



SYSC Tournament Rules

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I. Administration

- A. Tournaments hosted by the Snohomish Youth Soccer Club (SYSC) will be sanctioned by the Washington State Youth Soccer Association (WSYSA) and will have a Tournament Director appointed by the SYSC. Games will be played in accordance with FIFA laws, except where noted.
- B. All references in these rules to the Tournament Director mean either the Tournament Director or an appointed representative(s) of the Tournament Director.
- C. Questions and inquiries about the SYSC Tournament Rules and procedures should be made to the Tournament Director.

II. Format

- A. The tournament will be offered for the following age groups:
U8 through U19 depending on tournament:
- B. Age groups may be combined depending on the number of teams entered.
- C. Each team is guaranteed a minimum of three games during the tournament.
- D. Two or more Divisions may be established within age groups due to the number of teams entered. The Tournament Director will create the Divisions based on such criteria as (but not limited to) a team's fall league level and record, the overall balance of skill levels of teams entered in the age group, field availability, etc.
- E. The group formats used for SYSC youth tournaments are:
 - a. Four team divisions: After three preliminary-round games, the two teams with the most points play in the championship game.
 - b. Six-team divisions: One six team bracket, where the first three teams play the last three teams listed. Three preliminary-round games are played in a cross over format. The top 2 overall teams will play in the championship game.
 - c. Eight-team divisions: Two four-team brackets are formed. Three preliminary-round games are played within each bracket. The 1st place teams of each bracket will play in the championship game.

III. Games

- A. All match scores will be reported to the tournament officials by the referee and verified by referee cards.
- B. All games will consist of two 30-minute halves with five minutes between halves. All U8-10 games will consist of two 25 minute halves with five minutes between halves.
- C. Semifinal and final games that remain tied at the end of regulation time shall be decided by kicks from the mark.

IV. Scoring

- A. Preliminary Round Games
 - a. There is a maximum of 10 points awarded per game.
 - b. Preliminary matches will be scored as follows:
 - i. Six points for a win.
 - ii. Three points for a tie (no overtime periods).
 - iii. Zero points for a loss.
 - iv. One point for a shutout.
 - v. One point for each goal scored. Maximum of three points per game.
 - vi. Ten points awarded to a team when opponent forfeits a game. Teams abandoning or forfeiting a match may be disqualified from the remainder of the



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- tournament. Teams forfeiting championship games will not receive awards for second place finish.
- vii. One point subtracted for each red card, or for each coach or other team official ejected.
- B. Tiebreakers: The following rules are used to determine advancement from the preliminary- round to the next round when teams' point totals are equal:
- The winner of head-to-head competition.
 - The team with the highest goal differential (goals scored – goals allowed). Maximum 4 goal differential per game.
 - The team allowing the fewest goals.
 - A coin toss by the Tournament Director in the presence of representatives from all affected teams.
 - FOR CROSSOVER BRACKETS ONLY;** in the event that 3 teams win all 3 of their preliminary round games, the three teams will advance as follows:
 - The tournament tie breakers will be used to determine the first-place team to advance to the final
 - The remaining two teams will proceed to a PK shoot out to determine the second-place team to advance to the final
- C. Semifinal and Final Games
- Tiebreakers: Semifinal and final games that remain tied at the end of regulation time shall be decided by kicks from the mark.
 - No overtime periods will be played.
- D. In divisions with multiple brackets the top accumulated points will go onto the finals regardless of which bracket they are in.

V. Playing Rules

- A. Responsibility
- The referees shall have total control of their fields during their assigned matches.
 - Each coach will be personally responsible for the proper conduct of their team, including players, parents, guests, and staff, as well as himself or herself. Abusive behavior toward referees, opponents, tournament staff, etc. will not be tolerated. Any such actions are grounds for immediate individual or team removal from the tournament facilities.
 - Team concerns about any aspect of the tournament shall solely be brought to the attention of the Tournament Director at the team registration area. At no time are team members to enter other tournament administration areas, including those designated for referee assigning. Any such actions are grounds for immediate individual or team removal from the tournament facilities.
- B. Uniforms
- All teams will have matching uniforms, to the discretion of the referee.
 - Each player will have an identifiable, unique number on his or her jersey, except the goalkeeper.
- C. Check In & Roster Rules
- Each team's coach or manager must check in online using the instructions found on the tournament website at least thirty (30) minutes before the team's first scheduled game.
 - Final team rosters signed by club registrar will be uploaded as part of the online check in process. Rosters must include player name, jersey number and date of birth. Guest players must be clearly identified.
 - Players must be currently registered by a state/provincial youth soccer association or US Club Soccer.
 - Any team that fails to obtain roster approval will forfeit its first game.
 - No roster changes will be allowed after team check in.
 - Roster size is as follows; exceptions are made at the discretion of the Tournament Director. There can be no more than 12 players on a tournament roster for U9 to U10. There can be no more than 16 players on a tournament roster for U11 to U12 teams. There can be no more than 18 players on a tournament team roster for U13 to U14. U15 to U19 may have 22 on



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- their club rosters but are only allowed 18 max on the game roster.
- g. No player may compete for more than one team in the tournament, exceptions are made at the discretion of the Tournament Director.
- D. The first team listed on the schedule is designated as the "home" team and will have its choice of touchlines. In case of color conflict, the "home" team will change jerseys.
- E. The tournament will supply a regulation game ball for each match (size 4 for U9 to and U12; size 5 for all other age groups).
- F. Substitution Rules with the consent of the referee, player substitution may be made:
 - a. During any stoppage in play.
 - b. The number of substitutes shall be unlimited.
 - c. Players not on the field of play must remain two (2) yards behind the touch line and not within 18 yards from the corner of the field.

VI. Disciplinary and Misconduct

- A. The Tournament Director shall adjudicate all protests, disputes or abandoned games. The Tournament Director is empowered to issue appropriate penalties necessary to obtain compliance with the spirit and purpose of the tournament, including the disqualification of any offending player, coach, or team from further participation. (The Tournament Director may designate a Disciplinary Committee for this purpose, as needed.)
- B. Only coaches may appeal either a misconduct report or protest the outcome of a match. Notification of intent to protest a game must be made to the referee prior to the referee leaving the field, and it must be noted on the official's game card. The coach must follow-up within sixty (60) minutes after the match with a written protest. No appeals/protests involving a judgment call of a referee shall be considered. Protests will be considered only if the outcome of the game is affected, and it is for the use of an illegal player or a fundamental misapplication of the laws of the game.
- C. All protests and appeals must be accompanied by a \$50 fee (cash only), refundable only if the protest or appeal is upheld.
- D. Red and Yellow Cards
 - a. At the conclusion of each game, the referee shall file a misconduct report with the Disciplinary Committee for all cautions (yellow card) or ejections (red card). The Disciplinary Committee shall review the report, and may, at their discretion, increase or decrease any applicable suspension in accordance with WSYSA guidelines (Rule 605 Disciplinary Penalty Code). Coaches of any player sent off or team official ejected, must report to the Tournament Director or Disciplinary Committee within sixty (60) minutes after the match.
 - b. All red cards will be recorded by the Tournament Director, along with all other matters involving the misconduct or a team, player, coach or supporter. This recorded information will be reported immediately to the home state association and the home club/league of the offending player, coach, team, or supporter involved. Matters involving misconduct (except referee assault) may be subject to additional sanctions by the home club/league and state association of the offending player, team, coach, or supporter within their respective jurisdictions.
- E. All matters involving referee assault shall, in accordance with USSF Rule 1108, be referred immediately to WSYSA (the host state association).
- F. Tournament disciplinary/misconduct rulings will be provided to WSYSA within seventy-two (72) hours of the final game. This will include a detailed listing of the suspensions that were given, including those that were fulfilled before the end of the tournament. If players or coaches have not served their entire suspensions, then they will be required to sit out the next sanctioned WSYSA match, including tournaments and/or league games.



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- G. The Tournament Director will contact the WSYSA office forty-eight (48) hours prior to the first game to request the current list of players and coaches who are required to serve any remaining suspensions. Tournament staff will notify any participating players or coaches with suspensions remaining that they are expected to sit out the next tournament game.

VI. Field Rules and Conditions (SYSC soccer complex is also known as Stocker Fields)

- A. **No pets (e.g., dogs, etc.) are allowed on the SYSC soccer complex.**
- B. No alcoholic beverages or weapons are allowed on the SYSC soccer complex. No exceptions.
- C. Each team is responsible for clearing its sideline of debris after each game.
- D. Illegally parked vehicles may be towed, particularly those impeding emergency access to the fields.