



# 2024 Rules of Competition

All matches will be played in accordance with FIFA rules, with modifications listed below

## Hosting Clubs

Saints Soccer Academy  
Lower Columbia Youth Soccer  
[www.cascadiacoastalcup.com](http://www.cascadiacoastalcup.com)

## Tournament HQ and Check-in

Warrenton Soccer Complex  
Warrenton, OR

*Rules version: January 2024*

## Tournament Scoring System

For standings in pool play, points will be awarded as follows:

- 6 points for a win
- 3 points for a draw
- 0 points for a loss
- 1 point for a shutout
- 1 point for each goal scored (maximum of 3 points)

There is a maximum of 10 points possible for each game. A 0-0 draw will be scored as 4 points. If two or more teams are tied on points after round robin play, the following tie-breakers will be used to determine who advances to championship games:

1. Head-to-head play (only if two teams are tied)
2. Best total goal differential (up to + or – 4 goals per game)
3. Goals against.
4. Fewest yellow and red card points received. A yellow card is one point and a red card is two points. If a player receives a red card for having received a 2nd yellow card, the team receives two points.
5. Most shutouts.
6. Penalty shootout.

If multiple teams are tied, these tiebreakers will be used to eliminate teams at each step, if possible. If more than one team remains tied, the tiebreakers will then be reapplied, starting with #1. (For example, if teams A, B and C are tied on points, tiebreaker #1 does not apply. If tie-breaker #2 sees teams A and B tied on goal differential, with a better goal differential than team C, team C is eliminated. The next tiebreaker to be applied is head-to-head play between teams A and B.)

A team shall be awarded a forfeit win when opponent does not play or is declared ineligible. The game will be recorded as a 3-0 score. However, for tie breaking consideration, the goals scored, and goals allowed for the forfeit game will be the average of the goals scored and goals allowed by the team in its other tournament games.

In Quarterfinals, Semifinals and Finals only, tied games will be decided by penalty kicks from the penalty mark at the end of regulation play, as provided in the Laws of the Game.

## Format, Game Length & Ball Size

Age Group	Format	Game Length	Half-time Length	Ball Size
U7 & U8	4 v 4	Two 25-minute halves	5 minutes	#3
U9 & U10	7 v 7	Two 25-minute halves	5 minutes	#4
U11 & U12	9 v 9	Two 30-minute halves	5 minutes	#4
U13 – U17	11 v 11	Two 30-minute halves	5 minutes	#5

**Heading Rules:**

There is no heading for U12 and under. An indirect free kick will result from the spot that the ball was headed.

**Roster Limits & Rules**

Roster limits are as follows:

Age Group	Format	Maximum roster at check in	Maximum game roster	Minimum at start of game
U7 & U8	4 v4	8	8	3
U9 & U10	7 v 7	12	12	5
U11 & U12	9 v 9	16	16	7
U13 - U17	11 x 11	18	18	9

- **Number of Players:** If a team does not meet the minimum number of players ready at the scheduled kickoff time ("ready" means in uniform, checked in with the referee and on the field of play) they will be allowed five minutes to assemble the required minimum number of players. A team that does not have the required minimum of players ready within five minutes after scheduled kickoff time, or that falls below the required minimum number of players on the field at any time during the game, will forfeit the game. The tournament director may prohibit a team that has forfeited a game from further participation in the tournament.
- **Guest Players:** A team may have any number of guest players as long as these players can be verified as registered players.
- **All Players must be Rostered and Verified PRIOR to first game:** Teams may not add to their roster after the team's first game of the tournament and ALL players must be verified on the roster prior to the first game. Any team using a player not listed on their tournament roster will forfeit that game.

**Substitutions**

Either team may substitute, with the permission of the referee, an unlimited number of players on any dead ball. There will be no limit on the number of times a player may re-enter the game.

**Player Equipment / Uniforms**

The referee will inspect player equipment before the game. Players shall not wear anything which is considered by the referee to be a danger to themselves, teammates or opposing players.

Each team must wear shirts of the same color, which are different from the opposing team. Home teams will wear LIGHT colors and Away teams will wear DARK colors. If, in the opinion of the referee, there is a conflict of colors, the designated home team must change. All shirts, including alternates, must be numbered with no duplications. Players, other than goalkeepers, with unnumbered shirts will not be permitted to play. Players may not change shirts during a game except with the permission of the referee.

**Coach and Bench Personnel**

All coaches and other bench personnel must remain within the technical area during the game. Although the technical area may not be marked, this is understood to extend no more than five yards beyond the benches in either direction and no closer than three yards to the field. Coaching during the game is limited to one person giving directions to their own team. No mechanical or electronic devices may be used. Team head coaches are also responsible for the conduct of their players, bench personnel, and spectators.

**Red Cards**

Any coach or bench personnel dismissed from a game must leave the site; and may not participate in the team's next game. Any player or substitute sent off (red card) will receive a minimum 1 game suspension. All violent conduct reports will be reviewed by the Tournament Director and Referee Coordinator to determine the number of game suspensions, all decisions will be final. 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.

**High Score Rule**

Final scores with a goal differential of 6 or more will be reported only as a 6 goal differential.

**Team Check-In and Credentials** Teams will be supplied with a **Digital Check In** form 3-5 days before the start of the tournament where they will upload their official **Cascadia Coastal Cup Team Roster**. A Blank Team Roster can be found on the tournament website for download. The Blank Roster must be filled out with all players and coaches' names, birthdates, state player registration numbers and must have a signature from a Club Registrar or an authorized Club Administrator. Each submitted roster will be reviewed, authorized and stamped by the Tournament Director and returned to the team via email at least one day before the tournament. Each team must print and bring 6 copies of these authorized rosters to the tournament. One copy will be given to each referee before each tournament game. Each Roster will be verified for accuracy by the referee. Any inaccuracies may result in disqualification from the tournament.

- **Player Card Verification (if necessary):** With the exception of approved international teams, all participating players and coaches should be able to present a player card issued by US Youth Soccer. Physical or digital versions will be allowed. Player cards may be issued for the 2022/2023 or 2023/2024 soccer season. The player cards may be verified and checked against the team roster at tournament check-in. **Exceptions will be made to the Player Card requirement for those teams that have rosters signed by their club's Director of Coaching or Club President.**
- **Travel Papers:** Teams travelling as USYSA teams from USYSA region IV do not need travel papers. Teams travelling as US Club teams do not need travel papers. Teams travelling as USYSA teams from USYSA regions I, II and III must supply travel papers before check-in. Copies of travel papers will be given to US Soccer and OYSA, the local state association.
- **Medical Treatment Authorizations:** Medical treatment authorizations for each player must be available upon request.

**Protests & Appeals**

All referee judgements and decisions are final. There will be no appeals.

**Age Groups**

Age groups in this tournament will be based on the calendar year of birth of the oldest player on the team in conformance with US Soccer's birth year registration initiative. A team will be eligible for an age group if every player on the team was born on or after January 1 of the year, as shown in the chart below. Any team registering in the wrong age group may not be permitted to participate in that age group and will forfeit their tournament entry fee. No overage players are permitted.

Age Group	Birth Year		Age Group	Birth Year
U7	2017		U14	2010
U8	2016		U15	2009
U9	2015		U16	2008
U10	2014		U17	2007
U11	2013			
U12	2012			
U13	2011			

### **The Tournament Directors**

The Tournament Directors have the authority to convene a judicial committee of three neutral persons. Such a committee may be convened to deal with any actions that are disruptive to the tournament or bring the game into disrepute. Such a committee is empowered to take such action as they deem appropriate against any player, coach, manager or spectator. Sanctions imposed by such a committee may range up to and including expulsion from the tournament. The committee may only act after giving the player, coach, manager or spectator an opportunity to respond to the accusations.

The tournament director has the authority to modify or waive these rules in unusual circumstances for any games that have not yet begun. (For example, in the event of extremely hot weather, they may shorten or otherwise modify the games.) 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. These are the official rules of competition and they supersede any other summary or description of the rules, written or verbal.

### **Extreme Weather Policy**

- **If temperatures reach 95 degrees**, the referee may provide a two minute water break during each half. Game clock will be kept running. The Tournament Director will determine if this is in effect.
- **Lightning – 30-30 Rule** Play will be suspended for 30 minutes after the last lightning strike. Game length can be affected for any/all games following a lightning strike to make sure all games are played that day. The Tournament Director will dictate the game length after lightning has occurred.

### **Alcoholic Beverages**

Possession or consumption of alcoholic beverages at any game site by players/coaches/spectators is prohibited.

### **Smoking PROHIBITED**

Smoking of any kind or substance is prohibited on or near all Cascadia Coastal Cup fields.

### **Safety**

A player who demonstrates signs of concussion as a result of an observed or suspected blow to the head or body must leave the field and may not return to play in that match. Referees will include in their match report information about any player required to leave the field because of a suspected concussion. A player who has been removed from a game by a referee because of a suspected concussion is ineligible to play until the league director has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.

### **Coastal Cup U7/U8 Rules**

1. Either team may substitute on the fly. There will be no limit on the number of times a player may reenter the game.
2. Four players on the field, no goalkeepers.
3. No throw-ins. All restarts will be kick-in with defending players a minimum of 3 yards away.
4. No offsides.
5. No play in the “no-play zone”, while the ball is still moving, which will be an arc in front of each goal.  
Defensive player touches ball in zone = automatic goal.  
Offensive player touches ball in zone = goal kick.  
If ball stops in zone = goal kick.
6. No slide tackling.
7. All dead ball kicks are indirect with the exception of a penalty kick.

### **Coastal Cup U9/U10 Rules**

1. Penalty kicks are taken from the 10-yard spot.
2. 7-yard mandatory buffer around free-kicks.
3. No Heading. Heading the ball will result in an indirect free kick for the opposing team at the infraction spot.
4. Opposing team must retreat to the Build-out line on Goal Kicks
5. No Goalkeeper Punts.