



2016 General Rules

Tournament Information:

Washington Timbers
1500 NE 192nd
Vancouver, WA 98684

Tournament Headquarters:

Harmony Sports Complex
18th St. & 192nd Ave
Vancouver, WA

Tournament Director:

Ron Witherup
Tournaments@WashingtonTimbers.com

What Kind of Tournament -

The adidas Clash at the Border is a highly competitive soccer tournament for club teams U-9 to U-19, both boys and girls. All teams are guaranteed to play four games.

Dates -

The tournament will be held on June 24-26, 2016 in Camas / Vancouver, Washington and Portland, Oregon. All teams must check-in/register one hour prior to their first game at tournament headquarters. The tournament is expected to end on or about 4:00pm on Sunday, June 26th.

Entry Deadline -

The entry deadline for all monies and paperwork is 11:59pm on Monday June 6th. Other arrangements can be made by contacting the tournament director. After June 1st teams with a balance can only pay by credit card or cash. No checks will be accepted after June 1st.

Refund Policy -

Teams withdrawing after June 8, 2016 will forfeit their entire entry fee. All teams not accepted into the tournament will receive a full refund. In the event of tournament cancellation, all monies will be returned.

Travel and Housing -

Overnight arrangements can be made through the tournament hotel coordinator. The hotel coordinator has access to a variety of hotels offering discounts. Visit the tournament website for contact information.

General Rules -

No pets allowed at any tournament game sites. If supporters of a team refuse to remove a pet when asked by a tournament official, the tournament may forfeit the game for the team with the supporters. No alcoholic beverages allowed at any tournament game site.

Registration

General - All players (except guest players) must be registered to the team making application. No "All Star" teams or ODP teams are allowed without written permission from the Tournament Director. All teams must submit a roster (including jersey #, name and date of birth for each player) online using the RoomRoster system. Players are only allowed to be rostered, and play for, one team during the tournament. The tournament director can waive this requirement in the event of extenuating circumstances.

Check In -

All teams must have a representative check in at the registration booth located at the tournament headquarters, at least one hour prior to playing their first game. Teams must bring with them to check-in:

- Medical Release forms for each participating player.
- Player Cards for all players on the uploaded roster, or a club/association roster with all players listed, or a combination of the two.

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.
- 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.
- 4) Player equipment:
 - a. Shin guards are required for all players (no exceptions).
 - b. Casts: Casts are permitted with the permission of the referee. The tournament director should be contacted before-hand in the case of a player expected to play with a cast but the ultimate authority of playing with a cast will be with the referee.

-Playing Rules

FIFA Laws of the Game:

FIFA Laws of the Game will apply, except as amended below.

Small Sided Format:

U9 to U12 games will be played in the small-sided format as follows:

- U9 – 7v7
- U10 – 7v7
- U11 – 9v9
- U12 – 9v9

The adidas Clash at the Border will be following OYSA rules during the tournament and will have the following modified rules in place for U9 and U10 divisions...

- No Punting - Goalkeepers will not be allowed to 'punt'/'dropkick' the soccer ball.
- Attacking players to retreat to the half-line during goal kicks - During a goal kick all players from the attacking team (the team not taking the goal kick) will be required to remain behind the half-line until the kick was been taken by one of the defending players. Defending players may remain on the defending half.

No Protests:

No protests are allowed and all referee decisions will be final, except those concerning the use of overage or ineligible players. The opposing coach and referee must be notified of an overage/ineligible protest prior to leaving the field of play and the protest must be submitted in writing to the Field Marshal within 30 minutes of the match completion. A protest bond of \$50 in cash (no checks) must accompany the written appeal. The bond will be returned if the appeal is granted. A protest committee of three neutral persons will be appointed by the tournament director(s) to hear the appeal and make a decision before the next games for the teams involved. Their decision will be final. If a protest is upheld, forfeiture will be awarded for the protested match (a 1-0 victory for the non-offending team) and all previously played matches that included the overage/ineligible player.

The Judiciary Committee:

The Judiciary Committee will settle all protests and disputes regarding overage or ineligible players and will consist of three neutral persons appointed by the tournament director.

Who's Eligible:

All players must be eligible to play in their age division. All players must also have a medical release form available at each game.

Roster Sizes:

U9 and U10 may have a roster of 11 players.

U11 and U12 may have a roster of 16 players

U12-U14 may have a roster of 18 players.

U15-U18 may have a roster of 22 players but only 18 can dress for each game. Players not playing need to be wearing "street clothes".

Conduct:

All coaches have total responsibility for the conduct of their players, coaching staff, and team spectators. 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 association office.

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, coach or bench personnel sent-off or dismissed (red card) may not participate in the team's next game of the tournament. Any player, coach or bench personnel sent off for violent conduct may not participate in any further game of the tournament and will be referred to their state or national association for further sanctions. If a player, coach or bench personnel participates in any game for which they are suspended, his or her team shall forfeit that game and the player or coach may not participate in an additional game of the tournament. A coach who is suspended may not be present at any game for which they are suspended.

Substitutions

- a) Substitution may be made with the consent of the referee during any stoppage of play.
- b) The number of substitutions shall be unlimited.
- c) 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.

Reporting of Scores:

Referees are responsible for the game and will report the score of all games to the Field Marshal. Field Marshal report scores to the tournament scheduler.

-Tournament Format**Game Balls**

Game balls are supplied by the tournament.

Game Duration (Length of each half)

U9-U10 games will be 25 minute half's.
U11-U19 games will be 30 minute half's.

All games will have a five-minute halftime unless shortened by the authority of the Field Marshal or referee. If the start time of a game is more than 10 minutes behind schedule, the Field Marshal may make a decision to shorten the game. 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.

Overtime:

All games will have **NO OVERTIME** period. Preliminary games may end in a tie. All quarterfinal/semifinal/final games will have a winner. There will be no overtime periods for quarterfinal, semifinal, and final games. Kicks from mark (KFM) per FIFA rules are used to determine a winner if quarterfinal, semifinal, or final games end in a draw at the end of regulation time.

Scoring for Preliminaries:

1. Win - 6 points
2. Draw - 3 points
3. Loss - 0 points

4. One point for each goal up to a maximum of 3
5. One point for a shutout
6. 0-0 draw - 3 points total awarded to each team for the draw and 1 shut out point = 4 pts/team); 1-1 draw = 4 pts/team; 2-2 draw = 5 pts/team; 3-3 = 6 pts/team.

Note: In the case of a "Bye" because of no show or cancellation, a score of 1-0 (8 points) will be awarded to the winning team. (The Tournament Committee will make every effort to try to find a replacement team when a cancellation occurs.) If a no show or canceling team has already played a game(s) this (these) game(s) will be rescored with a 1-0 (8 point) result, upon confirmation and approval from the tournament director.

Tie Breaking

1. Head to head competition
2. Least number of goals scored against
3. Difference between goals scored for and goals scored against (limit 3 per game)
4. Most number of wins
5. Least number of losses
6. Coin toss or Penalty Kick (Tournament Director discretion)

When selecting more than one team using the tie breaking rules, the tie breaking rules will be re-applied from the beginning after each team is selected.

Tournament and Match Schedules:

1. ***Group Format based on number of teams for each age/gender:*** *The Tournament reserves the right to alter the game formats to enhance competition and to improve the overall quality of the Tournament.*
2. Match Schedules: Each team will play a minimum of four matches during the tournament.
3. Referees: All matches will use referees certified by the Federation.
4. Match Delays, Suspensions, Cancellation – The tournament director will have the final say in match delays, suspensions or game cancellations due to unforeseen weather events. All attempts will be made to play any games that are delayed prior to the end of the tournament. If the game is unable to be played then the tournament director and the referees will make the determination of the score of the game.

Forfeits:

1. A forfeiture may occur when a team does not arrive by or within 5 minutes of the scheduled starting time for a match or not having the minimum number of players present. The tournament director may choose not to forfeit a game due to extenuating circumstances.
2. The minimum number of players required to start play will be based on FIFA Laws of the Game.
3. A team that forfeits a match will be permitted to proceed in the tournament to the playoff rounds if otherwise qualified to do so.

The Tournament Director has the authority to modify or waive these rules in unusual circumstances for any game(s), which have not yet begun. Any modification, waiver, or failure to enforce any of these rules of competition does not require the granting of further modification, waiver, or lack of enforcement.