Washington Youth Soccer Recreational Cup Rules

The Washington Youth Soccer Recreational Cup, hereafter referred to as Recreational Cup. Will consist of one tournament with divisions as determined by the Recreational Cup Committee and Washington Youth Soccer (WYS). It is open to all boys and girls teams under 9 through under 19, comprised of properly registered players affiliated with Member Associations, provided such team entering, and its Association, are in good standing with WYS and the team is in compliance with and has not violated the rules of WYS.

I. ADMINISTRATION

Tournament Committee

The Recreational Cup will have a Committee Chairperson voted by the Recreational Cup Committee Members. WYS Executive Director and Director of Operations will have final authority in all decisions made by the tournament chairperson and tournament committee.

1. Each participating region shall designate a representative to form the Tournament Committee along with WYS having one staff member on the committee. Teams are to direct any questions or concerns to their Regional Tournament Representative.

II. REGISTRATION AND TEAM ELIGIBILITY

A) The recreational Cup will be open to recreational teams only. A recreational team is defined as any team where the use of tryouts, invitations, or recruiting is prohibited. The recreational level of soccer for this tournament shall be represented by teams that play “for fun” with training 1-2 days a week and a game(s) on the weekend.
    1. Champions from the previous year will be reviewed by the Recreational Cup Committee for eligibility into this year’s tournament. Teams that are determined to compete at a higher level will be asked to participate in Founder’s Cup. Championship Teams may request an eligibility review by providing the current season roster and proof of substantial changes to level of play. The final decision is the Recreational Cup Committee.
    2. Teams and players must compete in a WYS Sanctioned recreational league.

<u>Regions:</u>

A) Registration will be conducted by each Region.
B) Each Region and Member Association will set internal schedules for team registration and payment.

C) WYS will set a deadline for the Regions to pay the registration fee for their teams entered in the Recreational Cup.
D) Association or Club Registrars should submit approved rosters to the region committee chair prior to the first bracket game.
E) The Recreation Cup Committee will determine a date by which each Region will submit a list of team names, age and gender of all teams entered in the Recreational Cup to Washington Youth Soccer to support the quarterfinal draw.
F) Ignorance of these rules will not be an excuse or grounds for any protest.

Roster Eligibility:

- All team rosters must be activated in Sports Connect prior to the first Region bracket game.
- Team Administrators are required to have an approved WYS background check and SafeSport and Intro to Safety training cannot be expired.
- Players may only have a recreation application in Sports Connect.
- If a player is found to have a competitive application, they will be removed from the team.
- For this tournament a player may be registered to only one Member Association and rostered to only one team at any given time
- Teams that advance to the Quarterfinals, Semi Finals and Finals are required to have player photos uploaded to the team roster in Sports Connect prior to Quarterfinals matches.
- Teams are required to maintain a roster continuity (Definition in Appendix B) from the recreational league roster to the Recreational Cup Roster. Refer to grid below.
- Teams are allowed to Club Pass a maximum of 5 players from another recreational team within the same club. (Definition in Appendix B)
- Players 18-year-old or older are required to complete the full SafeSport training and upload the certificate to their Sports Connect account.

NOT ALLOWED: (Definitions in Appendix B)

- Muti-rostered players
- Guest players
- Transfers for the sole purpose of tournament play
- Competitive players (ie: NPSL, RCL players)

Age Group	Roster Continuity	Max Tournament Roster	Max Game Day Roster	Minimum to Play
U9 & U10 -(7v7)	5	14	14	5
U11 & U12-(9v9)	7	18	18	7
U13-U19-(11v11)	9	22	22	7

III. CREDENTIALS

A) All players and coaching staff are required to have properly prepared US Youth Soccer membership passes. Membership passes are printed by the Member Association Registrar or a Club Registrar and prepared by a team representative.
B) Membership passes may be required for internal Region Recreational Cup matches. Check with your Region Tournament Representative.
C) A player is required to have either a membership pass, digital player cards or have a photo on the match day report/roster. Otherwise, the player cannot play and cannot be on the same touchline as the team's bench for that game.
D) In the event a team official member does not have a membership pass, they cannot be on the same touch line as the team's bench.
E) The referee will return all cards to the coach after verifying all player information is properly included on the roster, and that all players are eligible to play.
F) Any team playing a player who is over age, (medical play down approvals exempt) or who is not registered or is improperly added to a team's roster or plays on an older age team in another USSF sanctioned body shall forfeit the games(s) in which that player played.

IV. TOURNAMENT AND GAME SCHEDULES

Cup Format:

A) The Region or State Host Site Director is responsible for scheduling all tournament games and field and referee coordination.
B) All tournament games must be played on the day and the time scheduled. To declare a field unplayable will be the prerogative of the Referee or the Host Site Director only.
C) Requests for rescheduling a game must be directed to the Region or State Host Site Director.

D) If both teams are properly notified, games will start at scheduled time if both teams have a minimum of seven (7) players. If one team fails to have seven players at scheduled game time, or any time within a fifteen (15) minute grace period, the game will be forfeited to the showing team.

E) Travel:
For all matches that are not double-header weekend matches, the shortest mapped travel time between the visiting team's Club address and the home team's field address via Google Maps shall be used to determine game start times for travelling teams, plus 30 minutes for warm- up. Game start times may not create a travel start time earlier than 7 am, or travel end time later than 10 pm without approval from the opposition. The Club address of the traveling team to the scheduled game field determines travel time.

For example: a team leaving Yakima to travel to Bellingham would travel 3 to 4 hours. Including warm-ups, the match should not be scheduled to start before 12 p.m.

For example: a team leaving Bothell to travel to Silverdale would travel 1.5 hours. Including warm-ups, the match should not be scheduled to start before 10 a.m.

F) State Semifinal and Final matches will begin at 9 am and the travel time may not be a consideration when these matches are scheduled.

G) Washington Youth Soccer Disciplinary Committee will not entertain or uphold any protest based on erroneous scheduling of whatever nature or protests following a properly decided forfeiture.

<u>Region Tournament Rounds:</u>

A) Each team playing in the Region rounds will have a minimum of two games.

B) Teams cannot be eliminated in one game unless both team coaches agree to a one game elimination that has been approved by the Region. If approved, the winner will advance to the next round of the competition as set forth in the Recreational Cup Rules.

C) The two (2) game rules are void when only one team enters from their district in an age group and gender.

D) Format will be determined by the number of teams entering in each age group. Timing and format of the preliminary rounds will be decided by the Region.

E) Region rules and policies may vary from Inter-Regional Quarterfinal, Semifinal and Final Washington Youth Soccer Recreation Cup rules and policies.

F) Region Protests and Discipline will be performed by the local Region policies and procedures.

G) Inter-Regional Quarterfinals, Semifinals and Finals Protests and Discipline will be conducted by Washington Youth Soccer Disciplinary Committee.

Inter-Regional Quarterfinals Round:

A) Tournament format for determining the final four teams for the State Semifinals and Finals requires Regions to host a playoff match on the first weekend of December.
B) Each Region may advance at least one team to the Inter-Regional Quarterfinals competition in each age/gender division for which it has received at least one entrant team.
C) Region finalists may be identified as wild cards to support the Inter-Regional Quarterfinal matches when 5, 6, or 7 Region champions are identified.
D) Region finalists may be identified as wild cards to support the semifinal matches when two or three Region champions are identified.
E) The Recreational Cup Committee will perform a blind draw with all Regions with qualifying teams to fill quarterfinal positions.
F) Around the beginning of November, a blind draw will be conducted to identify which Regions will have teams hosting home games and which Regions will have teams away.
G) All quarterfinal and semifinal matches will be drawn at one time.
H) During the draw, no quarterfinal matches will be paired with two teams from the same region.
I) If a team drops after the blind draw but prior to a quarterfinal match, the Recreational Cup Committee will decide whether to replace it, regardless of whether it is from the same Region.
J) The Inter-Regional Quarterfinals are hosted by the Region's home team, and the wild card team will be the visiting team.
K) Inter-Regional Quarterfinal matches will be played by the first weekend of December.
L) Inter-Regional Quarterfinal matches will be played at full time for each age.
M) Age group and genders with four (4) teams or less will advance directly to the semifinals.

Quarterfinal matches will be set up as listed below:

Seven (7) Districts have teams entered:
One wild card team will be drawn from the available Region finalist teams.

Six (6) Districts have teams entered:
Two wild card teams will be drawn from the available Region finalist teams.

Five (5) Districts have teams entered:
Three wild card teams will be drawn from the available Region finalist teams.

Four (4) District teams entered:
The four District Champions advance to the semi-final.

Three (3) Districts have teams entered:
One (1) wild card will be drawn from available Region finalist teams to be the fourth team at the semi-final match.

Two (2) teams entered:
Both teams advance to the final.

During the QF draw, the Rec Committee may add QF matches if they see an opportunity to provide additional Quarterfinal WC pairings that support healthy competition.

Host organizations are encouraged to have field marshals to support the teams playing in the quarterfinal matches.

WYS Semifinals and Finals Format:

A) Washington Youth Soccer will host the semi-final and final matches on the second weekend of December.
B) Team placement into tournament brackets shall be done using a blind draw. Washington Youth Soccer will determine the tournament format and timing of the matches and the tournament format shall be determined based upon the number of entries.
C) Two teams from the same region/district cannot play each other in the semi-final except if there are three teams from the same region/district.
D) For inter-regional quarterfinals, semifinals, and finals, the Washington Youth Soccer Disciplinary Committee or a designated subcommittee will perform protests and discipline actions.

V. TOURNAMENT PLAYING RULES

A) All games will be played under WYS Rules of Competition, WYS Code of Conduct and WYS Judicial and Ethics Polices and Procedures unless stated herein.
B) It shall be the responsibility of each team to maintain proper spectator conduct. Each coach, manager, club, Member Association or Region official shall be held primarily accountable for the conduct of spectators for or from their respective teams.
C) At all Recreational Cup matches there is zero tolerance for foul and/or abusive

language which includes racial slurs, offensive or insulting language or behaviors directly or indirectly made at or by a player, parent, coach, team manager, match official, a tournament representative or staff before, during or following a match. Violations of this rule in accordance with FIFA laws of the game, will result in a Washington Youth Soccer Disciplinary hearing, in which the determination of the committee will be final.

D) Inter-regional quarterfinal, Semifinal, and Final must have a winner:
   1. If tied at the end of Inter-Regional Quarterfinals, Semifinals, and Finals matches, all ages will play two (2) 5-minute overtime periods.
   2. If after the two (2) overtime periods, the teams are still tied. Teams will follow FIFA Kicks from the Mark (KFTM) procedure. Refer below to KFTM procedure in Appendix A for reference.
   3. When State Semifinal and Final matches are scheduled for the same day the Semi-Final match will go straight to Kicks from the Mark (KFTM) to determine the winner. Final matches will have two (2) OT periods, followed by KFTM to determine the winner.

E) Uniform Color Conflict:
   The designated “home team” will be responsible for changing the color of the team uniforms in the event of a color conflict. The “home team” will be the team listed first on the schedule.

F) Ineligible players:
   1. Ineligible players will be reviewed, and the final decision will be made by the Recreational Cup Committee
   2. Any team using ineligible player(s) will forfeit all its tournament games and be disqualified from participation.

G) Goal Size:
   USSF, USYS, and WYS recommend a 6-foot by 12-foot to 6-foot 6 inch by 18-foot 6 inch for U10 age groups, a 6-foot 6 inch high by 18-foot 6-inch goal for to a 7 foot by 21-foot goal for U11 and U12 age groups. When possible, these goals should be used and will likely be used during the State Cup semifinals and finals.

H) Heading, Build Out Lines, Punting:
   For under 9 through under 12, the 2025 revised WYS Rules of Competition modifications will be used.

Age Group	Format	Heading	Punting	Build-Out Line	Offside Line
U8*	7v7	No	No	Yes	Midfield Line
U9	7v7	No	No	Yes	Midfield Line
U10	7v7	No	No	Yes	Midfield Line
U11	9v9	No	No	Yes	Midfield Line
U12	9v9	Yes	No	Yes	Midfield Line
U13+	11v11	Yes	Yes	No	Midfield Line

I) Air Quality and Inclement Weather:
1. Recreational Cup will use Air Now to determine conditions of air quality.
2. Matches will be postponed if air quality reaches 150 or above.
3. In-game decisions will be made on the field.
4. Recreational Cup will use US Soccer Heat and Cold Guidelines for inclement weather.
5. For Region and Inter-Region matches, the Recreational Cup Committee will have the final decision.

Forfeits Fines and Disciplinary:

A) There will be no refund of the entry fee unless the tournament for that age group is canceled.
B) Regions may choose to fine a team for not showing at a Region Preliminary game.
C) Any Member Association's team not showing or canceling for the post Region play will be fined $500 for each individual match unless the Recreational Cup Committee decides that there are compelling reasons for the non-appearance.

Additional Tournament Rules, Changes, Definitions:

Any additional tournament rules, special rules, requirements, procedures, and administrative and organizational information necessary for staging the Recreational Cup will be published separately by your Region. Please contact your Region Recreation Cup Representative.

APPENDIX A:

Kicks from the Penalty Mark Procedure (KFTM)

a) The referee chooses the goal at which the kicks will be taken.
b) The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
c) Subject to the conditions explained below, both teams take five kicks. The kicks are taken alternately by the teams.
d) If, before both teams have taken five kicks, one has scored more

goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.

e) If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
f) A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute.
g) With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are eligible to take kicks from the penalty mark.
h) Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
i) An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
j) Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
k) All players, except the player taking the kick and the two goalkeepers, must remain within the center circle.
l) The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
m) Unless otherwise stated, the relevant Laws of the Game apply when kicks from the penalty mark are being taken.
n) If, at the end of the match and before kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, it must reduce its number to equate with that of its opponents and the team captain must inform the referee of the name and number of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark.
o) Before the start of kicks from the penalty mark, the referee must ensure that an equal number of players from each team remain within the center circle, and they shall take the kick.

APPENDIX B:

a) Club Pass: A player from the same club, on an activated team. Must meet the age group rules and participate in a WYS rec fall season.
b) Transfer: Player from any club under WYS on any active team.

c) Multi-Rostered: A player that is rostered to 2 (two) teams at the same time regardless of if it is 2 recreational teams or a competitive and rec team.
d) Guest Players: Registering or "borrowing" a player from any club or team, for the sole purpose of participating in 1 match or tournament.
e) Roster Continuity: to maintain a consistent number of players from 1 roster to another.