

## Northwest Cup Rules – 2025

**TEAM CHECK-IN:** All teams must check in online prior to the event. A signed official roster (from club registrar or US Club Soccer) must be submitted online. No player cards, medical releases, or travel permits are required at check-in but must be available upon request at the fields.

**ROSTER SIZE:** U0-U10 teams may have a maximum of 14 players. U11-U12 teams may have a maximum of 15 players. U13-U19 teams may have a maximum of 18 players. Guest Players are unlimited as long as they are registered with a US Soccer affiliated organization and all players on roster are from the same organization E.g., If your team's roster is a US Youth Soccer roster, then all guest players must also be registered through US Youth Soccer

**JERSEYS:** The home team is listed first on the schedule and wears a dark jersey. The away team wears a light jersey. In case of a color conflict, the home team must change.

**LAWS OF THE GAME:** The games will be played in conformity with the FIFA Laws of the Game, unless otherwise stated (see below for U8-12 modification) U8-12 Player Development Initiative Modifications - No heading - No punting - Buildout Line in effect during goal kicks and goalkeeper possession - Offside is enforced at the half line

**GAME FORMATS:** U9-U10: 7v7, 20-minute halves U11-U12: 9v9, 25-minute halves U13-U19: 11v11, 30-minute halves Playoff matches that are tied at the end of regulation will go straight to penalty kicks. There is no overtime in round robin play. Teams will be located during games on the same side of the field. Spectators will be on the opposite side.

**SUBSTITUTIONS:** - A player may be substituted at a stoppage of play with the permission of the referee - Substitutions are unlimited

**MATCH BALLS:** Home team is responsible for providing the game ball. The referee may use a different ball if it is deemed more suitable. Size 4 for U9-U12. Size 5 for U13-U19

**PLAYER EQUIPMENT:** Shin Guards – REQUIRED for all players (no exceptions.) • Casts – casts are permitted with the permission of the referee

**CODE OF CONDUCT:** All participants, coaches, and spectators must behave respectfully. Verbal or physical abuse of referees, players, coaches, or spectators will not be tolerated. No smoking or alcohol is permitted at the facility.

**PARKING:** There is a \$20 parking fee for the weekend. We do not have individual day passes. We encourage carpooling to alleviate congestion. Parking in an unauthorized area will result in vehicles being towed at the owner's expense. This pass is valid for parking at this event only. Parking is at your own risk. Spokane Shadow and the facility are not responsible for loss, theft, or damage to vehicles or personal property.

**Match Schedules Tournament Format:** The first round is round robin where numbers permit. The amount of advancing teams is based upon the numbers in the round robin play. - Match Schedules: Minimum number of matches a team will play is four. Number of matches per day will be a minimum of zero to a maximum of three - Referees – All matches will use referees certified by the federation - Match Delays, Suspensions, Cancellations - Any match delays due to the weather or other situations will be handled by the tournament director based upon rescheduling openings or cancellation of play.

**Refund Policy:** There will be no refund of entry fee due to cancellations. If a team applies to the tournament and cancels before the deadline of registration refund will be granted minus a \$200 administrative fee. If a team cancels after the registration deadline, no refund will be given.

**Forfeits:** - A forfeit occurs when a team is not present for its match past five minutes from the scheduled kickoff - Once a team forfeits a match, all further games will be forfeited as well - Forfeited match results in a 0-6 loss for forfeited team

**Standings and Tie-Breakers:** A point system is employed to determine the order of finish in-group play, as follows: - Three (3) points for a win - One (1) point for a tie - Zero (0) point for a loss If teams are equal in points, the tie-breakers, in order shall be: - Head-to-head competition (when two teams are tied) - Goal differential: total team goals for, minus goals against (max goal for/ against is six per game) - E.g., A 6-0 game or a 9-3 game are listed as +6. An 11-1 game is also listed as +6 - Fewest goals conceded (max goals for is six per game). Most goals scored (max goals against is six per game) - Kicks from the mark between the two tied teams, to take place immediately before a playoff match unless otherwise agreed upon.

**Match and Score Reporting:** - Referees are responsible for reporting the cautions, and ejections to the tournament headquarters - The tournament admin will log scores as they are received

**Protests & Disputes:** Protests require a \$300 fee and must be made to the tournament director within 45 minutes of the game ending wanting to protest. Fee is refunded if protest is upheld Disputes – Non-referee decisions (Example – player eligibility issues or disputes over tournament rules) are handled by the judiciary chair of the tournament. A committee for protests and disputes is chaired and organized by the judiciary chair of the tournament The Judiciary Chair will make sure and provide a quick due process Decisions by referees may not be appealed Decisions by the judiciary committee deciding a protest or dispute are final and may not be appealed

**Report of Disciplinary Action:** For United States teams, misconduct will be reported to WYS and USYS if necessary. All unserved and serious disciplinary action will be reported to WYS and USYS if necessary.

**Weather Delays and/or Cancellation of Games:** Any match delays due to the weather or other situations will be handled by the tournament director based upon rescheduling or cancellation of play No refunds will be allowed due to the weather condition