



FAR WEST REGIONAL CHAMPIONSHIPS (12U AGE GROUP) FORMAT and RULES

These rules apply to the 2018 FAR WEST REGIONAL CHAMPIONSHIPS, 12U State Champion Bracket.

A. ELIGIBLE AGE GROUP

12U YEARS OLD OR YOUNGER Boys and Girls

B. SCHEDULES: The Event Committee is responsible for developing the scheduling of all matches during the event.

C. TEAM ELIGIBILITY

SECTION 1: All players must be properly registered and rostered in accordance with the rules of US Youth Soccer (Policy on Players and Playing Rules, 104 and 201) and of their State Association.

a) The team must demonstrate continuity of rosters by maintaining a minimum of **five (5)** players common to the roster between their State Association and Region IV competition

D. ROSTERS, PASSES AND UNIFORMS

SECTION 1: ROSTER FREEZE DATES. States will identify a freeze date for their team rosters. Event Rosters will be frozen on June 5, 2018. Any modification to a team's roster after the Roster Freeze date will require permission from their State Association.

SECTION 2: ROSTER REQUIREMENTS. Prior to the Roster Freeze Date, each team should validate the information entered their State Association's data base.

a) Rosters are capped at no more than 18 players.

b) All players listed on their roster must display:

- Name as shown on proof of age document; and
- Correct birth date for player; and
- US Youth Soccer Member Pass Card ID Number; and
- Jersey number and alternate jersey number.

c) Roster must list:

- Name of State Association; and
- Name of team, age group, and gender of team; and
- Names, addresses, phone numbers of team officials (coach and manager).

d) The roster has been signed by the State Association Representative or their designee and the team coach attesting all documentation is correct and true.

- e) The team's roster and player passes must be available at the field of play for each match.

SECTION 3: PLAYER/COACH PASSES. Each player and team official listed on a team roster must carry the US Youth Soccer member pass with a current photograph of the player or team official. Passes must be signed by the appropriate official of the State Association. The member pass issued to a player shall identify the club by name or other appropriate means of identification.

It is recommended that player and coach passes be:

- a) Laminated in plastic. No open sides or ends.
- b) Hole-punched in upper left-hand corner and placed on an open lock ring.
- c) In roster order on the ring.
- d) Coach/Assistant Coach cards also are placed on the ring.

Each team is limited to four (4) team officials in the Technical Area. (i.e. coaches, assistant coaches, managers, team trainers). Coaches must have a pass for each team he/she is associated with and this pass will count as one of the four (4) allowed. Approved trainers or club trainers may also be in the technical area with properly issued credentials from the State Association.

SECTION 4: UNIFORMS.

- a) Each player shall have a number on the player's jersey. The number shall be affixed to the back of the jersey and shall be clearly visible. Each player on a team must wear a number different from the number of every other player including goalkeepers. Duplicate numbers are NOT permitted. Players **MUST** bring an alternate colored jersey which is also numbered with the same number as on the primary jersey. Numbered jerseys for goalkeepers are optional. It is suggested that teams traveling with multiple goalkeepers have numbered jerseys for them.
- b) No jewelry may be worn during a match (allowances for medical alert bracelets and necklaces if in the opinion of the referee they do not present an inherent danger to any player).
- c) Any tape or any material applied or worn externally must be the same color as that part of the sock it is applied to or covers (this applies to all material and not just tape).
- d) Undershorts/tights must be the same color as either the main color of the shorts or the lowest edge/bottom (hem) of the shorts; the team must wear the same color.
- e) A player or team official may only wear the logo of US Youth Soccer, the logo of a team State Association or logo of any State Association sponsor, their individual club and/or team logo or team sponsor logo, manufacturer uniform logo. Anything not conforming to the above must be removed, replaced, or covered before the player or team official may continue to remain at the game site or field of play.

D. SUBSTITUTIONS: Substitutions shall be unlimited and can occur at any stoppage of play with the permission of the Referee.

E. INCLEMENT WEATHER

If inclement weather affects the competition, the Event Committee reserves the right to make all decisions concerning this competition. The decisions of the Committee are final, not subject to appeal.

F. GAME BALLS

All games will be played using size #4 balls. In the event a game ball is not provided, the Referee will make a choice from balls offered by both teams.

G. GRACE PERIODS

Any team not ready to play at the scheduled start time shall be granted a 15-minute grace period. A minimum of six (6) players constitutes a legal team. Any team not ready to play at the expiration of the grace period shall be deemed to have forfeited the game. The Event Committee may extend this grace period for extraordinary situations.

H. HOME TEAM – VISITING TEAM

Home team listed first in the schedule will wear light colored jerseys and socks. Visiting team listed second will wear dark colored jersey and socks. The Referee may use his/her discretionary judgement to resolve sock color conflicts.

I. TECHNICAL AREA

Players and team officials must remain in the technical area on the same side of the field of play. A maximum of four (4) team officials, (i.e. coach, assistant coach, manager, trainer) is permitted in the Technical Area. Parents and spectators will be on the opposite side of the field from the Technical Area. Team officials must display their identification passes as provided by the Event Committee.

J. FORFEITURE RULE

If a team forfeits one of its preliminary games, the opposing team shall be awarded three (3) points for a win, and the forfeiting team zero (0) points for the loss. If goal differential becomes a factor in future tie-breaking procedures, the goals counted for the forfeited game shall be determined by taking the average of the goals scored and allowed by the team in their remaining preliminary games.

K. FINES FOR FAILURE TO APPEAR OR PERFORM

SECTION 1: Any team that drops within the three (3) week window prior to the scheduled event will not have their registration fee refunded and the team/State will be fined the current Stay-to-Play Opt Out Fee. That money will be transferred to the replacement team's fees.

SECTION 2: Based on circumstances involved, the Event Committee may levy a fine up to \$1,000 for games forfeited during the regional event including teams who withdraw. This fine may be dispersed to any team(s) adversely affected by the forfeiture(s). All fines will be assessed to the team's State Association and must be paid within 30 days of the completion of the regional event. The Event Cup Committee shall have the authority to refuse entry to any team from a state with unpaid fines at the time of entry the following year, including FARWEST Presidents Cup and Far West Regional Championships.

L. STAY-TO-PLAY POLICY:

Traveling teams are required to follow the current STAY-TO-PLAY policy while participating in the event.

M. SCORING METHOD FOR PRELIMINARY MATCHES

In the preliminary rounds, team standings shall be determined by the accumulation of points awarded as follows:

- Win (including forfeit): 3 points
- Tie: 1 point
- Loss: 0 points

There will be no overtime periods in preliminary rounds. If teams are tied at the end of regulation play, each team will be awarded one (1) point.

N. TIE BREAKERS

In the event where two or more teams have accumulated an equal number of points within any group and are tied based on points earned after preliminary play, the team's placement will be determined in accordance with the following sequential criteria. Tiebreakers will be considered in order until the tie is broken, then restarted to break the remaining tie. This tie-breaking procedure shall be used if necessary to determine 1st and 2nd place standings within a flight, as well as determining the best 3rd place teams:

- a) Head to head results
- b) Winner of the most games
- c) Cumulative goal differential between goals scored and goals allowed in all games played within the team's flight. Maximum difference allowed is four (4) goals per game.
- d) Least goals allowed in all games played within the team's flight.
- e) Kicks from the penalty mark at a time determined by the Event Committee.

If more than two teams are tied at the end of the preliminary round, the tie-breaking criteria will be used in the order shown, beginning at #2, to either advance or eliminate one team. The remaining teams will then be compared, beginning with #2 to determine the final placement.

O. OVERTIME PERIODS {For Quarter (if scheduled) Semifinal, and Championship Games Only}

If a game is tied at the end of regulation play, two complete overtime periods of 5 minutes will be played. If a game is still tied at the end of the prescribed overtime play, FIFA "Kicks from the Penalty Mark" rules will apply to determine the winner using the 9 players on the field after the second overtime and following the FIFA Laws of the Game.

P. RULES OF PLAY

Except as provided herein, rules of US Youth Soccer and The International Football Association Board "Laws of the Game" 2017/2018 shall apply to the competition.

- a) Discipline - Players and coaches dismissed from the field of play/receive a red card in any game shall be automatically suspended for the next game. Their pass card will be retained at the Headquarters and may be picked up by a team representative at the completion of the suspension. All disciplinary action will be reviewed by the Event Committee additional penalties or suspensions may be assessed.
- b) Unfinished Games – Unfinished games, due to any cause, will be replayed from the start, provided that neither team is at fault nor play has not begun in the second half. If play is stopped after completion of the first half, and cannot be resumed as determined by the Event Committee, and provided neither team is at fault, the Event Committee may deem the game completed. Should play be stopped at any time due to one of the teams being adjudged at fault, it shall be at the discretion of the Event Committee as to whether the game is to be replayed, stand as is, or declared a forfeit.

Q. DURATION OF GAMES AND NUMBER OF PLAYERS

Age Group	Game Length	Halftime	Number of Players	Overtime Periods for Quarterfinal, Semi-final and Championship Matches
12U Years Old and Younger	Two 30 min. halves	10 min.	8 Field Players and 1 goalkeeper	Two <u>5</u> min. halves

R. CONCUSSION PROTOCOL

US Soccer, US Youth Soccer Concussion Procedure and Protocol will be followed including the following:

- a) Heading the ball is allowed in the 12U group.

S. PLAYER/COACH/SPECTATOR MISCONDUCT

Suspensions received by players/coaches will be served within the context of the event.

- a) Players/Coaches/Spectators that display activities detrimental to the “spirit of the game” as defined by the Event’s Code of Conduct and/or who have displayed violation of local ordinances (including, but not limited to, theft, willful destruction of property) can be subject to denial from participation of the competition for the duration of the event by the Event Committee.
- b) Any coach rostered to more than one team in the competition who is sent off/dismissed from a match shall sit out a minimum of the next scheduled match of the team with which the sendoff was awarded.
- c) A dismissed/sent off Coach/Administrator cannot have contact with his/her team during the game or games until the team and Referees have left the field. No communication with

players or team officials is permitted during the suspended game. Violations of this will result in additional discipline action being taken by the Event Committee, including but not limited to additional games suspended or recommendations to the home State Association.

- d) Players who are serving a disciplinary suspension may remain in the technical area provided they are out of uniform and act in a responsible manner. If a player serving a suspension acts in an irresponsible manner and requiring their removal from the field of play the Event Committee will require additional suspension(s) to be served either during this Event or during the following State Association's Season of play.
- e) Spectators asked to leave by a Referee or other event official must immediately depart the field area and are required to remain out of sight and sound of the game until the team has departed the field of play.
- f) If a player/coach/spectator is sent off/dismissed the Referee will submit the game report to the Event Committee. The player/coach/team official/spectator shall be subjected to a one game suspension with the following exceptions:

TWO (2) OR MORE GAME SUSPENSION

- 1) Violent Conduct: Examples include, but are not necessarily limited to: Striking or attempting to strike another player, team official or spectator, entering the field of play during an altercation.
- 2) Spits at an opponent or any other person
- 3) Miscellaneous: Any player, substitute, team official or coach who refuses the Referee's request for their name, or gives a false name, while the Referee is gathering information to report to the Event Committee involving them, shall have a minimum of one (1) game added to the suspension that would normally be levied by the Event Committee. The length of suspension listed above and found in the Rules of Competition are to be regarded as minimum suspensions and the Event Committee may at its sole discretion impose any additional sanctions or suspension its determines is necessary.
- 4) Coaches and assistant coaches or team officials sent off the field of play for Violent Conduct shall have one (1) additional game added to the suspension that would normally be levied against a player for a similar infringement. Based on the severity of the incident, the Event Committee may refer the incident to the United States Soccer Federation for review and possible further action.

T. PROTEST AND APPEALS

SECTION 1:

All questions relating to the qualifications of competitors, interpretation of rules, or any dispute or protest concerning the competition, shall be referred to the Event Committee.

SECTION 2:

- a) To be valid and eligible for consideration, each protest:
 - 1) Must be orally lodged by a team official listed on the team roster involved in the game with the Referee and with the opposing coach at the game site before entering the field of play, start of the match or leaving the game site, except as provided in subsection (b) of this section; and
 - 2) Must be filed in writing with the Event Committee within two (2) hours after the completion of the game being protested, accompanied by:
 - i. A \$300 fee which would be refunded if the protest was upheld.
 - ii. Two (2) written copies of the protest, which must include full particulars of the grounds on which the protest is lodged: and
 - iii. Two (2) written copies of any information to be presented by witnesses.
- b) Any protest relating to the grounds, goal posts, bars, or other appurtenances of the game shall be entertained only if a written objection has been lodged with the Referee and the opposing coach prior to the start of the match.
- c) The Event Committee, shall immediately on receipt of the protest notify the team against which the protest is made and shall provide a copy of the protest and an applicable detail to that team, which will then have the right to defend its case, with or without witnesses.
- d) Protests regarding discretionary decisions of a match official will not be accepted.

SECTION 3:

- a) A decision may be appealed as provided by US Youth Soccer Bylaw 703. Any such appeal must be filed in writing within two (2) hours of receiving the decision of the Event Committee, with the Chairman of that Committee who shall immediately notify the Cup Committee.
- b) Each appeal filed under subsection (a) of this section must be accompanied by:
 - 1) A fee in an amount determined by the US Youth Soccer Board of Directors; and
 - 2) Two (2) written copies of the appeal.

SECTION 4: Any party to a protest or appeal shall be accorded the right to be assisted in the presentation of the party's case at the protest or appeal meeting.

SECTION 5: A plea of ignorance to the rules and regulations of this competition is not sufficient grounds for a protest or appeal. Violators may expect appropriate action by US Youth Soccer.

U. FIELD OF PLAY

- 75 yards (length)
- 47 yards (width)
- Goals will be 6 feet (height) x 18 feet (width)

