



COPA YAKIMA 2017 TOURNAMENT RULES & BY LAWS

Tournament Headquarters - 904 North 45th Street Yakima WA 98901

Tournament Director - Bertalicia Garza (509) 895-7771

Tournament Location – SOZO Sports of Central WA. 2200 S 36th Ave, Yakima, WA 98903

REGISTRATION AND TEAM ELIGIBILITY:

Copa Yakima is open to all Adult Teams and High School Teams (U15-U19) comprised of properly registered players (as defined by the rules of the affiliated organizations) provided such team is in good standing with its current association. There will be a Men's and Women's (U15-U19) High School Division, along with a Men's and Women's Adult Division. No Co-ed Divisions.

TOURNAMENT OFFICIALS SHALL CONDUCT ALL CREDENTIALS CHECKS:

- ✓ At initial registration. SOZO Sports Complex (2200 S 36th Ave, Yakima, WA 98903), July 7, 2017
Time 5:00-9:00 PM
- ✓ At the field before each game. Teams should be available for check-in with the Referee or Field Marshal 30 minutes prior to the scheduled game time.

DOCUMENTATION REQUIRED AT INITIAL REGISTRATION:

Arrange player passes/books/passports/Copa Yakima Waiver Forms in alphabetical order to match roster.

TEAMS FROM THE UNITED STATES:

- ✓ The Players and bench personnel must present picture identification cards issued by the team's Federation Organization Member (WSASA, USYS, US Club, AYSO, Other)
- ✓ Identification cards must be verified, photo attached, and laminated (if your association does not allow lamination, cards must be encased in plastic sleeves).
- ✓ Teams must provide a certified/approved tournament roster from the team's Federation Organization.
- ✓ Teams not from WSASA, USYS, US Club, AYSO or Other, must provide proof of insurance.
- ✓ Teams must provide a completed Copa Yakima Waiver Forms for every roster player up to the age group maximum and bench personnel (Coaches/Trainer/Manager) maximum 3 per team).



FOREIGN TEAMS:

- ✓ Teams are required to have and present player picture identification cards.
- ✓ Teams must provide a tournament roster.
- ✓ Teams must provide a completed Copa Yakima Waiver Form for every roster player up to the age group maximum and bench personnel (Coaches/Trainer/Manager) maximum 3 per team).
- ✓ Teams must provide proof of medical insurance.
- ✓ Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States.

DOCUMENTATION REQUIRED for PRE-GAME CHECK-IN: Applies to All Teams

- ✓ Teams are required to have and present player and bench personnel picture identification cards
- ✓ Identification cards will be checked against the tournament generated game reports.
- ✓ Teams must have on hand a certified/approved tournament roster from the team's Federation Organization in case of any discrepancies with the tournament generated game reports.
- ✓ All Teams. The game roster shall have a maximum of 18 players. Players not on the game roster can sit on the bench in the team's opposite uniform or in street clothes.
- ✓ Each team is limited to three (3) registered coaches on the bench. In no case will a team be allowed to participate without a properly registered coach unless approved by a tournament official.
- ✓ The jersey number of each player must be the same as the player's jersey number on the tournament roster. If not the referee is not to allow the player to take part in the match until the numbers are the same (jersey or roster changed).
- ✓ July 7, 2017 Souvenir patches, flags, crests, etc. may be exchanged and group team pictures may be taken at this pre-game procedure or during the handshake after the game.
- ✓ A player who arrives late at the playing field after the pre-game procedure may enter the game once the game's official(s) verify the player is eligible and with the permission of the center referee.
- ✓ Only at the pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the Referee on the game report and will be allowed to participate in the game (if said player has been certified as eligible by the Copa Yakima Soccer Tournaments Credentials Committee). A late arriving player may be challenged at that time he/she arrives and from there it's up to the judgement whether he/she can participate.
- ✓ ***ANY TEAM USING AN INELIGIBLE PLAYER WILL FORFEIT ALL TOURNAMENT MATCHES PAST, PRESENT AND FUTURE.*** A report will be filed with the offending teams National Organization or National State Association. If you are not sure of a player's eligibility, ask, in writing, addressed to the Tournament Director.



- ✓ **MANDATORY:** All teams, except as noted below, are subject to book lodging through the Copa Yakima designated travel provider as a condition to compete at the event.
- ✓ Teams that are located within a 90 mile driving distance of the SOZO Sports Complex are not required to book.
- ✓ All other teams over 90 miles are expected to book with the designated travel provider as a condition to compete - no exceptions
- ✓ Addresses used for the determination of the distance/time will be the address of SOZO Sports Complex the Club's physical address or the physical address of the Club's home fields whichever is closer.
- ✓ Google Maps or other approved online mapping services will be used to determine driving distance and time.
- ✓ **MANDATORY:** All teams must enter a preliminary roster complete with bench personnel into the tournaments on-line scheduling system no later 2 weeks prior to team check-in. The minimum required information is Name, Date of Birth, player ID number, Uniform number and gender. Revisions can be made to the roster up the start of the first match (Player must be certified as eligible by the Copa Yakima Soccer Tournaments Credentials Committee). This information will appear on the tournament game reports to be used by the referees for check-in on the field prior to each game. Teams failing to input this information are subject to removal from the event.
- ✓ Players may not play for more than one team in the tournament.

Matches shall be played in conformity with the rules of WSASA, WSYSA, USYSA, US Club and FIFA, unless otherwise stated herein. The Tournament Committee shall be the final authority in all tournament matters. The Tournament Committee shall consist of at least three members of tournament management and referee coordinators.

All teams should have the official tournament roster forms (including player names, birthdates and jersey number) signed and approved by their association or league registrar. All non-Washington state teams must have official player identification passes issued by their state, provincial or national association. All non-Oregon, Idaho, and Montana teams must also provide proper permission to travel papers from their state, provincial or national authorities.

All teams must provide their travel papers, player identification cards and official team rosters prior to their first game. This may be done at the pre-tournament check-in or at the on-site tournament headquarters no less than ONE HOUR prior to their first match. If a team fails to check in prior to their first game and plays, they will forfeit that game. If a team fails to check in prior to its second game and plays, they will forfeit the remaining tournament games.

Maximum roster sizes for each team are as follows:

High School Divisions – 22, with 18 activated for any given game.

Adult Divisions - 22, with 18 activated for any given game.



All Teams may have 3 guest players with proper identification. Any teams with players exceeding age group restrictions will forfeit each game that player participates in. No player may participate on more than one team playing in the tournament.

All teams will play a minimum of three matches.

For all matches, the home team will get the kickoff, the away team will get to choose the side.

When possible, divisions shall be separated into equally-sized groups with teams playing matches against every other team in their group. All forfeits are 4 - 0.

The team with the most points in group play will be the winner of the group; the rest of the teams shall finish in the order of most points.

**If there are an uneven number of teams in one bracket and a team must play four games, their score will be divided by .75*

THE DURATION OF MATCHES:

Group/Pool Play, Consolation, Semi-Finals & Finals – 60 mins. (Two 30 minute halves).

If the two teams come out of the same bracket of group play the Tournament Committee can switch the team to be able to play another team in the semi-finals.

In group play and consolation matches, a draw shall stand as played. In the semi-finals and finals, matches that end in a draw shall be decided by penalty kicks. No Overtimes.

Every team must have two sets of uniforms: dark and light jerseys. When the color of the team shirts conflict, the team listed as "Home" must change to an alternate color.

Substitutions are unlimited and are allowed during any dead ball at the referee's discretion.

If a player receives a red card that player and his or her coach have 30 minutes to report to the Tournament Judicial Committee after the final whistle. If the offense is of a serious nature, the Judicial Committee reserves the right to impose a suspension. If a player is sent off a second time, the Judicial Committee has the right to suspend the player for the remainder of the tournament.

If any player receives three yellow cards during the tournament, he or she will sit out a minimum one game suspension. Following the match, that player and his or her coach must report to the Judicial Committee within 30 minutes to receive possible further punishment. All cards will be reported to the appropriate National Organization or National State Association for possible further adjudication.

All games are FINAL. No protests are accepted, decision on the field is final.

Coaches are held strictly accountable for the conduct of their teams, parents and supporters. Abusive behavior toward the referee, opponents or tournament staff will not be tolerated.

Such misconduct and breaches of sportsmanship shall be turned over to the Tournament Judicial Committee for possible suspension.

Neither the Tournament Committee, nor SOZO Sports of Central WA., are responsible for games cancelled because of unplayable fields. Such cancellations are for the safety of the players and referees and no liability will be assumed.



In no event will a player be allowed to participate who has not been certified by the Copa Yakima Soccer Tournaments Credentials Committee. All teams must register based on **birth year**. Players for each age group must be born in the year below (or after, if playing up).

- High School U-15 2002, U-16 2001, U-17 2000, U-18 1999, U-19 1998
- Adult Division 1997 – born before

TOURNAMENT COMMITTEE

We shall appoint a Tournament Committee that shall oversee all soccer related rules and regulations.

We have selected a Tournament Committee Chair for the tournament:

Legal Name	Date of Birth	RMA #
Street	City	State WA Zip
Phone	Email	

JUDICIAL COMMITTEE

We agree that we shall appoint a Judicial Committee and that all cards issued will be written up on the Misconduct Report Form with punishments per our Sanctioning Sponsor. All misconduct reports and Tournament Judicial Committee minutes will be sent to the Washington Adult Soccer Disciplinary Director, with copies sent to the appropriate National Organization or National State Association, within 48 hours of the completion of the tournament.

We have selected a Judicial Committee Chair for the tournament:

Legal Name	Date of Birth	RMA #
Street	City	State WA Zip
Phone	Email	

REFEREE ASSIGNOR

We agree that in accordance with USSF Bylaw 532, we shall use only USSF registered referees who are in good standing for all tournaments games, and shall utilize the diagonal system of control. We intend to use a three referee system for ALL Divisions.

We have selected a Referee Assignor for the tournament:

Legal Name	<u>Ed Navarro</u>	Date of Birth:	RMA #
Street	City	Wenatchee	State WA Zip
Phone	509-264-5177	Email	

*****Each team will be allowed to have 3 guest players, who are properly registered through their National and State Association, Federation or any other USSF affiliated organization. Guest players must have permission to participate/travel from their National and State Association, Federation, School or any other USSF affiliated organization.***



CONCUSSIONS:

Concussion Law. If the referee (or assistant referee) believes that, in his/her opinion, a player has suffered a head injury or possible concussion, the match must be stopped IMMEDIATELY. The injured player if able to leave the field on their own must be escorted to their coach and the coach must be told that the player cannot return for the duration of the match. If a trainer is brought onto the field because the player is incapacitated, the referee must still notify the coach that the player cannot return to the game. It is the responsibility of the coach and the player's parent(s) or legal guardians to seek medical attention.

The player may not resume participation until he/she has been cleared by a medical doctor. The Referee HAS NO FURTHER responsibility beyond removing the player from the match in which the player was injured. The referee crew must ensure, that UNDER NO CIRCUMSTANCES or due to the appeal from any coaching staff that the player is allowed to return to the game.

LAWS OF THE GAME

All matches must be played in accordance with the FIFA Laws of the Game, except as specifically modified as follows in the tournament rules.

LAW 1: Field of Play

No change per FIFA "Laws of the Game"

LAW 2: The Ball

The tournament will provide a Size #5 game ball to each team at registration. This ball is to be presented to the referee at the start of each match. The ball is the team's responsibility and will NOT be replaced if lost or stolen.

LAW 3: Number of Players

Maximum Eleven (11) – Minimum Seven (7)

Game roster shall have a maximum of 18 players. Players not on the game roster are allowed to sit on the bench in the team's opposite uniform or in street clothes.

SUBSTITUTION TIME

- Substitutions shall be unlimited at any stoppage approved by the referee. Substitutions may be made only upon proper notification of the referee through the linesmen.
- The substitute shall not enter the field of play until the player he/she is replacing has left, and then, only after receiving a signal from the referee.
- When an injured player (inclusive of the goalkeeper) is attended to on the field of play, the player must leave the field of play for treatment and evaluation. A substitution may be made for the injured player.



SUBSTITUTION LIMITS

- For age groups U17 years and older, free substitution as detailed above is allowed providing the tournament is not an official competition (but a friendly club tournament) and the age category does not include matches between national teams of FIFA member countries. If it does include national teams, then up to seven substitutions are allowed. These substitutions may be made only upon proper notification of the referee through the linesmen, with the referee's permission, at any stoppage of play.

LAW 4: Players' Equipment

Player equipment must conform to FIFA rules. All players will wear shin-guards (under the socks).

Orthopedic casts are not permitted; however, soft braces can be worn with written approval from a doctor, and judgment as to safety is at the discretion of the referee, the ultimate authority is the referee.

It is policy that no player be allowed to wear ANY jewelry while participating in any sanctioned match. The only exception that may be allowed is a medical alert bracelet or necklace when taped to the body. The referee shall make the decision as to the safety of the player and the referee's decision is final.

Teams will wear uniforms of matching design and color with a minimum of six (6) inch numbers affixed to the back of the uniform shirt.

In case of similar team colors, the designated **home** team per the tournament schedule will be required to change to a color accepted by the referee. In cases where the schedule does not designate a home team the first team listed on the game report will be considered the home team.

The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the referee.

LAW 5: The Referee

The center referee for all matches must be certified by the Federation. Visiting international referees must be approved by the Federation. Referees are required to submit a completed official USSF or a tournament specific game report to the Tournament Committee Chair containing game scores and any information relating to any game incidents involving players/coach, spectator misconduct, or injuries. In the event, the assigned referees fail to appear and the assignor and/or Tournament Director fails to provide a replacement, the senior assigned assistant referee shall assume the duties and shall find an alternate assistant. The game will be played as scheduled and will be deemed official.

LAW 6: The Assistant Referee

Two (2) assistant referees will be used in ALL matches. In the event, the assigned assistant(s) fail to appear; the referee must find suitable replacements. The game will be played as scheduled and be deemed official.

LAW 7: The Duration of the Match

The duration of ALL games will be: 2 x 30 = 60 Mins. No overtime

LAW 8 – 10: Penalty Kicks "Taking of Kicks from the Penalty Mark"

No change per FIFA "Laws of the Game"



LAW 11: Offside

No change per FIFA "Laws of the Game".

LAW 12: Fouls and Misconduct

No change per FIFA "Laws of the Game"

LAW 13– 17:

No change per FIFA "Laws of the Game"

TOURNAMENT AND MATCH SCHEDULES

- Copa Yakima tournaments are designed as follows for all age groups and gender:
- During the preliminary stage of the tournament teams will play in a World Cup pool play format. Ties shall remain.
- Minimum number of teams at any age/flight is 4; maximum is 32.
- The tournament reserves the right to have multiple flights within an age group.
- All teams are guaranteed a minimum of 3 scheduled games.
- Maximum number of games is 6.
- Teams can play up to 2 games in one day
- A minimum of two time slots for rest purposes will be scheduled between games.
- Groups of 6 teams or less will go directly to finals or may play a round robin with no finals. Champion determined by points
- Groups of 7 teams or more will have consolation or semi-finals and finals
- The Wildcard or best 2nd will always be considered the lowest seed. If the teams have the same number of points, the criteria in the "**Determination of Group Winners**" will be used to break the tie.
 - ✓ Playoff pairings will be as shown on the tournament schedule.
 - ✓ If the Wildcard is scheduled to play a team they have already played the schedule may be revised for the Wildcard to play the highest seed group winner available.
 - ✓ This will only be done if the schedule can be arranged so all playoff matches have teams that have not already played.
 - ✓ If this cannot be done then matches will revert back to the original schedule.



POST GAME PROCEDURES

As a mutual courtesy, both teams will meet at the center circle and congratulate each other for a game well played. Manager/coach of both teams will insure their respective sideline areas are clean and that all trash is in containers.

At the end of each game, a team representative must sign/initial the game report prior to collecting the player cards, with the exception of any players or coaches sent off, from the referee or field marshal. The ultimate responsibility of collecting the passes from the referee lies with the coach/manager of the teams participating.

A completed game report will be submitted to the tournament director complete with scores and a supplemental report for send offs, injuries or special circumstances that need explanation.

CONTROL OF SIDELINE CONDUCT

Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of "The Laws of the Game." The Tournament Director has the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority.

In addition to good manners, the following rules will apply to Copa Yakima Tournaments:

- The Tournament Director will designate one sideline to be for the sole use of the players listed on the game roster and a maximum total of three (3) managers/coaches/trainers from each team, with one team occupying one side of the mid field and one team, the other. While the game is in progress the manager/coach/trainer and the reserve players must remain on their respective benches and may not roam the sidelines.
- The Tournament Director will designate the opposite sideline for the spectators. No one will be allowed behind either end line, including the Goal.
- The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner.
- ALCOHOLIC BEVERAGES AND USE OF TOBACCO PRODUCTS ARE NOT PERMITTED AT GAME SITES.
- ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED.

CONDUCT AND DISCIPLINE

It shall be solely the team's responsibility to determine the status of its players. Any suspension from a tournament, local league, etc. is the responsibility of the team to notify the Tournament Director of this suspension at the time of the player's check in.

Red Card suspension or send off suspensions can only be served with the team with which the suspension was earned in games played by their team. Players may not serve suspensions as "guest players."



The Copa Yakima, Tournament Judicial Committee will review and rule on all reports of unacceptable conduct by players, manager, coaches, referees, spectators, etc. using the Sanctioning Sponsor's standards. The committee's decision is final and not appealable. All players and managers/coaches shall be subject to these - Disciplines and Sanctions.

A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection. Duration of suspension is cumulative based on further misconduct after receiving the initial dismissal.

The referee(s) are in jurisdiction of the match while in the vicinity of the game. Players and bench personnel may be issued a Red Card/Send Off either before or after a game.

A coach or spectator who is ejected must leave the field of play area a minimum of 100 yards immediately. Failure to comply will result in suspension from the entire event and jeopardize inclusion into future Copa Yakima events.

Suspended Coaches may be located on the spectator side of the field but may not coach or communicate with the team in any manner; players may sit with the team but may not be in uniform.

Depending on the severity of the unacceptable conduct, the Judicial Committee may recommend the suspension of up to the duration of the tournament with further disciplinary action by the appropriate National and State Association, Federation or any other USSF affiliated organization. The Judicial Committee recommendations will be available to the affected parties no later than before their next scheduled game.

At the conclusion of Copa Yakima Tournament, it is the responsibility of the team's coach or manager to pick up the passes from the tournament office (even if suspension has not been completed). A complete report will be sent to the appropriate National and State Association, Federation or any other USSF affiliated organization within seventy-two (72) hours of the conclusion of the tournament for possible further discipline.

DETERMINATION OF GROUP WINNERS

In group play, there will be no overtime games. Standings in a group will be determined by: Game Points: 3 points for a Win 1 point for a Tie 0 points for a Loss.

If Two Teams Tie:

Starts with tie breaker number 1 and proceed through each level, as needed to determine a winner.

1. Head to head result
2. Net goal differential, maximum of four (4) goals per game
3. Most goals scored, maximum of four (4) goals per game
4. Least goals allowed, no maximum
5. Minus 1 Game Point for each Red Card/Send-off
6. Penalty kicks* in accordance with FIFA "Taking of Kicks from the Penalty Mark."

****If both teams are to advance to the playoff rounds the team that applied first will receive the higher seed in lieu of penalty kicks.***



If Penalty kicks* in accordance with FIFA "Taking of Kicks from the Penalty Mark." is required to determine the winner for advancement after steps 1-5 still result in a tie, penalty kicks will be taken thirty (30) Minutes before the scheduled start of the elimination game or earlier if a mutually convenient time can be agreed upon with representatives of both teams and the Tournament Director.

If more than two teams are involved in a tie, tie breaker number 2 (except in the case of example 3) will be used first to rank the teams. If teams are still tied, tie breaker number 3 will be used to rank the teams, and so on until a tie is broken.

Once a team has been ranked higher or lower, the tie breaking procedure begins for the remaining tied teams with number 1. If more than two teams are still tied after tie breaker number 5 the team that applied first will sit out. The other two teams will then take kicks from the mark to establish a winner.

The winner of this will then play the team sitting out, (kicks from the mark) the winner will advance. When all teams will advance to the playoff rounds the teams will be seeded based on date of application, from earliest to latest, in lieu of kicks from the mark.

Example 1: (4 Team Bracket) Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +6, team 2 is +4 and team 3 is +2. Team 1 is 1st, team 2 is 2nd, and team 3 is 3rd.

Example 2: (4 Team Bracket) Three teams have 6 points and have all defeated each other. Team 1 has a goal differential of +4, team 2 is +4 and team 3 is +2. Team 3 is 3rd, Team 2 defeated Team 1 therefore team 2 is 1st and team 1 is 2nd.

Example 3: (6 Team Bracket) Three teams have 6 points and Team 1 has defeated the other two. Team 1 will be the group winner. The tie breaking procedure begins for the remaining tied teams with number 1.

In the Semi-Final and Final game, if a clear winner is not decided after regulation time, penalty kicks will be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark."

The tournament reserves the right to adjust pairings of the first elimination round so teams will not play teams already played.

FORFEITS

Games should start at the given start time. In case the team does not have the minimum number of players there will be up to a fifteen (15) minutes grace period. At that time the Tournament Director may extend the wait time based on unforeseen circumstances or make the decision to declare a forfeit and award the victory to the other team. A forfeit will be scored 4-0.

The Tournament Judicial Committee will review the circumstances of the forfeit and may add additional penalties such as:

- Not allowing the team to be declared a division winner or wild card team
- Forfeit one you forfeit all. The forfeiting team may play all remaining Group Play matches (using referees) as official exhibitions.
- The decision of the committee will be final



PERFORMANCE BOND

A \$1,000.00 performance bond may be required of all foreign teams to guarantee participation. Copa Yakima Tournaments will return any non-forfeited bonds immediately after the team's final game.

PROTEST AND DISPUTES

There will be **NO PROTESTS**. Decisions by referees may not be appealed. All disputes will be resolved immediately by the Tournament Director. These decisions will be final.

EXTERNAL CONDITIONS, WEATHER, ETC.

Regardless of weather conditions, players and coaches must be on the field at the scheduled time, ready to play. In case of inclement weather or field conditions, games may:

- Be shortened - The Tournament Director may reduce the length of matches due to weather conditions before the start of a match; all such matches will be considered official.
- Be shortened - The Tournament Director may reduce the length of halves due to weather conditions before the restart of a match once delayed due to weather; all such matches will be considered official.
- Be reschedule (time and location determined by Tournament Director)
- Go to "Taking of Kicks from the Penalty Mark." (time and location determined by Tournament Director)
- Be canceled - the tournament committee has the right to cancel any match that has no bearing on the scoring and progression of tournament play.

If the Tournament Director rules that during the preliminary round "Taking of Kicks from the Penalty Mark." will be done due to inclement weather or field conditions, the following rule will apply:

- Each team will take a maximum of five (5) penalty kicks.
- At the end of five (5) kicks the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five (5) kicks
- In the overall standings, 3 points will be given for the win, 1 point for a tie and 0 points for a loss
- The 1-0 win in penalty kicks will not be counted for or against to determine the tie breaker for advancement
- If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games score will revert back to a 1-0 win or a 0-0 tie.

Only referees or Tournament Director can suspend a match already started due to weather conditions. Duration of any suspension will be determined by the Tournament Director.

In case of extreme weather (heat/humidity), a break will be given at the midpoint of each half of regulation time, for player hydration. This break will be given at a normal stoppage of play and it is mandatory for any sanctioned match during which the air temperature is or is expected to reach eighty-five (85) degrees. This break will be a maximum of one (1) to two (2) minutes of time.



TERMINATED GAMES

Pool play matches

In the event a referee terminates a match (different from temporarily suspending), before half time, it will be up to the Tournament Committee whether to record the score at the time of the termination or finish the game at a rescheduled time and location.

In the event a referee terminates, or abandons a match (different from suspending) after half time the score will be recorded, as it was when the game was stopped and declared official.

Play-off matches

In the event a referee terminates, or abandons a match (different from suspending) the score will be recorded as it was when the game was stopped. In the event, a match, other than the final, ends in a tie, the team that earned the most points during group play will be declared the winner. If the teams have the same number of points, the criteria in the DIVISION RANKING CRITERIA will be used to break the tie.

Final Matches

In the event, a referee terminates, or abandons a final match (different from suspending) while the teams are tied, co- champions will be declared. Both teams shall receive Championship trophies.

Games terminated, or abandoned for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed.

The decision as to the score of such games and whether teams advance will be made by the Tournament Director after receiving reports from game officials. The decision of the Director will be final and is binding on all parties. Further disciplinary actions may be taken.

The Tournament Director will make the final decision on all disputes regarding the suspension, termination and resumption of play in the best interest of the tournament and all participants.

CHAMPIONSHIP FINAL CEREMONY

Following the completion of each championship game, the two competing teams will present themselves to the Tournament Director for awards.

TOURNAMENT ENTRY FEE RETURNS/REFUNDS AS FOLLOWS:

- Within five (5) days after notification that the team is not accepted by their application.
- Within five (5) days upon cancellation of the tournament.
- Within ten (10) days of withdrawal request of the application by a team prior to acceptance of that application by the tournament.
- Any team that will not be permitted to play in the contracted age group shall have the option to withdraw and receive a full refund of all entry fees. Copa Yakima shall notify any participant not less than fifteen days prior to the beginning of the tournament if any age group advertised will not be offered.



GENERAL

Copa Yakima Tournaments, the Tournament Committee, Washington State Adult Soccer Association and/or the host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament.

The tournament committee's interpretation of the foregoing rules and regulation shall be final and reserves the right to decide on all tournament matters.

The tournament committee has the responsibility to uphold any previous suspension imposed WSASA, US Youth Soccer and/or affiliates of USSF; Copa Yakima is not responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.

PLEASE REMEMBER

- ✓ NO ORTHOPEDIC CASTS ARE ALLOWED - NO EXCEPTIONS
- ✓ AT THE END OF EACH GAME, A TEAM REPRESENTATIVE MUST SIGN/INITIAL THE GAME REPORT.
- ✓ TO GET YOUR PLAYER CARDS BACK FROM THE REFEREE AT THE END OF EACH GAME.
- ✓ RED CARDS MUST BE RETRIEVED FROM TOURNAMENT HEADQUARTERS.
- ✓ PLEASE ENSURE YOUR TEAM REMOVES ALL TRASH FROM THE SIDELINE AFTER EACH GAME.
- ✓ IN THE EVENT OF A MEDICAL EMERGENCY THERE ARE CERTIFIED ATHLETIC TRAINERS or EMTS ON SITE.
- ✓ COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR SPECTATORS.
- ✓ ALCOHOLIC BEVERAGES AND USE OF TOBACCO PRODUCTS ARE NOT PERMITTED AT GAME
- ✓ ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED
- ✓ RESPECT THE GAME
- ✓ HAVE FUN