

WSA FUTURES CUP RULES

Location of Tournament

The WSA Cup Tournament is hosted by West Side Alliance Soccer Club. The WSA Cup will be played at the Case Community Rivercity Park's Soccer Complex (Sand Springs, OK) and overflow games will be played at Titan Sports Complex (Jenks or Tulsa). WSA may employ the use of other club facilities for event hosting pending the number of applied teams.

Facility, Tournament Headquarters

The all-bermuda grass facility at Rivercity Parks contains 2 full-sized lighted fields, 4 other full-sized fields, and several small-sided fields. The Rivercity Parks Soccer Complex contains a centrally located concession stand, restrooms, scoreboard area, water park/splashpad, clubhouse, scenic biking and jogging trail which transverses the entire Rivercity parks, and conveniently located parking, Possession or use of alcohol or illegal drugs, or possession of firearms, is prohibited. Pets are prohibited anywhere on the soccer complex.

Purpose of Tournament

The purpose of the WSA FUTURES CUP shall be to create an atmosphere that promotes fun, development, and safety, while encouraging goodwill and sportsmanship among young athletes, coaches, and spectators. The purpose of WSA Futures Cup is to bring competitors together to enjoy in sport, participate in the world's beautiful game, and create life-long memories.

Tournament Format

Each team will be guaranteed a minimum of 3 games. Teams will participate in "pool" play, and semifinalist and finalist teams will be determined based on points after "pool" play is complete.

U6 & U8 age divisions will play in "4v4" U9 & U10 age divisions will play in "7v7" U11 & U12 age divisions will play in "9v9"

Awards

Individual Medals will be presented to 1st and 2nd place teams in all divisions.

Housing

A list of area hotels will be provided upon request and hotel sponsors are posted on our website. WSA Cup is a "Stay to Play" event.

Referees

If teams have one or more referees who are interested in working when their team is not playing, or any other referees interested in working, please provide their name(s) and phone number(s) with the team application. All 11v11 matches will be provided with 3-man crews.

Standards of Conduct

All participants in the tournament are expected to maintain high standards of conduct during their participation in the WSA Futures Cup. Failure to do so may result in punitive action, depending upon circumstances, which may range from a warning, to a reduction in points in the current standings, or banning that team from future participation in the tournament. The Tournament Committee has sole discretion in this matter.

Team Criteria

Boys & Girls: u7, u8, u9, u10, u11, u12. The age groups for this tournament shall be in accordance with the US Youth age groups for the current seasonal year.

Types of Teams

Open to league, club or association teams, tournament teams, youth academy teams, and recreational teams.

A tournament team is a regular league team whose tournament roster may include “guest players”.

Recommended game roster size is 8 for 4v4 format teams. Recommended game roster size is 14 for 7v7 u9 and u10 teams. Recommended game roster size is 18 for 9v9 u11 and u12 teams

Game rosters may include more players if a rationale is provided PRIOR TO CHECK-IN, which is specific to the purpose of participation. This request to modify roster size must be approved by the tournament committee prior to team check-in.

Teams may not “dual roster” players who will play in the same division and flight of the tournament.

Players

Each team player and coach must be registered with a US Soccer Federation (USSF) youth affiliate and have current player identification (player pass) available for inspection by officials before each game **or provide proof of registration.**

Older players are not allowed to play on a team registered to compete in a younger age division.

Guest Players

Guest players are those players registered outside of the club’s registry and will be on loan for the event weekend from another club. Permission must be sought from the loaning club. Guest players must be listed on the official tournament roster submitted at check-in (handwriting guest players on rosters is permissible, and information should include full player name, date of birth, loaning club).

Maximum allowed u6 thru u14 is 5 guest players (MAX). Special permission from tournament committee is required to request more than the maximum number of guest players.

Application

To be considered, a team must submit a completed online application form and appropriate registration fee prior to the registration deadline. The **credit card must be processed, no later than the posted deadline (see tournament website for deadline).**

If a team is accepted to the tournament and fails to attend, its entry fee is forfeited (portions may be refunded if a replacement team is found). Checks or money orders must be made payable to WSA Soccer and mailed with the completed application and then-current approved roster (or temporary roster) to:

*WSA Futures Cup Tournament 5214 Greenan Drive
Sand Springs, OK 74063*

Team Selection Criteria.

Teams applying by or before the deadline are given strong consideration for acceptance into the event. In circumstances where applications are greater than the field resources, then a selection committee will be formed to accept teams based on criteria: Application Date, Competition Diversity, Team Record.

Incident Weather/Refund Guarantee

Field and weather conditions will be updated on the club website, social media and through text alerts.

In the event that the tournament has to be cancelled in whole or in part, the WSA Futures Cup will not be responsible for any expenses incurred by any team. Every measure will be taken to refund a portion of the entry fee after out-of-pocket expenses are deducted. Teams will NOT receive a FULL refund.

Team Pairings

The Tournament Committee will seed teams according to team strength based on information received on the tournament application and use of various ranking systems. The committee will make every effort to provide as wide a variety of opponents as possible for each team participating in the tournament.

In the event there exists an insufficient number of teams to create a "pure age" division, age groups may be combined, e.g., u9 and u10; u7 and u8, etc....

Match Scheduling & Seeding

Each team will play a minimum of three (3) matches. The three matches will be round-robin play within each group whenever possible. Crossover matches may be necessary if a group contains fewer than four teams.

Finals and semifinal pairings will be posted on the schedule. Schedules will be posted a week prior on the WSA Futures Cup Tournament section at WSASoccer.org. Team seeding and bracketing will be completed by the tournament committee.

Seeding of teams will be based on information provided during the application, and any league standings information that can be gathered by the tournament committee. Participants understand and enter on the pretense that the Tournament Committee will have limited data on young academy and recreational teams for purposes of seeding. The proper seeding will rely on proper information shared by team leaders during the application process.

Furthermore, teams coached by coaches with multiple teams should enter understanding while every effort will be made to resolve conflicts, that no guarantee is made to resolve all conflicts. The committee is committed to earnest efforts at resolving coaching conflicts, and communicating rationale when scheduling conflicts cannot be resolved.

Team Check-in and Credentials

1. All teams must have provide the following:

- **Current Approved Game Roster**
- **Proof of Birth for Each Player**
- **Medical Release Forms**
- **Guest Player Loaning Documents (if applicable)**

for approval by the Tournament Committee at the team check-in or required via online check-in. Player ID cards can be provided for all 11U-14U teams as Proof of Birth. Birth Certificates are required for all 6U-10U teams if they are available – if not PROOF of REGISTRATION for each PLAYER MUST BE VERIFIED BY THE TEAM'S COACH and/or MANAGER.

Team check-in will be **ANNOUNCED on the team website**. Directions will be posted on the WSA soccer website, www.wsasoccer.org.

2. The "Tournament Roster" must be provided to Tournament Check-in committee prior to the start of the tournament. This can be completed online via ONLINE TOURNAMENT CHECK-IN.

3. Game check-in will be completed at the field by referees or field marshals. Teams should be prepared to supply team credentials if requested by the referee.

4. A player will not be allowed to participate without proper credentials approved by the Tournament Committee.

Rules of Play

The Rules of play of the WSA Futures Cup will be the "Laws of the Game" as published by FIFA, with those modifications stated herein.

All teams and tournament participants must abide by US Youth Soccer's policies, rules, and regulations, and are subject to their disciplinary actions.

Uniforms, Equipment, Bench (non competition rules)

1. All members of the same team must wear jerseys of the same color (except the goalkeeper who will wear a different and distinguishable color from either team and the Field Referee).

2. The home team shall wear their "light" uniform kit, while the away team wears their "dark" uniform kit. If a team is non-compliant in abiding by the kit color guideline set forth above, that team is responsible for using an alternate color of jersey, if necessary. The home team is listed first on the pairings in the schedule, and will be listed on top of the bracket for the quarter/semi-final and final rounds. It is fully expected that uniform kit colors and seating arrangements not become an obstacle to creating a game experience for the kids. Cooperation, gamesmanship, rather than "letter of the law" is expected to prevail. Where mediation is needed tournament officials will render a verdict that will be considered final.

3. Shin guards are required for all players.

4. Goalkeepers are allowed to wear headgear.

5. No player shall wear anything which is dangerous to themselves or other players, including but not limited to casts, splints, stitches, rings, earrings, watches, necklaces, etc.

6. At the discretion of the Tournament Director and match referee, casts may be allowed. To be considered, casts must be completely covered with at least two (2) inches of foam padding and totally wrapped with an elastic bandage and approved by the match referee of each game. Any player playing with a cast must have a written release from a doctor.

7. For player equipment, refer to FIFA "Laws of the Game", Law IV for its entirety.

8. In the interest of safety, any player sustaining an open wound **MUST** be removed from the field of play immediately. The player may be substituted at this time. Such players are not allowed to return to the field until any wounds are treated, bandaged, and all blood is removed from their uniforms.

9. Each team shall provide the referee with a suitable match ball.

Duration of Matches, Ball Size, Number of Players, and Maximum Game Roster Size

The following are recommendations. The tournament committee may approve any changes to the following recommendations for the purpose of safety, participation, or logistics. Roster change requests must be submitted in writing (email is sufficient) and approved by the tournament committee.

Length of Games By Age Division

- U6-U8 20 min/half
- U9-U10 25 min/half
- U11-U12 25 min/half
- U13-U14 30 min/half

Unfinished Games

If the referee terminates a game and neither team is at fault, it shall be considered a completed game if the first half has been completed.

Elimination Games

Same rules applied. Exception: See Overtime Rules.

Length of Halftime

5 minutes – all divisions.

Ball Number Size Players

- **Size 4** 4v4
- **Size 4** 7v7
- **Size 4** 9v9
- **Size 5** 11v11

Roster Size (recommended maximum size of roster; additional sized roster must be requested through tournament committee)

- **4v4 – 8**
- **7v7 – 16**
- **9v9 – 18**
- **11v11 – 22**

Terminated Game

If the referee terminates a game for safety reasons, and neither team is at fault, it shall be considered a completed game if the first half has been completed. The referee should NOT terminate a game for reasons other than immediate safety. If there is any interference to the continuation of a game, non-safety related, the referee should contact tournament directors.

Clock Stoppage.

Due to the time allowed for the completion of all games, the clock will run continuously. The game clock will not be stopped because of injury to any player unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel. In case of extremely hot or humid conditions water breaks may be designated by the Tournament Director.

Inclement Weather/Field Conditions

In the event of inclement weather, the Tournament Director reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully. Games may be shortened or eliminated in case of inclement weather or unplayable field conditions. Coaches are asked to be patient and remain flexible – changing the tournament format is a major undertaking.

The Tournament Director has the authority to temporarily suspend play due to unsafe weather conditions.

Teams should remain (safely in cars or under shelter) in the vicinity for game resumption. If lightning is sighted, the Tournament Director will immediately suspend play and clear the fields. Play will resume after a minimum of 15 consecutive minutes of no lightning.

Forfeits

1. A forfeit will be declared if a team is not ready to play with a minimum of seven (7) rostered players within 5 minutes of the published game. It is recommended in the spirit of this event that if a team is short players at start time that teams offer subs to the shorthanded team so that the match may proceed.
2. Any team that quits the field of play before the conclusion of the game will forfeit the game and is subject to disqualification in the tournament at the discretion of the Tournament Director.
3. A game may be declared a forfeit by the Tournament Director if an ineligible player participates in a game. Any protest of an ineligible player must be reported in a written statement, accompanied by a \$100 protest fee, within 30 minutes of conclusion of the game to tournament headquarters.

Substitutions

Substitutions shall be unlimited.

Substitutions may occur with the consent of the referee at any stoppage.

Scoring & Overtime Rules

Group games may end in a tie. If a play-off game ends in a tie, two five-minute “golden goal” overtime halves will be played. If the game is still tied at the end of the second overtime period, FIFA kicks from the penalty spot will be taken to determine the winner.

The scoring system for group play will be as follows:

- **3 points for a victory**
- **1 point for a tie**
- **0 points for a loss.**

Forfeits

A forfeit game will be scored as a 0-4 loss to the team that forfeited, and will require a review by the tournament committee. Any game forfeited that might skew competitive equity in the overall standings, i.e. if there is a potential impact on Goal Difference calculation towards tiebreakers, then the team’s entirety of games may be recorded as forfeits by the same score, even if the team has already played other games, or will subsequently play other games. The tournament committee shall attempt to prevent forfeited results from impacting equity in the tiebreaker processes.

Tiebreakers

If two or more teams are tied in points after their preliminary rounds are complete, the following tiebreaking procedures will be used to determine championship recognition and final placement in divisions:

- A. Head to head competition
- B. Goal Differential (maximum per cross-over game is +3; +5 in “non-cross-over games”)
- C. Most Goals Scored (limit +5 per game)
- D. Fewest Goals Allowed (limit of -5 per game)
- E. Fewest accumulation of red cards/ejections
- F. Penalty Kicks, can be used if both teams are present, round of 5, then sudden-death rounds if needed.
- G. If teams are not present for penalty kicks then the tournament committee may conduct a random, transparent draw via coin flip or some other measure to determine the advancing team. The measure

These procedures will be applied, in order, until ties are broken.

U6, U7, U8, U9, U10, & U11 Small Sided Clarifications:

1. All current USSF rules will be applied to these age divisions.

Player and/or Team Official Suspensions

1. While the focus of the tournament is friendly competition and player development, a player or team official may be ejected for the game at the discretion of the referee if such action is deemed serious enough. A player, coach, or spectator ejected from a match will not be allowed to participate in the next match of tournament play. Ejections will be reported to appropriate state officials at the conclusion of the tournament in the post-tournament report.

The Tournament Committee may, at his or her discretion, increase the suspension, especially in cases of ejections for fighting, assault, striking, abuse or any physical contact with a referee, or violent play.

2. Verbal abuse of referees, players, coaches or spectators is not tolerated.

Referees

1. All games will be assigned a certified referee. In 9v9 games AR's will be assigned.
2. All referee decisions are FINAL.
3. NO PROTESTS WILL BE ALLOWED.
4. At the conclusion of the match, the Field Referee will complete the scorecard in detail, and turn it in at the Tournament Headquarters..

Appeals

1. All referee decisions are FINAL.
2. NO PROTESTS WILL BE ALLOWED.
3. The Tournament Director or Site Coordinator is empowered to make all decisions regarding competition during the tournament.
4. The decision of the Tournament Director/Site Coordinator is FINAL in all matters. No appeals will be allowed beyond that point.

Team Rosters Clarifications

Players may roster on more than one team in the tournament. Teams may request roster size exceptions and exemptions. Only players listed on the team's tournament roster submitted at check-in may participate in any of the tournament games. Players may not participate on two different teams in the same flight and/or division of the tournament.

Tournament Committee

Any questions should be directed to the Tournament Director/Site Coordinator, or during the tournament, to one of the Tournament Committee members, who can be accessed through field marshals.

Matters Not Provided For

The Tournament Director shall determine any matter not provided for in the tournament rules. In addition, the Tournament Director may amend the tournament rules when, in his or her judgment, the amendment will be beneficial to the conduct of the tournament. The decision of the Tournament Director shall be final.

For more information visit www.wsasoccer.org

Application deadline is posted at WSASOCCER.ORG

The date the application is received will be considered in acceptance to the tournament.