



I. STATE CUP TOURNAMENTS

US Youth Soccer Washington State Championships

- A) The US Youth Soccer Washington State Championships - hereafter referred to as State Championships - will consist of one tournament. It will be open to all boys and girls teams Under 12 through Under 19, comprised of properly registered Washington Youth Soccer players affiliated with Member Associations, provided such teams entering and their Association are in good standing with Washington Youth Soccer and the team is in compliance with, and has not violated, the rules of Washington Youth Soccer. Any team using an ineligible player(s) will forfeit all of its tournament games.
- B) Any teams wishing to participate in the US Youth Soccer National Championship Series should enter this tournament.
- C) This will not be a single elimination tournament.
- D) The State Championships will be used to determine the teams representing Washington Youth Soccer in the Under 12 through Under 19 age groups at the US Youth Soccer Far West Regional Championships. If applicable, regional champions in only the Under 12 through Under 19 age groups would then advance to the US Youth Soccer National Championships.
- E) Eligibility for the US Youth Soccer Far West Regional Championships will be according to placement in the State Championships. The State Champion has the first option to advance, but should they decline, the next placed team will be given the spot and so on.
- F) Players can be rostered to only one (1) team in the State Championships.

Presidents Cup

- A) The Washington Youth Soccer Presidents Cup - hereafter referred to as Presidents Cup - will consist of one tournament with divisions as determined by the Tournament Committee Chair(s) and Competition Development Manager (a Washington Youth Soccer staff member). It will be open to all boys and girls teams Under 10 through Under 19 comprised of properly registered Washington Youth Soccer players affiliated with Member Associations, provided such teams entering and their Association are in good standing with Washington Youth Soccer and the team is in compliance with, and has not violated, the rules of Washington Youth Soccer. Individual exceptions may be approved by the Tournament Committee Chair(s) and the Competition Development Manager. Any team using an ineligible player(s) will forfeit all of its tournament games.
- B) This will not be a single elimination tournament.
- C) Players entering the Presidents Cup are ineligible to enter the State Championships if their team is moving forward to the US Youth Soccer West Presidents Cup. Players may not play on a team at a lower level of play than their league team, without specific written



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permission from the Tournament Committee Chair(s) and the Competition Development Manager.

- F) The Presidents Cup Championships will be used to determine the teams representing Washington Youth Soccer in the Under 13 through Under 18 age groups at the US Youth Soccer West President's Cup. If applicable, regional champions in only the Under 13 through Under 18 age groups would then advance to the US Youth Soccer National President's Cup.
- G) Eligibility for the US Youth Soccer Region IV President's Cup will be according to placement in the Presidents Cup. The State Champion has the first option to advance, but should they decline, the next placed team will be given the spot and so on.
- H) Players can be rostered to only one (1) team in the Presidents Cup.

Founders Cup

- A) The Washington Youth Soccer Founders Cup - hereafter referred to as Founders Cup - is open to all boys and girls teams Under 10 through Under 19 comprised of properly registered Washington Youth Soccer players affiliated with Member Associations, provided such teams entering and their Association are in good standing with Washington Youth Soccer and the team is in compliance with and has not violated the rules of Washington Youth Soccer. Any team using an ineligible player(s) will forfeit all of its tournament games.
- B) The Founders Cup is for teams that have not played in the Regional Club League.
- C) This will not be a single elimination tournament.
- D) Players can be rostered to only one (1) team in the Founders Cup.

II. ADMINISTRATION

Tournament Committee

- A) The State Cup tournaments will have a Tournament Committee Chair(s) appointed by Washington Youth Soccer's Competition Development Manager. The Competition Development Manager will have final authority in all decisions made by the Tournament Chair(s) and Tournament Committee, as well as serve on the Tournament Committee.
 - a. The Washington Youth Soccer Tournament Committee Chair(s) and the Competition Development Manager will select venues for the State Cup tournaments.
 - b. Each participating Member Association shall designate a Representative to form the Tournament Committee. Teams are to direct any questions or concerns to their Association's Tournament Representative.



III. REGISTRATION AND TEAM ELIGIBILITY

- A) Teams must compete in at least a 4-team approved league during the current seasonal year in Washington Youth Soccer, US Youth Soccer Regional League or US Youth Soccer National League, or with Washington Youth Soccer's permission in another State Association, except for the Under 19 age group for boys and girls. The league competition must consist of a minimum of one game against each of 3 different teams participating in the league.
- B) Applications for each tournament must be accompanied by the proper entry fee before the application is accepted.
- C) Teams advancing to the semifinal round shall be required to submit a team photo (with all members identified) to the Washington Youth Soccer office.
- D) Rosters and any revisions will be processed by the Member Association Registrar. All rosters will be verified by the Member Association Registrar before the roster freeze date for the teams from the Member Association in the tournament.
- E) Washington Youth Soccer will accept roster additions, releases, and transfers up to the roster freeze date set by the Tournament Committee Chair(s) and the Competition Development Manager, in conformance with the then-applicable regulations of the US Youth Soccer National Championship Series and National Presidents Cup.
- F) Teams can have:
 - a. All Cup teams:
 - i. Under 10 teams can have a maximum of 12 players on the roster.
 - ii. Under 11 and Under 12 teams can have a maximum of 16 players on the roster.
 - iii. Under 13 and Under 14 teams can have a maximum of 18 players on the roster.
 - iv. Under 15 - Under 19 teams can have a maximum of 22 players on the roster.
- G) Any team using ineligible player(s) will forfeit all of its tournament games.
- H) Players may participate in any of the four state cup tournaments but in only one tournament at a time and on only one roster in each state tournament regardless if age groups are scheduled at various times of the seasonal year. A team must be completely finished with their state cup tournament before a player from that team is eligible to participate in a different state cup tournament. Players may not play on a team in a lower or equal level tournament if they have played in a higher level state cup tournament in the same seasonal year. Any player on a team advancing to a regional or national competition is ineligible to play for another team. For players entering the State Championships they must meet the US Youth Soccer National Championships Series Rule 224 – [Click here](#)
- I) **TEAM ENTRIES MAY BE ACCEPTED TO HELP FILL BRACKETS. NO PLAYER MOVEMENT WILL BE ALLOWED AFTER THE PUBLISHED ROSTER FREEZE DATE.**



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- a. If a play-in format is used to determine placement into a state cup tournament, a player participating on a team in any play-in game is tied to the roster of that team for the duration of that state cup tournament.
- J) Any team dropping from a state cup tournament shall be subject to the following:
- a. If a team drops out before the first game, the team's Member Association will be fined \$500.00.
 - b. Forfeit of a game is subject to a \$500 fined.
 - c. If a team drops out during the preliminary round, the team's Member Association will be fined \$600.00. However, if a team drops out of the tournament immediately prior to their last scheduled preliminary game or anytime thereafter, the team's Member Association will be fined \$700.00 and the coach or coaches will be reported to the Washington Youth Soccer Ethics Committee. A portion of the fines may be used to defray reasonable and documented expenses of the home team to include referees and field rental, at the approval of the Tournament Committee Chair(s) and Competition Development Manager.
 - d. If a team withdraws after the quarterfinals, the team may be suspended for one (1) full year from entering all Washington Youth Soccer sponsored State Cup tournaments.
 - e. If Washington Youth Soccer incurs any fines from the Regional or National level of competition due to a team's forfeiture, these fines (\$3,000.00-\$5,000.00) will be assessed to the team's Member Association.
- K) There will be no refund of the entry fee after the registration deadline unless the tournament, for a certain age group, is canceled due to a single entry. That team may be given the option of playing "up" an age level. Teams that drop before the registration deadline may receive a refund after the refund request form is completed and approved by the Competition Development Manager and Tournament Committee Chair(s). Teams that drop after the registration deadline but before brackets have been posted will not receive a refund.
- L) If a team requests to change their state cup tournament preference after the registration deadline but before the brackets are completed, they will incur a \$50.00 change fee, if approved by the Tournament Committee Chair(s). If this request to change occurs after the brackets are posted, there will be a \$200.00 change fee, if approved by the Tournament Chair(s).

IV. CREDENTIALS

- A) Each player and team official listed on a team roster must carry the US Youth Soccer membership pass. The US Youth Soccer membership pass must include a current photograph of the player or team official and have the team ID number. These passes are to be surrendered to the referee prior to each game. In the event a player or team official does not possess a pass, they cannot play/participate in that match, and they additionally cannot be in their team's technical area. The referee will return all membership passes to the coach after verifying all players are eligible to play. The



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membership passes will be used to copy accurate information for the referee's misconduct report. They shall be laminated and be present at every game.

Any non-credentialed or improperly credentialed player or coach shall have their passes pulled and they may not play or participate in that game. Players must remove their jersey and will not be considered an active member of the team. A coach will be asked to be removed from the field of play and not be involved in the instruction/direction of the team before, during, and after the game.

- B) Every adult who is working with the players and/or team must carry a current membership pass which includes a current, approved Risk Management number.
- C) Referees will check all coaches' and players' membership passes at the beginning of each game.
- D) No more than four (4) bench personnel per team will be allowed on the designated team sideline.

V. TOURNAMENT AND GAME SCHEDULES State Cup Format

- A) The Tournament Committee Chair(s) and the Competition Development Manager are responsible for scheduling all tournament games. The Competition Development Manager also has the ability to mandate any game date change if there are conflicting issues with either team.
- B) The preliminaries through quarterfinals may be executed at a central host site. An application to be a host site will be reviewed by the Tournament Committee and the Competition Development Manager, then the host sites will be notified prior to Cup play. The host sites will be announced to participants prior to Cup play.
 - a. If there is more than one game scheduled on the same day, there will be 6 hours between game start times.
- C) Responsibilities of Coaches and Managers of home and away team (if games are not hosted at one venue):
 - a. The following are the responsibilities of the assigned home team:
 - i. Providing confirmation to the visiting team with game time and adequate directions to the home team's venue no less than 72 hours prior to the game and no later than 9:00 PM Wednesday night via phone and email.
 - ii. Marking the field of play;
 - iii. Providing a proper game ball;
 - iv. Providing nets;
 - v. Confirming that a referee has been assigned by their Member Association referee coordinator for any game that has had a change in time, place, or date since originally scheduled and confirmed with the opposing team.
 - b. Responsibilities of the assigned visiting team:



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- i. Visiting teams must confirm to the home team receipt of the above directions, game time and field location on the Thursday night prior to the game, by no later than 9:00 PM, and changes within 72 hours of the game must be re-confirmed by the visiting team.
- D) If both teams are properly notified per “C” above and one fails to show up, following a 15-minute grace period, the game will be forfeited to the showing team. (Extenuating circumstances may be favorably considered by the Tournament Committee Chair(s) and the Competition Development Manager.)
 - E) All tournament games shall be played on the day scheduled. To declare a field unplayable due to adverse weather conditions will be the prerogative of the referee, the Tournament Committee Chair(s) and the Competition Development Manager. If games are canceled due to an unplayable field or adverse weather that prevents a team from traveling to the venue site, the Tournament Committee Chair(s) and the Competition Development Manager will determine the rescheduling. Game may be left not played if applicable, in which case no points will be awarded for either team.
 - F) Failure of a referee to show up will not be the cause for canceling or protesting the game. A substitute official must be chosen upon agreement by both coaches and that official's decision will be final and must be in writing.
 - G) If a team has to travel more than seventy five (75) miles one way from their club address to play a game, the home team must schedule the game at a reasonable time for travel (10:00 AM - 4:00 PM) unless games are hosted at one central host site. Exceptions to this rule may apply if the traveling team agrees to the change in writing.
 - H) Requests for rescheduling a game shall be directed to the opponent's team manager or coach. With the exception of state cup semifinals and finals, securing referees and a field is the responsibility of the team manager or whomever the team manager delegates that responsibility to.
 - I) If a game is not played on the scheduled field, following approval of the change by the Tournament Committee Chair(s) and the Competition Development Manager, it is the responsibility of the coach calling for the change to follow up on all coordination, i.e., notification of the rescheduled game to the Tournament Committee Chair(s) and the Competition Development Manager, both Association Representatives, opposing coach and referee coordinators. If a game is not played due to inadequate coordination, it will be declared a forfeit against the team calling for the change.
 - J) All Semi-final and Final games will be scheduled by the Tournament Committee Chair(s) and the Competition Development Manager and referees will be assigned. Preliminary and Quarterfinals may be hosted at one central host site.

VI. TOURNAMENT PLAYING RULES



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- A) All games will be played in accordance with [FIFA Laws of the Game](#) except as specifically modified under “Washington Youth Soccer Rules of Competition” or unless stated herein.
- B) Forfeits will be reported as a 3-0 win for the opponent. The committee reserves the right to penalize a team for any forfeits deemed inappropriate and/or intentional.
- C) It shall be the responsibility of each team to maintain proper spectator conduct. Each coach, manager, club, Member Association or District official shall be held primarily accountable for the conduct of spectators for or from their respective teams. At no time shall foul or abusive language be permitted on any field.
- D) Each player shall have a number on their jersey. The number shall be affixed to the back of the jersey, clearly visible and a minimum of six (6) inches high. Each player on a team must wear a number different from the number of every other player on the team – or have a number differently colored for the transition year 2016-17. Numbered jerseys for goalkeepers are optional.
- E) Each coach must submit a tournament approved game roster sheet to the referee showing players' names and jersey numbers prior to the start of each game.
- F) The designated Home team will be responsible for changing color of the uniform jersey in the event of a color conflict. All teams are required to carry contrasting colored jersey to all games.
- G) Violations and Penalties - Any infraction or violation of Washington Youth Soccer State Cup Rules may result in any of the following penalties:
- Ineligibility of a player or team for tournament play;
 - Forfeiture of a game or games;
 - Return of tournament trophy and/or medals;
 - Revocation of the title "Tournament Champion" and all rights associated with such title.
- H) In accordance with US Youth Soccer National Championship Series rules, the State Championships will follow the below rules regarding substitutions:
- For the U14 age group and below, unlimited substitutions shall be allowed; and
 - For all other age groups, a maximum of 7 substitutions for each team shall be allowed in each game during each half of play and during overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during that same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.
 - There shall be unlimited substitutions in all age groups of the Founders Cup and Presidents Cup.
- J) Game Duration, Ball Size, and Overtime Periods

<u>Age Group</u>	<u>Game Duration</u>	<u>Ball Size</u>	<u>Circumference</u>	<u>Weight</u>	<u>Overtime Periods</u>
Under 19	Two 45 min. halves	#5	27”–28”	14-16 oz	two 15 min. halves



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Under 18	Two 45 min. halves	#5	27"–28"	14-16 oz	two 15 min. halves
Under 17	Two 45 min. halves	#5	27"–28"	14-16 oz	two 15 min. halves
Under 16	Two 40 min. halves	#5	27"–28"	14-16 oz	two 15 min. halves
Under 15	Two 40 min. halves	#5	27"–28"	14-16 oz	two 15 min. halves
Under 14	Two 35 min. halves	#5	27"–28"	14-16 oz	two 10 min. halves
Under 13	Two 35 min. halves	#5	27"–28"	14-16 oz	two 10 min. halves
Under 12	Two 30 min. halves	#4	25"–26"	11-13 oz	two 10 min. halves
Under 11	Two 30 min. halves	#4	25"–26"	11-13 oz	two 10 min. halves
Under 10	Two 25 min halves	#4	25"–26"	11-13 oz	two 5 min halves

IF GAMES ARE TIED AT THE END OF BOTH OVERTIME PERIODS THE GAME WILL MOVE TO KICKS FROM MARK AND FOLLOW FIFA PROCEDURES.

**Please note that the USSF, USYS, and WA Youth Soccer recommend a 6 foot by 12 foot to 6 foot 6 inch by 18 foot 6 inch for U9 and 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. WA Youth Soccer requires that Presidents Cup and Championship Cup participants adhere to the published competition standards posted on WA Youth Soccer. Founders Cup participants for 2016-17 are exempt from those requirements.*

K) Game Abandonment

- a. If it has been determined that a game is abandoned by the referee due to actions of the coach, players, spectators or any combination thereof, NO REPLAY WILL BE GRANTED.
- b. Furthermore, if at the time of the abandonment:
 - i. The opposing team is ahead, the score will be the final score.
 - ii. The team causing the abandonment is ahead, the game shall be considered forfeited and a score of 1-0 in favor of the opposing team will be awarded.
 - iii. The score is tied, the game shall be considered forfeited and a score of 1-0 in favor of the opposing team will be awarded.
 - iv. It has been determined that both teams caused the abandonment, then both teams will be given a loss, zero points for both teams. If this occurs in single elimination games the decision goes back to the Tournament Committee Chair(s) and the Competition Development Manager.

L) Rules of Play

- a. In all cases where a game has been postponed or abandoned by a referee due to inclement weather, Tournament Committee Chair(s) and the Competition Development Manager shall determine whether the game is to be replayed in its entirety or whether the score at the time of postponement or abandonment shall stand and the game be counted as a completed game. Game may be left not played if applicable, in which case no points will be awarded for either team. Please refer to Washington Youth Soccer’s Travel Policy for further details.



VII. STANDINGS AND TIE-BREAKERS

- A) Teams will be awarded points based on the following point structure:
 - a. 3 points for a win
 - b. 1 point for a draw
 - c. 0 (zero) points for a loss

- B) Ties in divisional standings between two (2) teams will be resolved as follows:
 - a. Head to Head (winner of match between 2 teams)
 - b. Winner of most games
 - c. Goal differential (goals scored minus goals against) with a maximum of ten goals per game
 - d. Most goals scored with a maximum of ten per game
 - e. Midweek game for teams to decide who is to go on
 - f. flip of coin for seeding purposes in the elimination phase

- C) Ties will stand in preliminary rounds.
 - a. When two teams are tied across the board for first place in a division, and they are playing each other in their final preliminary round game, they will determine a winner using the age appropriate overtime periods as specified in (Section VII.J) of the state cup tournament rules to establish the first and second place teams in that division. The teams' Association Tournament Representative must notify the teams of the requirement that the match cannot end in a draw and the winner be determined as specified above prior to the game upon the direction of the tournament scorekeeper or Tournament Committee Chair(s) and the Competition Development Manager. Game results will be recorded as a tie.

 - b. If more than two (2) teams are tied at the end of the preliminary round, the tiebreaking criteria will be used in the order shown, beginning at (B), to either advance or eliminate one team. The remaining teams will then be compared, beginning with criteria (A), to determine final placement.

- D) Score reporting - The coach or manager of both teams must insert the final score of all games through the Semi-finals round, within 24 hours of the match.

- E) The home team will be listed first in a tie breaking, elimination, semi-final or final game.

VIII. PROTESTS & APPEALS

- A) The Tournament Committee Chair(s) and the Competition Development Manager will appoint a Protest Panel to hear all protests.

- B) A member of the State Referee Association will be appointed to the Protest Panel.

- C) All necessary forms and procedures can be accessed through the Washington Youth Soccer website at www.WashingtonYouthSoccer.org.



Additional Tournament Rules or Changes

Any additional tournament rules, special rules, requirements, procedures, administrative and organizational information necessary for staging the State Cup Tournaments will be published separately.