The goalkeeper may be any player from your team. The ball is dead after the penalty kick is taken and cannot be played again by any player on the field. If the goalkeeper tips the ball over the end line, the restart is a corner kick. If the ball is kicked over the end line or the ball is deflected back on to the field, the restart is a goal kick. If the goal keeper was inserted from the side line, they must leave the field before the game can be restarted.

f. Passer Division:

- 1) Coin toss will decide which team kicks off for the first overtime period. Teams will switch sides for each overtime period required.
- 2) First sudden death overtime period – 5 minutes, 6v6, no goalkeeper
- 3) If required, second sudden death overtime period – 5 minutes, 5v5, no goalkeeper
- 4) If required, additional sudden death overtime periods – 5 minutes each, 4v4, 3v3, 2v2, no goalkeeper. If still tied after 2v2, continue playing until a goal is scored and a winner is decided.
- 5) Under no circumstances shall a game go to less than 2v2.
- 6) No penalty kicks for Passer Division.

g. Wing Division:

- 1) Coaches will ensure they have “Penalty Kicker” list ready just in case.
- 2) Coin toss will decide which team kicks off for the first overtime period. Teams will switch sides for second overtime period, if required.
- 3) First sudden death overtime period – 5 minutes, 6v6, no goalkeeper.
- 4) If required, second sudden death overtime period – 5 minutes, 4v4, no goalkeeper.
- 5) If no goal is scored during the 2 sudden death overtime periods and game remains tied, game will be decided by penalty kicks.
  - a. Referee will choose a goal for the penalty kicks
  - b. A list of six (6) players in order of shooting will be submitted to the referee (Note – the goalkeeper may be one of the six (6) players listed)
  - c. Coin toss will decide which team shoots first
  - d. First group of three (3) kickers listed from each team will alternate taking one (1) kick each – any difference in goals scored, breaks the tie and the winning team is decided.
  - e. If still tied, second group of three (3) kickers listed from each team will alternate taking one (1) kick each – any difference in goals scored, breaks the tie and the winning team is decided.
  - f. If still tied, first group of three (3) kickers will alternate taking one (1) kick each in reverse order – any difference in goals scored, breaks the tie and the winning team is decided.
  - g. If still tied, second group of three (3) kickers will alternate taking one (1) kick each in reverse order – any difference in goals scored, breaks the tie and the winning team is decided.
  - h. If still tied, the first set of players listed from each team takes a kick and continues through the list one set of players at a time until the tie is broken. After each set of kicks, if one team scores and the other team does not, the tie is broken and the winning team is decided. The order of the kickers will not change. The team that won the penalty kick coin toss will shoot first for any and all penalty kicks.

h. Striker and Kicker Divisions:

- 1) Coaches will ensure they have “Penalty Kicker” list ready just in case.

- 2) Coin toss will decide which team kicks off for the first overtime period. Teams will switch sides for second overtime period, if required.
- 1) First sudden death overtime period – 5 minutes, 8v8, no goalkeeper.
- 2) If required, second sudden death overtime period – 5 minutes, 6v6, no goalkeeper.
- 3) If no goal is scored during the 2 sudden death overtime periods and game remains tied, game will be decided by penalty kicks.
  - i. Referee will choose a goal for the penalty kicks
  - j. A list of six (6) players in order of shooting will be submitted to the referee (Note – the goalkeeper may be one of the six (6) players listed)
  - k. Coin toss will decide which team shoots first
  - l. First group of three (3) kickers listed from each team will alternate taking one (1) kick each – any difference in goals scored, breaks the tie and the winning team is decided.
  - m. If still tied, second group of three (3) kickers listed from each team will alternate taking one (1) kick each – any difference in goals scored, breaks the tie and the winning team is decided.
  - n. If still tied, first group of three (3) kickers will alternate taking one (1) kick each in reverse order – any difference in goals scored, breaks the tie and the winning team is decided.
  - o. If still tied, second group of three (3) kickers will alternate taking one (1) kick each in reverse order – any difference in goals scored, breaks the tie and the winning team is decided.
  - p. If still tied, the first set of players listed from each team takes a kick and continues through the list one set of players at a time until the tie is broken. After each set of kicks, if one team scores and the other team does not, the tie is broken and the winning team is decided. The order of the kickers will not change. The team that won the penalty kick coin toss will shoot first for any and all penalty kicks.