

# GUIDELINES FOR REFEREES



## 2011 Playing Rules for the US Youth Soccer State Championships Challenge Cup Founders Cup

This document has been compiled by the State Youth Referee Administrator and includes excerpts from the “2010-2011 State Cup Rules”, with references to the “[Washington Youth Soccer Rules of Competition](#)” where there is a conflict or the State Cup rules do not clearly explain an issue. Any administrative rules that do not pertain directly to referees have been omitted. Points of emphasis added by the SYRA are identified as such and appear in *bold, italic fonts*. Referees are strongly encouraged to keep a copy of this document in their bag for reference during State Cup competition.

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# **2010-2011 WASHINGTON YOUTH SOCCER STATE CUP RULES**

## **I. STATE SPONSORED TOURNAMENTS**

### **POINT OF EMPHASIS**

There are four different levels of State Cup play plus a mechanism for unseeded teams to “play-in” to a Cup competition to their level of play.

*Recreational Cup (formerly called the Presidents Cup) is the fourth tier of competition and is for Recreational-level teams.*

*Founders Cup (formerly called the Commissioners Cup) is the third tier of competition and is for teams that have played in a Recreational and/or a District league.*

*Challenge Cup is for Select and Premier-level teams who opt into or qualify into the second-tier State Cup tournament. This tournament will determine Regional entries into the US Youth Soccer Region IV Presidents Cup in age groups U13 through U17. From the regional event, only the U14 through U17 age groups move onto National Championships.*

*The US Youth Soccer Washington State Championships (commonly referred to as Championship Cup) is the first tier of competition, and is for Premier level teams who want to represent Washington at the US Youth Soccer National Championship Series. This tournament will determine Regional entries in age groups U12 through U18. From Regionals, only the U14 through U18 age groups move onto National Championships.*

*The State Cup play-in is a qualifying process for teams not automatically seeded into the Championship Cup or Challenge Cup tournaments. Any unseeded team wishing to compete in either tournament must qualify via this process prior to Cup competition. Qualifying teams will play in the Championships, while the rest will play in Challenge Cup. The specific play-in rules are listed under the “Additional tournament rules or changes” section at the end of this document.*

## **III. REGISTRATION AND TEAM ELIGIBILITY**

- F) Teams can have:
- a. Founders Cup: A maximum of 18 players on the roster.
  - b. Challenge Cup and State Championships teams:
    - i. Under 11 teams can have a maximum of 14 players on the roster and must demonstrate continuity of rosters by maintaining 7 players.
    - ii. Under 12 through Under 15 teams can have a maximum of 18 players on the roster and must demonstrate continuity of rosters between the league and the tournament by maintaining a minimum of 9 players common to the roster of both competitions.
    - iii. Under 16 through Under 19 can have a maximum of 22 players and must demonstrate continuity of rosters by maintaining a minimum of 11 players.
- G) Any team using ineligible player(s) will forfeit all of its tournament games.

### **POINT OF EMPHASIS**

**U16, U17, U18 and U19 teams in Challenge Cup and State Championship competition may carry 22 players on their roster, but only 18 may suit up for any given match.**

*USYSA rules allow these older age groups to carry larger rosters, but the teams must still suit up no more than 18 active players for any given match. Please note that these expanded rosters apply only in Challenge Cup and Championship Cup competition, while Founders Cup and Recreational Cup teams are still limited to 18-player rosters.*

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## IV. CREDENTIALS

- A) Each player and team official listed on a team roster must carry the US Youth Soccer member pass. The US Youth Soccer member pass must carry a current photograph of the player or team official, as the case may be, have the team ID number, be signed by that player or team official and the appropriate official of the State Association. These passes are to be surrendered to the referee prior to each game. In the event a player does not possess a pass, they cannot play. The referee will return all member passes to the coach after verifying all players are eligible to play. The member passes will be used to copy accurate information for the referee's misconduct report. They shall be laminated and be present at every game.
- B) Any non-credentialed or improperly credentialed player or coach shall have their passes pulled and they may not play or participate in the remainder of the tournament without a hearing.
- C) Every adult who is working with the players and/or team must carry a current member pass which includes a current, approved Risk Management number.
- D) Referees will check all coaches' and players' member passes at the beginning of each game. If an individual does not possess a valid pass, they will not be allowed to participate.
- E) No more than four (4) bench personnel per team will be allowed on the designated team sideline.

### POINT OF EMPHASIS

#### **All players and coaches MUST have State Cup credentials for THAT team**

*Referees must check all player and coach credentials against team rosters before every State Cup match. Please confirm that the player or coach name, the team name and the photo all match.*

#### **A maximum of FOUR team officials are allowed in the Technical Area**

*Per Region IV rules, each team is allowed a maximum of four "team officials" on their bench – this includes coaches, managers and trainers. Those four individuals MUST each have a coach pass – if not, they cannot be in the team's technical area. At fields where teams are located on opposite touchlines and it is impossible to separate the team bench from their supporters, referees should still insist on identifying the 1-4 team officials. They are the only ones allowed onto the field to care for an injured player.*

**SPECIAL NOTE:** *Be advised that the RCL "club pass" rule that allows players to switch between multiple teams from the same club is NOT IN EFFECT. RCL teams may NOT use their "club pass" rule to interchange players between teams for state cup play. Their rosters freeze per the state rules at the same time as all other teams.*

#### **What is an invalid pass?**

*If a player or coach's credential is missing or not properly processed (no photo, no signature, not laminated, etc.) it is considered an **invalid** pass and that person cannot take part in the match despite what the coach or manager may claim. Please note Section (E) above - if an individual does not possess a valid pass, they will not be allowed to participate. Such players must change out of their team uniform and coaches are not allowed in the technical area (where one is defined). Referees should identify the disqualified players and coaches on the rosters and match report. **INVALID PASS = NO PLAY – NO EXCEPTIONS!***

#### **What if the team manager lost or forgot to bring the entire team's credentials?**

*If the team manager has **lost or forgotten** all of their team's credentials, Washington Youth Soccer wants this match played anyway, with the final result subject to validation by the State Cup*

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*Committee. In this case, the referee should inform both coaches and the assignor that the match is being played subject to validation. Following the match the referee MUST note this on the roster sheets and MUST also write-up a supplemental report. Assignors: if a referee reports that a match has been played subject to validation, please send an email RIGHT AWAY to [syra@wasrc.org](mailto:syra@wasrc.org). Your responsibility is to deliver both the rosters and supplemental report to the State Cup Committee by the Monday night meeting – via email, fax or hand-carried. The team will also have until the Monday State Cup Committee meeting to produce the missing credentials. The match results will not be official until that team’s credentials are validated – failing that, the State Cup committee can change the result to a forfeit.*

## **V. TOURNAMENT AND GAME SCHEDULES**

- D) Responsibilities of Coaches and Managers (if games are not hosted at one venue):
- a. The following are the responsibilities of the assigned home team:
    - i. Providing 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 by no later than 9:00 PM Wednesday night via phone and e-mail.
    - 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 Association referee coordinator.
  - b. Responsibilities of the assigned visiting team:
    - i. Visiting teams must confirm to the home team receipt of the above directions and game time by no later than 9:00 PM Thursday night prior to the game.
- 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 Administrator of State Cups. 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 Administrator of State Cups will determine the rescheduling.

### **POINT OF EMPHASIS**

#### **Unplayable fields and/or rescheduled matches**

*Referees must go to the field to determine whether or not it is playable. If the field is unplayable, the referee shall inform the referee assignor of this decision immediately. As you can see in Section V (E) above and section VI (L) below, that decision has wide repercussions, so make sure you contact your assignor right away. Take your referee assignor’s phone number to the field!*

- F) Failure of a scheduled 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.

#### **Rules of Competition 301.6 – Officiating**

- (a) A referee shall be appointed to officiate each game with the authority assigned to him as specified in the "Laws of the Game" (FIFA). Officiating of all games will be governed by the Rules of Play and the Rules of Competition.
- (b) All referees assigned to **any game of the Commissioners’ Cup or the State Championships** (*error, should read “any State Cup match”*) must be assigned by a licensed referee assignor through a recognized referee association/chapter.

### **POINT OF EMPHASIS**

**Only USSF licensed assignors, working through a recognized referee chapter, can assign Referees to State Cup matches.**

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*Referees must be registered with USSF for 2011 and have current RMA approval in order to be assigned to a State Cup match.*

- J) If both teams are properly notified 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 Administrator of State Cups.)

## **VI. TOURNAMENT PLAYING RULES**

- 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.

### **POINT OF EMPHASIS**

**Several youth-specific rules that modify the Laws of the Game are in effect.**

*The following apply across all State Cup competition. Excerpts from the “Washington Youth Soccer rules of competition” are included where further clarity is necessary.*

#### **Rules of Competition 301.7 – Charging the Goalkeeper**

- (a) The following Rule applies to all competitions under the jurisdiction of Washington Youth Soccer:
- (b) In all Under-11 age groups and below: No player shall make physical contact with the goalkeeper, or attempt to play the ball once the goalkeeper has control of the ball in any manner and to any degree whatsoever. For infringement of this special Rule, an indirect kick shall be awarded.
- (c) In all Under-12 age groups and above: No player shall make physical contact with the goalkeeper **WITHIN THE GOAL AREA**, harass the goalkeeper, or attempt to play the ball once the goalkeeper has control of the ball in any manner and to any degree whatsoever. For infringement of this special Rule, an indirect kick shall be awarded.
- (d) Note: Also included in "having control of the ball" is, if the goalkeeper holds the ball on the ground with one or both hands.

### **POINT OF EMPHASIS**

**The above rule applies only **once the goalkeeper has control** of the ball**

*The USSF has determined that a ball which is controlled by the goalkeeper cannot be legally played by an opponent. This includes when a goalkeeper tosses the ball slightly into the air with the obvious intent of punting the ball away. However, until the goalkeeper gains possession of the ball, he or she is not entitled to any special protection against charging.*

#### **Rules of Competition 301.9 – Restarting Play After An Injury**

In the case of a temporary suspension due to an injury or any unusual situation, if one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team in possession of the ball at the point where the ball was when play was suspended. Should there not be clear possession at the time play is suspended due to an injury or any unusual situation, there will be a drop ball at the spot where the ball was declared dead.

### **POINT OF EMPHASIS**

**Youth rules allow the referee some latitude when re-starting play after an injury**

*Use common sense when re-starting play. Ask yourself “is this FAIR?” Remember, rather than conducting a drop-ball in a dangerous location, you can opt for an indirect free kick.*

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- C) It shall be the responsibility of each team to maintain proper spectator conduct. Each coach, manager, club, 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.

### **Rules of Competition 301.8 – Coaching**

- (a) Coaching from the sidelines - giving direction to one's own team on points of strategy and position - is permitted, provided:
- (1) Neither mechanical nor electronic devices are used;
  - (2) The tone of voice is informative and not a harangue;

### **POINT OF EMPHASIS**

**Artificial noisemakers used by spectators are not specifically prohibited by Washington Youth Soccer, but may be prohibited by some venues.**

*Referees are reminded that while Rule 301.8 (a) (1) prohibits coaches from using mechanical or electronic devices to communicate with their teams, there is no specific prohibition regarding noisemakers used by supporters. As long as the venue allows such devices, spectators can use bells, whistles, drums and similar noisemakers to support (or annoy) their team. Yes, they can be loud – but unless the venue rules specifically prohibit them, referees should consider the supporters' cacophony to be an expression of irrational exuberance.*

- (b) Each coach, substitute, or player is to remain within the "coaching area" (2 yards behind the touchline, and not within 18 yards from the corner of the field).
- (c) No coach, substitute, or player is to make derogatory remarks or gestures to the referees, other players, substitutes or spectators.
- (d) No coach, substitute, or player is to use profanity.
- (e) No coach, substitute, or player is to incite, in any manner, disruptive behavior of any kind.
- (f) If the above rules are violated, the referee shall ask the offending party for compliance with the rules. The referee may file a written report with the Board of Directors responsible for the match.
- (g) In the event that compliance is not received from the offending party, the referee shall ask the offending party to leave the playing area. If this request is made, the referee must file a written report with the Board of Directors responsible for the match. If the offending party refuses to leave the playing area, or returns after leaving, the referee shall abandon the match and file a written report of the game abandonment with the Board of Directors responsible for the match.

### **POINT OF EMPHASIS**

### **Misconduct by Coaches and Other Bench Personnel**

*When enforcing State Cup rule VI(C) and Rule of Competition 301.8, referees are reminded that red and yellow cards should be displayed only to players and substitutes, NEVER shown to coaches and other bench personnel. However, the referee MUST verbally inform the coach being sanctioned for the misconduct. Suitable statements might include: "Your behavior is bordering on irresponsible and this will be reported to Washington Youth Soccer as an official warning" or "You are guilty of irresponsible behavior, and this will be reported as an expulsion to Washington Youth Soccer". In each of these cases, "reported" means that referees are required to file an online misconduct report or supplemental report with Washington Youth Soccer. Referees MUST file these reports using the online functions available on your local referee website or, if assigned offline, via WASRC.org using the Referee: Misconducts function.*

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- D) From the Semi-final games on, a fourth official will be used at the games and both teams will be on one side of the field. Substitution of players will be done through the fourth official. If on sidelines, spectators will be on opposite sides from the teams.
  - E) Each player shall have a number on the player's 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. Numbered jerseys for goalkeepers are optional.
  - F) Each coach must submit a game roster sheet to the referee showing players' name and jersey numbers prior to the start of each game.

## **POINTS OF EMPHASIS**

**Only Washington Youth Soccer State Cup game roster sheets are acceptable.**

*Washington Youth Soccer is adamant on this point. Every team has been given State Cup game roster sheets and they are expected to use them.*

***NO recreational league roster forms.***

***NO District roster forms.***

***NO RCL roster forms.***

***NO handwritten lists on random paper.***

*If a team manager hands you any of the above, insist that he or she give you a State Cup roster. If the team does not have one, send the manager to borrow one from the opponents, or to obtain one from the association rep, even if it means the manager misses the match. As with the team credentials above, go ahead and play the match, then make a note of this discrepancy on the rosters and in your match report.*

**Team rosters must be sent to the state office every week.**

*Referees are to send in ALL team rosters from their matches, whether or not any misconduct occurred. Every Monday morning, make a point of mailing or faxing that weekend's rosters in to the Washington Youth Soccer office:*

<b><i>Mail:</i></b>	<b><i>Fax:</i></b>	<b><i>Scan &amp; Email:</i></b>
<b><i>500 S. 336<sup>th</sup> Street, Suite 100 Federal Way, WA 98003</i></b>	<b><i>(253) 925-1830</i></b>	<b><i>brenda@WashingtonYouthSoccer.org</i></b>

- G) 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 a contrasting colored jersey to all games.

### **Rules of Competition 301.5 – Player's Equipment**

- (a) All player equipment shall conform to the requirements of Law 4 of the Laws of the Game, as amended from time to time, and the Washington Youth Soccer Rules of Competition.
- (b) It is the duty of the referee, pursuant to Law 5 of the Laws of the Game, as amended from time to time, to enforce the Laws of the Game and the Washington Youth Soccer Rules of Competition concerning player equipment.
- (c) All players must be attired in matching uniforms to the satisfaction of the referee. A proper uniform consists of shorts, jersey, socks, shin guards, and footwear. In case of a color clash, the designated home team will change jerseys. Goalkeepers must wear colors which distinguish them from other players.
- (d) All or any member(s) of a team are permitted to wear extra protective clothing against the cold, including gloves without dangerous, protruding or hard objects, provided that:
  - (1) **The proper team uniform is worn outermost; and**

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- (2) Any hat should be without peak, bill or dangling or protruding object of any kind; however, the goalkeeper may wear a soft billed hat; and
  - (3) Referee discretion may be used to determine if an item of protective clothing is considered to go beyond the purpose of providing a means of retaining body heat.
  - (e) Protective orthopedic devices, prosthetic devices and any equipment, gear, appliance or apparatus that is protective for a known medical condition may be worn during a regularly scheduled game provided that the referee determines that the device conforms to Law 4 of the Laws of the Game.

## **POINTS OF EMPHASIS**

### **Jewelry is NOT allowed.**

*Per the requirements of FIFA Law 4, no jewelry is allowed, period. NO EXCEPTIONS.*

### **Referees should apply discretion to protective clothing and gear.**

*The above rule gives referees discretion when considering protective clothing. Referees are encouraged to use the broadest possible interpretation of this rule during inclement weather. For example, clothing used for warmth that is exposed under the player's shorts should not have to be the same color as the shorts. Referees must also be aware that the USSF memorandum of September 3, 2003 directs them to approve protective headgear such as Full 90's and sport glasses consistent with the guidelines therein. Additionally, Washington Youth Soccer specifies that the wearer of casts or orthopedic devices is participating in the match at their own risk, so the referee need only ensure that the player does not use them as an offensive weapon.*

- H) Violations and Penalties - Any infraction or violation of Washington Youth Soccer State Cup Rules may result in any of the following penalties:
  - a. Ineligibility of a player or team for tournament play;
  - b. Forfeiture of a game or games;
  - c. Return of tournament trophy and/or medals;
  - d. Revocation of the title "Tournament Champion" and all rights associated with such title.

### **Rules of Competition 301.4 – Substitutions**

- (a) Substitutions may be made, with the consent of the referee, during any stoppage in play.
  - (b) The number of substitutes shall be unlimited unless a competition superseding the jurisdiction of this Association determines otherwise; special competitions may be more restrictive.
  - (c) Players not on the field of play must remain two (2) yards behind the touchline and not within 18 yards from the corner of the field.
- I) In accordance with National Cup rules, the semi-finals and finals of the Challenge Cup and State Championships will follow the below rules regarding substitutions:
    - a. for the U14 age group and below, unlimited substitutions shall be allowed; and
    - b. 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.

## **POINTS OF EMPHASIS**

### **All substitutions require the consent of the referee.**

*Be aware that some coaches may try to waste time by carrying out “serial substitutions” once they are ahead in the score. If you determine that the coach is deliberately wasting time with these*

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*substitutions, do not consent to the substitution – let the coach know that you are not accepting his/her time-wasting tactics and that you will allow reasonable substitution patterns.*

**Substitution rules CHANGE for Semi-finals and finals.**

*Once the Challenge Cup and State Championships move into the semi-finals round, substitution rules change for U15 and above – they are much more restrictive! Make sure both coaches are aware of this before the match starts!*

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
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

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. If 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. If 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 Administrator of State Cups.

**POINT OF EMPHASIS**

**If a match is abandoned for any reason, the referee MUST file a supplemental report RIGHT AWAY.**

*Washington Youth Soccer expects the referee to file a supplemental report whenever the match is abandoned. The referee can file this supplemental report via his or her local chapter website or the WASRC.org website (Referee: Misconduct-Supplemental). The tournament directors use this report to decide whether the match needs to be replayed or whether the result stands as is. Please note that this decision needs to be made whenever the referee abandons a match – even if there are only a few minutes remaining. Referees should call their assignor from the field following an abandonment or decision to not play a match, and the referee is expected to file the supplemental report that SAME EVENING. If necessary, the assignor should help the referee write the report.*

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 Administrator of State Cups 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.

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## VII. STANDINGS AND TIE-BREAKERS

- A) Teams will be awarded points based on the following point structure:
- 6 points for a win
  - 3 points for a draw
  - 0 (zero) points for a loss
  - 1 point for each goal scored (up to a maximum of 3 per game for both teams)
  - 1 point for a shutout - holding an opponent scoreless (in the event of a 0-0 tie, both teams will be awarded 3 points)
- B) Ties in divisional standings between two (2) teams will be resolved as follows:
- Head to Head (Winner of match between 2 teams)
  - Winner of most games
  - Fewest goals allowed
  - Goal differential (goals scored minus goals against) with a maximum of four goals per game.
  - Midweek game for teams to decide who is to go on OR flip of coin for seeding purposes in the elimination phase.
- C) Ties will stand in preliminary rounds. See further explanation below.
- 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 part VII section **F** (*typo error, should read "section D"*) of the state tournament rules to establish the first and second place teams in that Division. The teams' Association Tournament Committee 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 Administrator of State Cups. Game results will be recorded as a tie.
  - 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 (ii), to either advance or eliminate one team. The remaining teams will then be compared, beginning with criteria (ii), to determine final placement.
- D) Ties in single elimination games will be resolved as follows:
- Under 11 through Under 14 Two 10-minute overtime periods  
Under 15 through Under 19 Two 15-minute overtime periods
  - If still tied after overtime periods, FIFA "kicks from the penalty mark" will apply to determine a winner.
- F) The Home team will be listed first in a tie breaking, elimination, semi-final or final game.

### POINT OF EMPHASIS

**Group Round matches CAN end in a tie. With one exception, overtime applies only once the competition moves into Elimination rounds.**

*Referees are expected to know whether a match is a Group round or an Elimination round match. Group round matches can end in a tie. The only exception is when State Cup Rules Part VII C applies, and in that case, your assignor will notify you prior to the match. Unless you are notified beforehand, a group round match that ends in a tie is a tie.*

*If State Cup Rules Part VII C applies to your group round match: Upon arrival at the field, you should confirm with both coaches that the match will be played to a winner using the age-appropriate overtime periods and, if needed, Kicks from the Penalty Mark as listed in State Cup Rules Part VII D. The match will still officially end in a tie, but the team winning the tie-breaking procedure will be seeded ahead of the losing team going into the elimination rounds. When recording the score of this particular match on the game roster sheet, follow the directions given at the very end of the attached "Kicks from the Penalty Mark procedures" document.*

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*Once the competition moves into Elimination rounds, all matches must be played to a winner, per State Cup Rules Part VII D. Pay particular note to the length of the overtime periods for the various age groups. Be aware that these are two FULL overtimes (there is NO “golden goal”). If the match remains tied at the end of the second overtime period, kicks from the penalty mark will then be used to determine the winner.*

*Conducting kicks from the mark correctly and efficiently is a necessary referee skill and the hallmark of a competent referee crew. The addendum on Kicks from the Penalty Mark at the end of this document is an excellent guide to the procedure. It was originally written by Dan Anderson for the 2003 tournament and has been updated over the years to reflect the latest law changes.*

### **VIII. PROTESTS & APPEALS**

- A) The Tournament Committee Chair(s) and the Administrator of State Cups will appoint a Protest Committee to hear all protests.
- B) A member of the State Referee Association will be appointed to the Protest Committee.
- C) All necessary forms and procedures can be accessed through the Washington Youth Soccer website at [www.WashingtonYouthSoccer.org](http://www.WashingtonYouthSoccer.org).

### **POINT OF EMPHASIS**

#### **Important – Procedures to follow in case of a protest**

*The State Cup tournaments function on a very short timeline. Matches played on a given weekend are reviewed and confirmed by the Tournament Committee on Monday night, scarcely 24 to 48 hours after they are played. Therefore, the window of opportunity to validate, then uphold or deny a protest is extremely brief. Referees cannot wait until Monday to file a report.*

*For a team to file a protest properly, the coach must notify the referee and the opposing coach of their intent to protest within 10 minutes after the match. Once this happens, the referee has two obligations. First, the referee should file an online supplemental report via his or her local chapter website or via the State Referee Committee site (Referee: Misconduct-Supplemental). Include the minute, the facts of the incident, the outcome, and whether or not the coach properly informed the referee about their intent to protest. Second, immediately send a copy of the report plus the match rosters to the referee assignor. If possible, send the original match reports. If not, faxed or scanned copies are acceptable as long as they are clearly legible.*

*The referee assignor must then forward the paperwork immediately to the Association Representative, who will present it at the meeting on Monday night. Without the referee’s report, the tournament committee will not have the information necessary to make a decision on the protest, so don’t make me have to call you on a Monday night!*

#### **Additional Tournament Rules or Changes**

Any additional tournament rules, special rules, requirements, procedures, administrative and organizational information necessary for staging the state sponsored tournaments will be published separately.

**Rules of Competition 302 – SMALL-SIDED PROGRAM RULES**

<b>Field Size</b>	U-11
W x L in Yards	35/50 x 50/80
Center Circle Yards	10 Yards
Penalty Mark	10 Yards
<b>Goal Sizes in Feet</b>	U-11
Recommended	7' x 21'
Minimum	7' x 21'
Maximum	8' x 24'
<b>Ball Size</b>	U-11
Recommended	#4
<b>Roster Size</b>	U-11
Recommended	14 Players
Field Players	U-11
	9 Players
Goal Keepers	U-11
	YES
<b>Game Lengths</b>	U-11
Maximum	60 Minutes
Recommended	(2) 30 Minute Halves
Permitted	Must Use Above
<b>Referee</b>	U-11
	Level 8 or Above

**POINT OF EMPHASIS**

**Please note that U11 matches use small-sided rules of play.**

*Rule of Competition 302 specifically addresses U11 tournament play. Unless otherwise modified by the rules below, the standard laws of the game will govern.*

**Rules of Competition 302.1 – Field of Play**

**U11 Field size:** The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line. The maximum length is 80 yards and the minimum length is 50 yards. The maximum width is 50 yards and the minimum width is 35 yards. Interior markings shall conform to FIFA (in proportion)

**Field markings:** The outside edge of the field may be indicated by chalked or painted lines not more than 4” in width. When painted lines are not feasible or permitted other means may be used.

**POINTS OF EMPHASIS**

**Specific field markings for U11 small-sided play may vary**

*Note that U11 tournament play MUST occur on a rectangular, reduced-size field. Where the field is narrower than 44 yards, the penalty area may extend from touchline to touchline. Where field markings are not painted, the field can be marked with “other means”, such as cones or wazmarkers. If this is the case, then it is recommended that you NOT mark the center circle, goal area or corner arcs, as the cones or markers can interfere with play.*

*Goals can be full-size (8 yards x 8 feet) or reduced to 7 yards x 7 feet. However, the penalty kick distance is shortened to 10 yards. The semifinals and finals of this age group will be played on dedicated U11-*

*sized fields at Starfire Soccer Complex – but unfortunately the penalty spots on those two fields are 12 yards from the goal. If you have a match on those fields, be aware of this discrepancy and inform both coaches before the match that you will be taking any penalty kicks from a spot 10 yards from the goal, per Washington Youth Soccer rules.*

**Please note that U11 teams will field 9 players per side.**

*Washington Youth Soccer rules stipulate that U11 matches must be played 9-a-side. Expect some variation in field size depending on availability, but be aware that all State Cup U11 matches will be played 9-a-side. Even though some State Cup matches may be played on fields that are almost full-size, and even if both coaches request it, referees ARE NOT to allow U11 teams to field more than 9 players*

**(j) Miscellaneous Rules**

- (1) Unless otherwise modified by these rules, the standard laws of the game will govern.
- (2) Good judgment, sportsmanship and fair play should govern the decisions and actions of all coaches, referees and spectators.

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## **2010-2011 STATE CUP PLAY-IN RULES**

### **II. SCHEDULING**

#### **A) First Leg - Single Elimination:**

In single-elimination play, the higher ranked team (team ranked closest to 1 in their gender/age group by Competition Analysis Program (CAP) score) will host the lower ranked team in the single-elimination leg of the Play-In. Games must be played in the first weekend listed for each applicable gender/age group.

#### **B) Last Leg - Home-Away Aggregate Goals:**

- a. If single-elimination play leads into Home-Away Aggregate Goal Play-In matches, the home/away matchup must be scheduled over the weekend listed in the Play-In schedule. The lower ranked team (furthest from 1) is the host for the first match. If the home and away clubs are more than 100 miles apart based on their clubs' addresses, a neutral site host should be located for the teams with the assistance of the State Cup Administrator and/or Tournament Committee Chairs to accommodate both matches in a single weekend.
- b. If no single-elimination match leads into the Home-Away Aggregate Goal Play-In, the home/away matchup may be scheduled over both weekends. The lower ranked team has the first possible date to schedule and the higher ranked team hosts the second match.
- c. While the first match of a Home-Away Aggregate Goal series may end in a tie, field schedulers must schedule enough field time for the second match to go into overtime and kicks from the penalty mark, if needed, to determine a winner.

### **III. STANDINGS AND TIE-BREAKERS**

#### **A) Ties in single elimination games will be resolved as follows:**

- a. Under 11 through Under 14            Two full 10-minute overtime periods  
Under 15 through Under 19            Two full 15-minute overtime periods
- b. If still tied after overtime periods, FIFA "kicks from the penalty mark" will apply to determine a winner.

#### **B) The winner of a Home-Away Aggregate Goal State Cup Play-In series will be resolved as follows:**

- a. The first match, hosted by the lower ranked team, can end in a tie and no overtime is required.
- b. At the end of the second match, hosted by the higher ranked team, the total goals scored of each match will be added together. The team with the higher aggregate score shall advance.
- c. If the aggregate scores are equal at the end of the second match, the first tiebreaker is away goals. The team that scored the most goals at the opponent's home field shall advance.
- d. If the aggregate score is still tied after considering away goals, the series moves into overtime as prescribed in Section III (A) above. **THE AWAY GOALS TIEBREAKER DOES NOT APPLY ONCE THE SERIES MOVES INTO OVERTIME.** Whichever team scores the most goals in overtime shall advance.
- e. If the aggregate scores are still equal at the end of overtime the winner shall be determined by Kicks from the Penalty Mark.

## **POINT OF EMPHASIS**

### **Know what each play-in match requires – do you need to play to a winner?**

*The play-in process is complicated. Match 1 of a home-away series can end in a tie, but single elimination matches must be played to a winner, and match 2 of a home-away series may produce a winner but still require overtime! Referees and Assignors MUST understand the Play-in scheduling and tiebreaker processes described above.*

*Consult with your assignor to determine if the play-in match is single-elimination (played to a winner) or if it is part of a home-away aggregate goal series. Know what the aggregate score is going into the second match and what are the ramifications regarding tiebreakers. Please note Section III B (d) above – the away goals rule no longer applies once the match goes into overtime!*

# **KICKS FROM THE PENALTY MARK PROCEDURES**

## **(Revised 11/17/2010)**

Washington Youth Soccer State Cup tournament single elimination matches require a winner. If the match is tied at the end of overtime (point of emphasis above) then the process of Kicks from the Penalty Mark (often mistakenly called Penalty Kicks or Shootout) will be used.

The teams ALTERNATE the taking of Kicks from the Penalty Mark with the winner first being based on a best-of-five format. If a winner is not determined by this format the kicks proceed on a one for one basis until a winner is decided. No player may kick again until all eligible players have kicked (including the goalkeepers). Once all the eligible players have kicked, the players would then take a second kick IN ANY ORDER.

Here are the highlights of how the taking of Kicks from the Penalty Mark (KftPM) should proceed:

- 1) Be prepared - The referee team should discuss the possibility of KftPM before the game, review the procedures and inform the coaches of their role. The referee should be very aware of substitution opportunities late in the overtime period as coaches anticipate KftPM.
- 2) Calmly deal with players & coaches – Only those players on the field of play at the final whistle (or temporarily off the field of play i.e. due to injury, blood removal or equipment repair) may participate. Therefore, before the final whistle encourage coaches to make their last substitutions. After the final whistle make sure and segregate the players eligible to take the kicks. The AR and/or 4th official may help with this by keeping the substitutes from coming onto the field and having them dress differently (wear pinnies or warm-ups). During the taking of KftPM, substitutions are not allowed, except for an INJURY to the goalkeeper (who can then be replaced by a substitute from the bench). A goalkeeper who is sent off for misconduct during the KftPM may only be replaced by an eligible field player. During the taking of KftPM any eligible field player may trade places with the existing goalkeeper at any time with permission of the referee.
- 3) Set up - The referee decides which goal will be used for the taking of the KftPM (typically taking into account the weather & field conditions). The referee tosses a coin with the captains. The winner of the coin flip may choose to shoot first or second.
- 4) Reduce to Equate - BEFORE the KftPM the referee shall ensure that only an equal number of players from each team will participate. That is, if a team is playing short due to injury, red card, or lack of eligible players, the other team will reduce its eligible kickers by a like amount. Under NO circumstances will a team "reduce to equate" once the KftPM commence. Although the KftPM are considered to be part of the game, the kicks will proceed even if one team falls below seven eligible players due to injuries or sendoffs. A player cautioned during KftPM is not allowed to be substituted and will continue to participate in the Kicks.
- 5) Location of Participants - At the end of the overtime periods, the AR and the 4<sup>th</sup> official on the bench side ensure that NO PLAYERS leave the field without the permission of the referee and NO SUBS enter. Water and instructions may be given to the players (coach remains OFF the field, players ON near bench area) while the KftPM are being set up. The referee will conduct the Coin Toss, with the winning team choosing to kick first or second. Only players and referees are on the field of play during Kicks. The fourth official, if provided, remains between the team benches. One AR manages the players at the center circle and records the kicker's number and result. The other AR stands at the intersection of the goal area and goal line to act as goal judge and to assist in determining illegal keeper forward movement. The official USSF signal should be discussed for valid goals and/or GK movement beforehand. The referee stands in a position to observe the kicker, goalkeepers, and assistant referee. The goalkeeper not currently participating in that kick stands at the intersection of the penalty area and goal line behind the assistant referee.
- 6) Taking of the kicks - The referee records the number of the kicker and the kick result (a list of the initial five kickers is NOT required). The referee ensures that the ball is properly placed on the penalty mark, the goalkeeper is in proper position on the goal line between the goalposts (goalkeepers are allowed to move along the goal line), and then signals for the kick to proceed. The kick is over when the initial momentum imparted to the ball by the kicker is spent - the ball may rebound off the crossbar, ground, and/or goalkeeper and still enter the goal. The kicker may not play the ball a second time.
- 7) Retaking the kick - If a KICKER infringes the Laws, the referee allows the kick to proceed. If the ball enters the goal, the kick is retaken. If the ball does not enter the goal, the kick is not retaken.

