



2024 General Rules

Tournament Headquarters

Tournament Headquarters will be located at Harmony Sports Complex, 1500 NE 192nd Ave, Vancouver, WA 98684

Type of Tournament

The Summer Slam Soccer Tournament is a competitive tournament for club teams that are Premier, Select, and Classic from U9-U19, both for girls and boys. All teams are guaranteed to play at least four games.

Dates

The tournament will be held August 23-25, 2024 in Camas/Vancouver/Salmon Creek, Washington and Portland, Oregon.

Registration

Registration closes August 2nd, 2024, 11:59pm. Registrations after August 2 will incur a \$25 late registration fee and must be paid in full by a credit card at time of registration. Teams that registered before August 2nd, 2024 must be paid in full by August 2nd, 2024.

Refund

Refunds will not be issued for games canceled due to weather (excessive high heat, lightning, thunder, etc.), an opponent not showing up, shortened games, abandoned games, or acts beyond our control (smoke, fires, closed fields, government mandates, etc.). Should the event staff be required to cancel scheduled matches for a reason other than those already listed, a 10% refund of the registration fee paid by a team will be refunded to them for each canceled game. Teams that withdraw from the tournament prior to August 2nd, 2024 will receive a full refund (minus \$25 service fee). Teams that are accepted into the tournament and withdraw from the tournament prior to August 2nd, 2024 will receive a 100% refund (minus \$25 service fee). Accepted teams that withdraw from the tournament after registration has closed (after August 2nd, 2024) will not receive a refund.

Site Guidelines

- No pets allowed at any tournament game site (service dogs excluded). If supporters of a team refuse to remove a pet when asked by a tournament official, the tournament may forfeit the game for the supporters.
- No alcoholic beverages allowed at any tournament game site.

Rosters

- All players (except guest players) must be registered to the team making an application.
- No "All Star" teams or ODP teams are allowed without written permission from the Tournament Director.
- Players are only allowed to be rostered, and play for one team during the tournament.

Check In

We expect each team to make sure they are abiding by the rules set forth by their club and association as to which player cards are used for participating in a tournament. It is the club's or the team's responsibility to confirm every player, coach, and manager listed on the roster is allowed to participate with the team and that they are fully insured (medical and liability) by their respective national associations. It is the club's or team's responsibility to confirm the medical and liability insurance is not adversely affected by the guest players participating with the team for the tournament. It is the club's responsibility to confirm that all adults listed on the roster have completed their background check process and are eligible to coach/manage the team.

A coach, or team manager, from each team must check-in with the Field Marshal, at the field of their first game location, no less than 45 minutes prior to their 1st match. The field marshal must be presented with six (6) rosters signed by their club registrar. One approved roster will be collected by the field marshal and one roster needs to be given to the referee crew prior to each match.

Rosters must include:

- Player's Full Name
- Birth Date
- Jersey Number
- Player ID number for their registering system (US Youth Soccer or US Club, for example).
- Must clearly identify Guest Players
- Signature of Club Registrar or Director

All rosters must be typed, no handwritten names.

If a team is attempting to add on a player after the registrar has signed the roster, they must bring the player's ID card with them at check in, so we can record the player's information.

Medical releases are to be kept by the team representative and must be available at each game. There is no official medical release form required by the tournament, it is just the one used by the teams' club.

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. Home teams will wear their "light" colored uniform and away teams will wear their "dark" colored uniform. In the event of a conflict, the Home Team will be required to change colors.
- 3) Player equipment:

- a. Shin guards are required for all players (no exceptions).
- b. 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.

Awards

After completion of the final game, the game card will be given to the team that places first. It is the duty of a representative of that team to turn in the correctly filled out game card to a tournament staff member or official at the designated Awards Area. Awards will be handed out in the order that game cards are received and with the presence of both first and second place finishers. Both teams must be fully present for awards to be handed out for that division.

1st Place teams receive one Team Trophy and individual Champion medals

2nd Place teams receive individual Finalist medals

Rules of Competition and Conduct

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 (Size 4 ball)

U10 – 7v7 (Size 4 ball)

U11 – 9v9 (Size 4 ball)

U12 – 9v9 (Size 4 ball)

Additional U9/U10 Rules

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 has been taken by one of the defending players. Defending players may remain within the defending half.

Heading Rules for U11 and below

Intentional Heading of a soccer ball by players U-11 and under will result in an indirect free kick for the opposing team at the spot where the player headed the ball. If the referee determines it was not an intentional header then play continues with no stoppage.

Game Duration (Length of each half)

U9-U10 games will be 25 minutes per half.

U11-U19 games will be 30 minutes per half.

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 15 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 preliminary 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.

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.

Eligibility

All players are to be eligible to play in their age division (including guest players). The Tournament Director can approve exceptions to this rule. Any exceptions must be in writing and a copy kept with the team at all games.

Roster Size

U9 and U10 may have a roster of 12 players.

U11 and U12 may have a roster of 16 players.

U13-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".

The Tournament Director can approve exceptions to this rule. Any exceptions must be in writing and a copy kept with the team at all games.

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 sent-off or dismissed (red card) may not participate in the team's next game of the tournament. Any player sent off for violent conduct may not participate in any further games of the tournament and will be referred to their state or national association for further sanctions. **If an adult (over the age of 18) Coach, bench personnel or spectator are ejected and/or dismissed with a Red Card, they may not attend any further games in the tournament for this or any other team.** 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 any additional game of the tournament. A coach, bench personnel or spectator 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.

Tournament Format

Reporting of Scores

Referees are responsible for the game and will report the score of all games to the Field Marshal. Field Marshals report scores to the Tournament Scorekeeper.

Game Balls

Game balls are supplied by the tournament. If game balls are lost and the tournament does not have any additional on site, the home team will supply 2 game balls to be used.

Scoring for Preliminaries

Win (6 points)

Draw (3 points)

Loss (0 points)

One point for each goal up to a maximum of 3

One point for a shutout

0-0 (Draw) 3 points total awarded to each team for the draw and 1 point is awarded for the shut-out; (4 points/team)

1-1 (Draw) (4 points/team)

2-2 (Draw) (5 points/team)

3-3 (Draw) (6 points/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 (During Preliminaries)

1. Head to head competition
2. Difference between goals scored for and goals scored against (limit 4 per game)
3. Least number of goals against
4. Goals for (max of 4 per game)
5. Most shutout victories
6. Coin Toss to be completed by the tournament director by 11pm on Aug 24, 2024. Teams will be contacted with the result.

When 3 teams are tied in points, the tie breaker will begin at #2 and be applied until one of the 3 teams is eliminated. Then the final 2 teams will begin the tie breaking policy again at #1.

Forfeits

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.

The minimum number of players required to start play will be based on FIFA Laws of the Game for U13 and up. For 7v7 the minimum is 5, for 9v9 the minimum is 7, and for 11v11 the minimum is 9.

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 forfeiture score of 1-0 will be awarded for the non-offending team.

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.