

# NSC/NYSA Cranberry Cup Rules

Cranberry Cup Rules – updated 8/25/2019

## 1. GENERAL

All Games will be played in accordance with Washington Youth Soccer (WYS) and FIFA rules except as noted below. Ignorance of these rules will not be an excuse or considered to be proper grounds for any protest.

## 2. ELIGIBILITY OF PLAYERS and TEAMS

1. All teams' rosters must be signed by your "Club or Association Registrar" and submitted at check-in. All players must meet the eligibility requirements specified under B and C below. The tournament is open to Recreational, Select and **RCL or PSPL Division 3, 4, or 5 teams.**
2. Ages of Players:
  - B. Age Chart mapped to birth year per USSF

<b>2019/20 Season</b>	
<b>Birth Year</b>	<b>Age Group</b>
2001	U19
2002	U18
2003	U17
2004	U16
2005	U15
2006	U14
2007	U13
2008	U12
2009	U11
2010	U10

C. Players must be registered with WYS, US Club Soccer, or their equivalent state or provincial organization.

3. Up to five (5) guest players are allowed on each team (U11 through U19). Up to three (3) guest players are allowed on each team at U10. All guest players must meet Rule 1, 2B and 2C requirements. The intent is to provide Like v Like competition for a competitive and positive tournament experience.

Teams or guest players participating/rostered in the top two tiers for their age group in the Washington Youth Soccer Regional Club League (RCL), Puget Sound Premier League (PSPL) Division 1 or Division 2 are **not** allowed to participate in the Cranberry Cup Tournament.

Note: We ask that teams not stack their rosters with Guest Players that play at a significantly higher level than the team who is registered. If you have questions, please contact the Tournament Director.

Failure to provide eligibility or falsifying eligibility of player(s) will result in the team(s) expulsion from the tournament and forfeiture of all games that the team won or tied. That team shall have all games recorded as losses by a score of 0-1. Details will be forwarded to WYS for possible further disciplinary action.

Full tournament registration payment is required in order for a team to be eligible to participate. Brackets will be closed once filled.

### 3. TEAM CHECK IN PROCEDURE

1. Teams MUST check in at the tournament headquarters at least one hour prior to their first game. At that time, you must submit a final roster signed by your club or association registrar and have available for inspection player cards and medical release forms for all players. The Association signed roster shall include player's full name, date of birth and jersey number. If you have a guest player please indicate this next to their name, as well as the unique team number of their home team. Failure to provide a final roster can result in forfeiting your game/s. No change to your roster will be allowed after check-in.
2. Teams from outside Washington must provide proof of permission to travel from their home state association.
3. Foreign teams must provide proof of permission to participate in this tournament from your Provincial or National Association.
4. Player Cards are not required however; all teams must be able to provide proof of age for any player if requested throughout the tournament weekend.
5. Teams which cannot be accommodated in their age division and competition level will be notified of their options. All teams will be given the option of "playing up" at a higher competition level when they cannot be bracketed in their preferred age division and competition level. Teams not choosing to "play up" or teams unable to be accepted because of a surplus or deficit of teams in an age division or competition level will be refunded their full entry fee.
6. Teams dropping out after the registration deadline of **November 8, 2019** will receive no refund of their entry fee.
7. Returned Checks: Teams whose check has been returned for insufficient funds will not be allowed to take the field until the registration fee has been paid in full (including bank charges incurred by the Northshore Youth Soccer Association) by either cash or money order.
8. At tournament headquarters you will find: team check-in, basic first aid kit, disciplinary, lost & found and general assistance with questions.
9. Addresses and directions for fields will be posted on the tournament website.

### 4. RULES

1. This tournament shall be held in accordance with WA Youth Soccer (WAY) Rules and Regulations and North Puget Sound League (NPSL) Operating Procedures  
<http://northpugetsoundleague.org/about-us-1/documents-3>

except where noted. If there are any questions on these rules a set will be maintained at tournament headquarters for reference.

2. The referees shall have total control of their fields during their assigned matches.
3. Each coach will be personally responsible for the proper conduct of their team, including players, parents, guests and staff, as well as himself or herself. Abusive behavior toward referees, opponents, tournament staff, spectators, etc. will not be tolerated. Any such actions are grounds for immediate individual or team removal from the tournament and tournament facilities.
4. All teams must have matching uniforms; each player will have an identifiable (unique) number on his/her jersey. Exception: goalkeepers are not required to have matching uniforms or numbers on their jerseys.
5. Team rosters are limited to twenty two (22) for U16-U19 with only 18 max players on the game day roster. Team rosters are limited to eighteen (18) players for U13 through U15. U11 & U12 are limited to fourteen (14) players. U10 are limited to twelve (12) players. All age groups except U-10-U11 & U12 will play 11-a-side soccer on regulation size fields. U-10 teams will play 7 a side and U11 and U12 will play 9 a side per WYS regulations on modified size fields.  
**We reserve the right to combine or modify age divisions should the need arise to balance competition.**
6. The team listed first on the schedule is designated as the "home" team and is responsible for changing jerseys if, in the opinion of the referee, there is a color conflict.
7. The Home team will have Kick Off and the Away team will select which side to defend before each match. There will be no coin flip.
8. The home team will be responsible to provide a game ball for the match that are subject to review by the assigned match officials.
9. No player may compete for more than one team.
10. Unlimited substitutions will be allowed with the consent of the referee at any stoppage of play.
11. Players and coaches from both teams will take one side of the field and all spectators will be together on the other side, unless otherwise directed by field marshals.
12. Observe all posted field rules. NO DOGS/PETS will be allowed on any athletic fields (exception only for service dogs) or parking lots. It is the responsibility of each team to remove all of their debris from the field after each game. Garbage cans will be placed at each field. No food is allowed on turf fields. No liquids except water will be allowed on the game turf. This includes coffee, hot chocolate, etc. No portable heater units will be allowed on the turf.
13. Spectators shall remain at least three (3) yards away from the touchlines and away from the areas behind the goal lines. If games are played at a field with bleachers ALL parents should sit on the bleachers and not stand on the field turf or track area.

14. Field Marshals will be utilized. If you have any questions, contact one of them first. Field Marshals will monitor spectators for inappropriate or unsportsmanlike comments or behavior. Failure to comply with Field Marshal Directions could result in forfeiture of the match. In the case of an emergency on the field, contact a field marshal or headquarters immediately. If there is a problem or issue you wish to discuss concerning the tournament, please consult staff at the tournament headquarters.

## 5. Forfeitures

1. A match may be declared a forfeit for the following events:
  1. Using ineligible players; as defined as being overage for the age division, a player serving a yellow or red card suspension, unregistered or improperly registered players, or a player for more than one team during the tournament.
  2. A team cannot start the match with less than a minimum of seven (7) eligible players.
  3. The referee abandons a game.
  4. No registered assistant coach is present to assume coaching responsibilities if the head coach is ejected. A team will not be allowed to participate **without a properly registered coach or team manager as submitted on the Association signed tournament roster.**
2. A team which forfeits its first scheduled match may be removed from the tournament.
3. A team which forfeits any game shall automatically become ineligible for the age bracket championship.
4. A forfeited match stands as a played match. The score will be recorded as 1-0. The Cranberry Cup Disciplinary Committee will take further action as it deems appropriate.

## 6. GAMES

1. Each team will play a minimum of three (3) games. All games will consist of two 30 minute halves with a 5 minute break with the exception of U10 which will consist of two 25 minute halves. All games count for points. Groups will play a round robin format, with a championship game. Finalists will be determined by points. We reserve the right to combine or modify age divisions should the need arise to balance competition.
2. The format of play will be **four, five, six, or eight** team brackets depending on the number of teams entered into each age division. All teams are guaranteed a minimum of three games, however the competition format is subject to change depending on how many teams are in an age group or as deemed necessary by the Tournament Director.

Entries	Competition Format
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4 Teams	After three-game round-robin preliminary games the two teams with the highest point totals play in the championship game.
5 Teams	Each team plays 4 games. The two teams with the most points play in a championship game.
6 Teams	Two three-team brackets are formed. Three preliminary-round games are played in a cross over format. The top 2 teams will play in the championship game.
8 Teams	Two four-team brackets are formed. Three preliminary-round games are played within each bracket. The 1st place teams of each bracket will play in the championship game.

C. Preliminary games will be on a point system; maximum 10 points per game:

1. 6 points for a win
2. 3 points for a tie
3. 0 points for a loss
4. 1 point for each goal scored, maximum of 3
5. 1 point for a shut out (if 0—0 each team will be awarded the shut out point)
6. 8 points awarded for a forfeit
7. 1 point will be deducted from the team in the event that a player has received a “red card”. Coach send-off will be treated as a Red card offense.
  
4. Tiebreakers: The following rules are used to determine advancement from the preliminary-round to the next round when teams’ point totals are equal:
  1. The winner of head to head competition
  2. The least carded team. One red card equals two yellow cards.
  3. The team allowing the fewest goals
  4. The team with the highest goal differential (goals scored – goals allowed). Maximum 3 goal differential per game.
  5. A coin toss by the Tournament Director or their delegate in the presence of representatives from all affected teams
5. Semi-Final and Final Tiebreakers: Semifinal and final games that remain tied at the end of regulation time shall be decided by kicks from the mark. No overtime periods will be played.
6. Ball Size:
  1. U10, U11 & U12—Size 4

## 2. U13 to U19–Size 5

7. In the event games are postponed because of weather conditions, or other unforeseen circumstances, the Tournament Director shall reschedule the games at the earliest possible date and time during the tournament weekend. NO REFUNDS WILL BE MADE in the event games must be cancelled due to inclement weather or other unforeseen circumstances. No games will be rescheduled following the tournament weekend.

## 7. AWARDS

1. Participation pins will be provided to all rostered players and coaches.
2. Champions and Finalists will receive individual awards. Please bring your team to the Tournament HQ for a presentation of awards.

## 8. DISCIPLINARY AND PROTEST

1. The Tournament Director shall adjudicate all protests, disputes or abandoned games. The Tournament Director is empowered to issue appropriate penalties necessary to obtain compliance with the spirit and purpose of the tournament, including the disqualification of any offending player, coach, or team from further participation. (The Tournament Director may designate a Disciplinary Committee for this purpose, as needed.)
2. No protests are allowed. All referee decisions are final.
3. Red and Yellow Cards

1. At the conclusion of each game, the referee shall file a misconduct report with the Disciplinary Committee for all cautions (yellow card) or ejections (red card). The Disciplinary Committee shall review the report, and may, at their discretion, increase or decrease any applicable suspension in accordance with WYS guidelines (Rule 605 Disciplinary Penalty Code). Coaches of any player sent off or team official ejected, must report to the Tournament Director or Disciplinary Committee within sixty (60) minutes after the match.

2. Any player receiving a caution (yellow card) shall receive one misconduct point.

3. Any player receiving an ejection (red card) shall receive two misconduct points.

4. Any player accumulating three misconduct points shall be automatically suspended from the next game.

5. Any player accumulating four or more misconduct points shall be suspended from the remainder of the tournament, beginning with the

next game. In addition, the Tournament Director reserves the right to levy stricter penalties deemed appropriate.

6. All red and yellow cards will be recorded by the Tournament Director and Disciplinary Committee Chair, along with all other matters involving the misconduct of a team, player, coach or supporter. This recorded information will be reported immediately to the home state association and the home club/league of the offending player, coach, team, or supporter involved. Matters involving misconduct (except referee assault) may be subject to additional sanctions by the home club/league and state association of the offending player, team, coach, or supporter within their respective jurisdictions.

4. All matters involving referee assault shall, in accordance with USSF Rule 1108, be referred immediately to WYS (the host state association).
5. Tournament disciplinary/misconduct rulings will be provided to WYS within seventy- two (72) hours of the final game. This will include a detailed listing of the suspensions that were given, including those that were fulfilled before the end of the tournament. If players or coaches have not served their entire suspensions, then they will be required to sit out the next sanctioned WYS match, including tournaments and/or league games.

**RULES AND SCHEDULES MAY BE SUBJECT TO LAST MINUTE CHANGES. IT IS SUGGESTED THAT YOU MAKE ALL PLAYERS, COACHES AND SPECTATORS AWARE OF THESE RULES. TOURNAMENT OFFICIALS RESERVE THE RIGHT TO REMOVE OR HAVE REMOVED ANY PARTICIPANT DISPLAYING ANY DISORDERLY CONDUCT.**

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