



2016 Tournament Rules

Tournament Dates:

August 5th, 6th and 7th, 2016 – Friday through Sunday

Entry Deadline:

All monies and paperwork must be received no later than July 24th, 2016 unless other arrangements have been made with the tournament director.

Entry Fees:

U9 boys & girls (\$265)	7v7
U10 boys & girls (\$265)	7v7
U11 boys & girls (\$365)	9v9
U12 boys & girls (\$450)	9v9
U13 boys & girls (\$450)	11v11
U14 boys & girls (\$450)	11v11
U15 boys & girls (\$450)	11v11
U16 boys & girls (\$450)	11v11
High school boys & girls (\$450)	11v11

Tournament Details:

The Dungeness Cup is a competitive tournament open to all **Competitive, Select/District, and Recreational teams** ** There will be no separate division for Recreational teams, but the tournament director will make every effort to assign teams to proper competitive brackets **
Tournament teams, U9-U15, Boys and U9-U14 and High School, Girls.

Age group	Max Roster Size	# Players on Field	# Guest Player Allowed*
U9	12	7	5
U10	12	7	5
U11	14	9	5
U12	18	9	5
U13	18	11	5
U14	18	11	5
U15	18	11	5
U16	18	11	5
High School	18	11	5

Schedules:

Games will be played from Friday afternoon through Sunday early evening. Games may begin as early as 12 p.m. on Friday afternoon. Be prepared to play as games will not be rescheduled. Please make your travel and accommodation arrangements accordingly.

Schedules will be posted on the Dungeness Cup website, www.dungenesscup.com. The coach will be notified of any updates to published schedules.

Field Use Requirements:

Tournament headquarters will be located at Albert Haller Playfields. Games will be played at Albert Haller Playfields, Sequim High School fields, and Sequim High School fields.

Please inform and enforce the following with your players, parents, spectators and fans:

THE USE OF TOBACCO, SMOKING, DRUGS, ALCOHOL OR THE POSSESSION OF FIREARMS BY TEAM COACHES, MANAGERS, PLAYERS, PARENTS OR SPECTATORS IS STRICTLY PROHIBITED



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AT ALL FACILITIES. PETS OF ALL TYPES ARE STRICTLY PROHIBITED AT ALL FACILITIES. **With the exception of service dogs**

Please pick up after yourselves at the fields. Trash containers are easily available for all to use.

Registration and Refund Policy:

Registration deadline is July 24th, 2016. Registration is accepted on a "first come, first served" basis. Note: Some age groups are full before the deadline. Any applications received after the deadline or after an age group is full will be put on a waiting list.

Final association signed roster is due at check-in with name, birthday, and jersey numbers (including primary and alternate jerseys). Rosters not compliant at time of check-in may be subject to rejection. Guest players must have asterisk next to name.

All teams not accepted into the tournament will receive a full refund. In the event of a tournament cancellation money will be distributed minus expenses and divided by number of teams.

If your team needs to drop from the tournament, please let the tournament director know immediately. Refund requests must be made in writing to the tournament director. The postmark date will determine refund amount.

Refunds will be given on the following basis:

- Before July 24th, 2016, full refund
- After July 24, 2016, no refund

Check-in Procedures:

1. Coaches or managers must check-in at Tournament Headquarters, Albert Haller Fields, at least 60 minutes prior to the start of the team's first match. Check-in will begin on Friday 1 hour before first game and begin at 8:00 a.m. on Saturday morning.

2. The coach shall provide an updated team roster including name, birthday, and jersey number (including primary and alternate jerseys) of every player, guest players must have an asterisk next to their name, and must be signed by the Association Registrar.

· Teams from the United States:

- a) The most current signed team roster, with guest players added.
- b) Travel papers if you are an out of state team and a medical waiver for each player.

· Foreign Teams (For a team coming from a CONCACAF nation):

- a) Players must present passports at registration.
- b) Teams are required to have medical waiver for each player.
- c) Teams are required to have a completed form from its Provincial or National Association approving the Team's participation in the tournament.

3. Team rosters are limited to 12 players (U9-U10) 14 players (u11) and 18 players (U12 – U16 players). The minimum number of players required to start a match is four (4) for U9 & U10, and seven (7) for all other age groups.

4. Up to 3 players may double roster on 2 teams as long as the teams are not in the same bracket. (example: u12 div A, u12 division b). However, if the 2 teams are combined into one bracket because of shortage of teams in that age group, the double rostered player(s) must choose one team to be rostered on. Tournament committee approval is needed for more than 3 players. NOTE: Any team found with more than 3 players double rostered w/out committee permission will be disqualified from the tournament.

5. Each team must provide alternate contrasting jerseys in case of color conflicts. The home team, as indicated in the tournament schedule, shall wear the alternate jerseys, if needed, and has the choice of sidelines.

Teams:

1. Home and away teams are determined at scheduling time with each team scheduled for at least one home game and one away game.



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2. Each team should bring two sets of numbered uniforms (differing colors) to each game. In the event of a conflict the home team will be required to change colors.
3. The shirt number of each player must be the same as the player's shirt number on the roster. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same (Examples – the player changing his or her shirt, or the roster being changed).
4. Player equipment:
 - Shin guards are required for all players (no exceptions).
 - Any player wearing an orthopedic device, cast or splint must follow Rule 301.5(e) which states that casts and splints are permissible provided the referee determines that it conforms to Law 4 of the Laws of the Game. A player must not use equipment or wear anything which is dangerous to himself or another player). A properly padded cast or splint (determined by the referee) is permissible by WYSA.

Injuries:

Ice and maps to urgent care facilities will be available at field marshal headquarters at each complex.

Washington Youth Soccer Rules:

WYS playing rules will apply, except as amended below.

Who's Eligible?

All players must be eligible to play in their age division (including guest players). A team roster listing the jersey number, name and date of birth of each player, plus birth certificates for each player must be carried by the coach/manager to all games for inspection by the referee. All players must also have a medical release form available at each game. Any and all exempt players must be approved by the tournament director.

Age Groups:

Age groups are determined by the oldest player on the roster.

Born on January 1st until December 31st of that year

U9 -2008	U10- 2007
U11 – 2006	U12 – 2005
U13 – 2004	U14 – 2003
U15 – 2002	HS – 1998

Judicial Committee:

The Dungeness Cup Tournament Judiciary Committee (DCTJC) will be composed of the Tournament Disciplinary Committee Chair, Head of Field Marshals, and the Referee Assignor or at least one other member of The Dungeness Cup Committee. They will settle all disputes, appeals of misconduct reports and protest in accordance with the laws of FIFA as modified by WYS for youth and WYS Judicial Guidelines.

Conduct:

Coaches are strictly accountable for the conduct of their teams, players, parents, and supporters. Abusive behavior toward the officials, opponents, or tournament staff will not be tolerated. At no time shall foul or abusive language or misconduct be permitted at any field or other facilities being used for the tournament. Coaches who are either unable or unwilling to control themselves or their sidelines may be cautioned or sent off. The referee will file a written report with the tournament Judiciary Committee. A copy of the report and a statement of any action will be sent to the respective state or office. In the event, a coach who coaches more than one team is sent off, any penalty levied by the Judiciary Committee will apply to all teams and all games.



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Termination of Play:

If in the opinion of the referee, game play must be terminated for misconduct of the coach, players and/or spectators, the offending team will be charged with a loss and the score will be determined by the Judiciary Committee. If, in the opinion of the referee, both teams are offending, the game will be terminated and the Judiciary Committee will determine the score.

Red and Yellow Cards:

Any player receiving two yellow cards or one red card in a game will be sent off from that game. In addition, at a minimum, said player(s) will not take part in the next game of the tournament. A player accumulating three yellow cards during the tournament will have to sit out the next scheduled game. A red card for violent conduct may result in either suspension or elimination from further play in the tournament as determined by the Judiciary Committee. All yellow and red cards affect this tournament only. However, the respective state or office of the disciplined team or player will be notified.

Substitutions based on WYS rule 301.4

1. Substitution may be made with the consent of the referee during any stoppage of play.
2. The number of substitutions shall be unlimited.
3. Players not on the field of play must remain (2) yards behind the touchline and not within 18 yards from the corner of the field.
4. If the age group is 15 & under, free substitution is allowed. For age groups 16 years and older, free substitution is allowed providing the tournament is not an official competition (but a friendly club tournament) and the age category does not include matches between national teams of CONCACAF member countries.

Reporting of Scores:

Referees are responsible for the game and will report the score of all games to the Field monitor at the field and they will post on the scoreboards.

Six Second Rule:

Goalies will be required to use the 6-second rule as defined in WYS rules.

TOURNAMENT FORMAT

Venues:

All games will be played in the Sequim, Washington area at the Albert Haller Playfields and Sequim High School fields and at Agnew Soccer Complex.

Most fields are within a seven-mile radius of Albert Haller Playfields. All fields are natural grass.

Game Balls:

Game balls are provided by the tournament. Size 4 for u9 thru u12; size five for U-13 through U-16.

All preliminary matches will play 25-30 minute halves depending on age group. Note: U9 thru will play 7v7, U11 and U12 will play 9vs9. All above play 11vs11.



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1. U9 and U10 play 25 minute halves. U11 and U12 play 30 minute halves. U13 and above play 35 minute halves. Semi Finals and Finals will have the same format.
2. U9 thru U16 will use certified referees.
3. The Dungeness Cup Tournament Judicial Committee (DCTJC) shall review any serious breaches in sportsmanship or conduct.
4. Spectator lines will be placed on all fields, two yards from the touch line, or at a reasonable distance as permitted by field layout. In the absence of lines, players and spectators will remain two yards from the touch line.
5. **Maximum three (3) coaches per team to remain within ten yards of midfield line.**
6. All games will have five-minute halftimes unless shortened by the authority of the Field Coordinator or referee. If the start time of a game is more than 10 minutes behind schedule, the Field Coordinator may make a decision to shorten the game.
 - a. He/She will do so by informing the coaches, prior to the start of the game, if the game time will need to be shortened by 5 minutes for each half. Field Coordinators will make every effort to have Semi-Final and Final games start on time and run their full length.

Home Team:

The Home Team is the team listed first and will have field side selection and be responsible for uniform color change in the event of uniform color conflict.

Overtime:

All preliminary games will have **NO OVERTIME** period and may end in a tie (see scoring below). All Quarterfinal /semifinal /final games will have a winner. There will be no overtime periods for quarterfinal and semifinal games. Kicks from mark (KFM) per FIFA rules are used if quarterfinal or semifinal games end in a draw after regulation time with the winner advancing. All final games that end in a draw will have 2 overtime periods of 10 minutes each. If the game is still a draw, KFM will be used to determine the Champion and Runner-up.

Forfeitures:

All games will begin appointed time. Any team not ready to play within 5 minutes of scheduled time will forfeit the match. Forfeiture will occur when a team does not submit an Association signed roster, arrive at the appointed time or does not have the minimum number of players present. Forfeiture of a match will result in the following:

- a) The team to whom the match is forfeited receives 8 points. Score will be reported as 1-0.
- b) The forfeited match stands as a match that has been played.
- c) Investigation and appropriate action is undertaken by the Dungeness Cup Committee.
- d) If a team chooses to forfeit a match they will be disqualified from further tournament participation.

Divisions & Points:

Tournament formation will consist of Divisions of 4 or 6 teams with each team playing three (3) guaranteed preliminary games. In a five (5) team division, one team will play each of the other four teams in group play. The remaining teams will play all but one of the other four teams in group play. The team playing four games will receive 75% of the points earned for each of its four games. The two teams with the most points will play in the final. Four (4) team Divisions will be a round robin format and the two teams with the greatest number of points will advance to the Championship match. Three (3) team divisions each play the other two teams in bracket twice over the course of the weekend. The team with the most points after all games are played will be deemed champion. Awards will be given to the first and second place teams.

6 Team Divisions will be divided into two brackets and the two teams with the greatest number of points from each bracket will advance to the semi-final matches. Six team brackets will have a crossover game with a team from the other bracket to meet the preliminary match requirement. The winners of the



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semifinal matches will advance to the Championship match. Awards will be given to first and second place teams.

Uneven Team Divisions will be scheduled at the Scheduler's discretion.

In the event of odd #s the team that plays a 4th game will be selected at random and have their total points multiplied by .75 to average their score in accordance to those teams that had 3 games.

Points for scores are as follows:

Standings –The team(s) with the highest point totals will advance.

- 6 points for a win
- 3 points for a draw
- 0 points for a loss
- 1 point for every goal, up to 3 goals
- 1 point for a shutout
- Minus 1 point for every red card
- Minus 2 points for every dismissal of a coach

Examples: 0-0 = 4 points, 2-2 = 5 points, 3-0 = 10 points

Tie Breaking Procedure:

Division or Bracket ties will be broken as follows:

- a) Winner of the preliminary match between the two teams.
- b) Least number of goals scored against.
- c) Highest goal differential up to three per match.
- d) Fewest cards, two yellows equal one red.
- e) Coin toss.

Semi-finals game tiebreaker is to go directly to penalty kicks.

Championship game tie-breaker is a three-minute time-out, followed by an overtime period consisting of two ten minute halves. If the match is still tied at the end of the overtime period, then penalty kicks will be taken until a winner is determined.

Results and Standings:

Official results and standings will be posted and maintained at Albert Haller Playfields tournament headquarters. These will also be posted at the tournament website. www.dungenesscup.com

Match and Score Reporting:

The field monitor will be responsible for reporting the match results, cautions and ejections to the Tournament Headquarters.

Judicial Procedures:

- The Dungeness Cup Tournament Judiciary Committee (DCTJC) will be composed of the Tournament Disciplinary Committee Chair, Head of Field Marshals, and the Referee Assignor or at least one other member of the Dungeness Cup Committee.
- Players receiving 2 yellow cards, or one red card in a match will be ejected from the match and will not be allowed to play in the next match and the team will relinquish 1 game point. A coach receiving a red



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card will be ejected from the match and upon the decision of the DCTJC may disqualify the team from further tournament participation and the team will relinquish 2 game points.

· The DCTJC will review offenses of a serious nature, including all red cards.

Protests – No protests will be allowed, and all referee decisions will be final.

Disputes – Disputes for non-referee decisions, including without limitation player eligibility issues or disputes over tournament rules, will be decided by the Tournament Committee within two (2) hours of receiving notice of the dispute.

Awards & Awards Ceremony:

Dungeness Cup Awards will be given to the champions in each age division to both the 1st and 2nd place teams. The Awards Ceremony will be held at the Albert Haller Playfields. After the completion of the final match, both teams are to report to the tournament headquarters for the awards presentation.

Please remember that games may still be going on during the presentation and please try to keep as far from the field as possible.

General

1. Expenses. Under no circumstances will WYS, OYSA, the Dungeness Cup Tournament Committee, or any of their representatives be responsible for any expenses incurred by any team. This includes a situation where the Tournament or any game(s) is canceled in whole or in part.
2. Interpretation of Rules. The Tournament Committee's or their official representative's interpretation of the rules shall be final pertaining to this Tournament.
3. Items for Sale. No items may be sold on Dungeness Cup soccer fields for the duration of the tournament unless specifically sanctioned by the Dungeness Cup Tournament Committee.
4. Media. Photographs/film/video taken by representatives of Dungeness Cup Tournament Committee during the tournament may be published on the tournament website.
5. Amendments. The Tournament Director reserves the right to amend these rules prior to the start of the tournament and further reserves the right to amend the brackets in the event that a team pulls out of the tournament at the last minute or is a no-show. The Tournament Director will ensure the remaining teams are provided with the best possible tournament competition play for the good of the game.