

1. Laws of the Game

All games will be played in accordance with USYSA/FIFA laws except as noted herein.

2. Eligibility and Team Composition for U13-U18

- a. Maximum 22 players per roster for U13-U18. Only 18 players will be allowed to play in each game. Up to 5 guest players.
- b. No over age players, except with the express permission of the tournament director and in compliance with the MAYSA/WYSA over-age player policy.
- c. No roster changes are allowed after team registration. Please list all players who might be playing throughout the weekend on your Waunakee Cup roster.
- d. An official Team Roster, signed by the USYSA District or State Registrar, must be presented at Registration

3. Eligibility and Team Composition for U11-U12

- a. Maximum 16 players per roster for U11-U12. Up to 5 guest players (with USYSA player pass),
- b. No over age players, except with the express permission of the tournament director and in compliance with the MAYSA/WYSA over-age player policy.
- c. No roster changes are allowed after team registration. Please list all players who might be playing throughout the weekend on your Waunakee Cup roster.
- d. An official Team Roster, signed by the USYSA District or State Registrar, must be presented at Registration.
- e. U11 and U12 games will play 9 v 9 (includes a goal-keeper).
- f. Deliberate heading will not be allowed at U11.

4. Eligibility and Team Composition for U9-U10

- a. Maximum 14 players per roster for U9-U10, with at most 4 guest players.
- b. U9 and U10 games will be played 7 v 7 (this includes a goal-keeper).
- c. No over age players, except with the express permission of the tournament director and in compliance with the MAYSA over-age player policy.
- d. No roster changes are allowed after team registration. Please list all players who might be playing throughout the weekend on your Waunakee Cup roster.
- e. Off-sides will be enforced.
- f. U9 and U10 teams will follow MAYSA rules: goalies may not punt, build out lines, and no heading.

5. Team Registration

- a. All out-of-state teams must present official "Permission to Travel" forms.
- b. Medical authorization/release forms are required for all players. Wisconsin teams should use the WYSA version of this form.
- c. All teams must register no later than 30 minutes prior to their first game. Registration will open at 3:30pm on Friday of the Tournament and will open at 7:00am on Saturday.
- d. Tournament Registration will take place at the Westport Kennedy Administration Building located next to Daleo Soccer Fields.
- e. Club Pass Players do not count as Guest Players.

f. Each team will be allowed to have a maximum of 5 Guest Players. A properly completed Guest Roster form must be submitted at time of initial team registration. No exceptions will be made.

6. Field Marshals

Field Marshals will be stationed at all fields during the course of the tournament and will be identified by a bright colored vest. They are responsible for checking official roster and equipment prior to a game, reporting the game scores and completing the score sheets.

All field Marshals will be equipped with a two-way radio to communicate with tournament headquarters should any problems arise during a game (ex. Medical emergencies, team and/or official no shows, rules and regulations consultation, red card occurrences, and other game related situations). The tournament officials will use a specified channel on the two-way radios for tournament communication only.

Spectators and teams are requested not to use channels specified in the tournament program for personal communication.

7. Game Information

- a. Teams must report to the Field Marshall 30 minutes before each game. The Field Marshals will be wearing a vest.
- b. The Home team is listed first and supplies a properly inflated game ball. Home team changes jerseys in case of a color conflict.
- c. The opening kick-off for each game will be determined by a coin toss.
- d. A size 4 ball is used by U-9 through U-12 teams, and a size 5 ball by U-13 and older teams.
- e. Teams shall be on the same side of the field. Spectators will be on the opposite side of the field from the players. Only the coaches and one team manager are permitted on the players' side of the field.

8. Uniforms and Equipment

- a. Shin guards are required. Socks (same color) must be pulled over shin guards.
- b. Casts (hard or soft) must be approved by the referee coordinator prior to game play.
- c. No jewelry is allowed, nor are knotted bandannas.
- d. All players on a team will wear the same color jersey and shorts. Jerseys must be numbered and each player shall have a different number.
- e. Uniform exceptions will be made for Recreation teams and are at the discretion of the referee and/or Field Marshall.

9. Tournament Director and Referee Authority

- a. All referee decisions are final. No protests or appeals will be heard on any judgment call by the referee.
- b. Protests and appeals will be allowed on player eligibility or other technical matters. Express your concerns regarding violations prior to the start of the game or at the time the incident occurs to the Field Marshall. A \$50 appeal protest fee must accompany the appeal or protest. If the appeal or protest is upheld, the fee will be returned. If denied, the fee will be forfeited to the Waunakee Area Soccer Club.
- c. Appeal or protest decisions of the Tournament Director or a designated substitute are final.

d. They reserve the right to modify the length and location of any game. In the case of severe weather, the Tournament Director has the authority to cancel, reschedule, relocate or abbreviate any game. The Tournament Committee, the Wisconsin Youth Soccer Association and the Waunakee Area Soccer Club shall not be responsible for the expenses incurred by any team or individual if the tournament shall be canceled in whole or in part.

10. Discipline

A. Players

1. All red and yellow cards will be reported to the Tournament Director.
2. Red-carded players will be suspended for at least one game (two yellow cards in the same game equal a red card). Players red-carded for violent conduct or foul or abusive language may be suspended for the rest of the tournament.
3. "Professional fouls," e.g., intentional and severe fouling of an attacker with a clear scoring opportunity, will lead to an automatic red card at the referee's judgment.
4. Any player receiving three yellow cards during the tournament may be suspended from a game.
5. All red cards will be reported to the state association of the player's team.

B. Coaches and Spectators

1. Harassment of officials and players will not be tolerated. Referees may stop games temporarily or may suspend play in the face of persistent sideline harassment or intimidation. In the case of a game suspension, only the Tournament Director is empowered to decide the outcome of the game (score stands as is, forfeit, etc.).
2. Coaches are responsible for the behavior of the team's parents and supporters.
3. Ejected coaches will be subject to the same consequences as red-carded players.
4. No pets are allowed on the Soccer Complex grounds by order of the Town of Westport. Pet owners will be asked by tournament staff to remove pets. This is a Town of Westport Ordinance.

11. Forfeits/Failure to Show

- a. All teams are expected to complete all scheduled games. Any team that fails to show or leaves the field of play before the conclusion of a game may be disqualified from the tournament. That team's club may also be banned from future tournaments, and its state association will be advised of the misconduct.
- b. A minimum of: 5 players constitute a U10 team
6 players constitute a U11~U12 team.
7 players constitute a U13~U18 team.
- c. In the event of a forfeit, the winning team will be awarded a 2-0 victory, for a total of 8 points. A shut-out bonus point will not be awarded.

12. Substitutions

- a. Unlimited, with referee consent, prior to substituting team's throw-in, after either team's goal, prior to either team's goal kick, and at half-time. All substitutions will be made from the mid-field line.
- b. When play is stopped for an injured player and an attendant enters the field of play, the injured player must leave the field and be replaced. The opposing team may also substitute a like number of players.

c. A player with blood on his/her body or uniform must leave the field and be replaced. The bleeding must be stopped, the site must be covered with a bandage, and/or uniform must be washed or replaced, as fits the situation, before the player may return to play.

13. Duration of Games

- a. U9 and U10 teams will play 25-minute halves (5 minute halftime) in all games.
- b. U11 and U12 teams will play 30-minute halves (5 minute halftime) in all games.
- c. U13 and older teams will play 35-minute halves (5 minute halftime) in all games.
- d. All games will start on time.
- e. All games will end at least 5 minutes before the scheduled start of the next game on that field.
- f. Referees will not stop their watches except in cases of serious injury when time allows (please refer to d&e).
- g. Referee or tournament officials may shorten playing times to keep the tournament on schedule.

14. Scoring and Bracketing (does not apply to U10 bracket)

6 points for a win

3 points for a tie

0 points for a loss

1 point for each goal scored up to 3, win, lose, or tie

1 bonus point for a winning shutout (no point for a 0-0 tie)

A. Division Size and Playoff Games

1. 4-team Divisions: A round robin format will be used. The team with the most points accumulated during round robin play will be the champion and the team with the second most points accumulated in round robin play will be the runner-up. In the event of a tie, the tie breaker criteria will apply.
2. 5-team Divisions: Each team plays the other four teams. The team with the most points accumulated during round robin play will be the champion and the team with the second most points accumulated in round robin play will be the runner-up.
3. 6-Team Divisions: U9 and U10: Each team will play the other two teams in their group, plus one crossover game against a team from the other group. U11 and up: Each team will play the other two teams in their group. The team with the most points in their bracket will be ranked #1. The team with the second most points in their bracket will be ranked #2. These teams will play a semifinal game versus the #1 and #2 teams from the other bracket. Semi final winners will advance to the final. The #3 ranked teams will play each other in a consolation match.
4. 7-Team Divisions: One bracket, round robin. Each team will play four games.
5. 8-Team Divisions: Group winners play for the championship.
6. 9-team Divisions: One 4-team and one 5-team group. Each team plays the other three or four teams in the group. Winner of each group advances to a championship game.
7. 10-Team Divisions: Two 3-team groups and one 4-team group. The third game pairings of the 3-team groups determined as in 6-team division. Semi-Finals will be played by three group winners and a wild card team. Wild card team determined by most points by a non-group winner. The championship game will be played by the two winners of the semi final games.
8. 11-Team Divisions: Two 4-team and one 3-team groups. 3-team group will have one cross-over with a 4- team group team. Some 4-team group teams will have four

preliminary games. Group winners and wild card determined by average points-per-game of all games will advance to the semi final and championship bracket.

9. 12-Team Divisions: Semi-Finals will be played by three group winners and a wild card team. Wild card team determined by most points by a non-group winner. The championship game will be played by the two winners of the semi final games.

B. Tie Breakers for Advancement

In the event of a tie among three or more teams, once a tie is broken by the system identified below and if ties among the remaining teams still must be decided, the remaining ties would be broken by starting again from the top of the tie breaking procedures.

1. Head-to-head competition (in case of a three-way tie this criteria does not apply).
2. Most games won.
3. Highest goal differential of all tournament games played. Goals scored minus goals allowed. The maximum goal differential in anyone game is 3.
4. Fewest goals against
5. Most goals scored - maximum of 3 per game.
6. Kicks from the mark (5-5) then sudden victory.

C. Tie Breaker in Semi-Finals and Championship Games

SEMI-FINAL GAMES

In the case of a tie, at the end of the game, the tie-breaker procedures described below will occur immediately, there will not be any overtime play.

CHAMPIONSHIP GAMES

In the event of a tie at the end of regulation play, two 5-minute overtime periods will be played in their entirety. In the event of a tie at the end of the overtime periods, the tiebreaker procedures below will occur.

TIE-BREAKER PROCEDURES FOR SEMI-FINAL AND CHAMPIONSHIP GAMES

Five (5) Kicks from the mark will be taken alternately by each team according to FIFA rules to decide the winner. If still tied, the teams will take alternate sudden death kicks from the mark until a winner is decided. All players participating in this "Shoot Out" must have been on the field at the end of the overtime play. When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and the team captain will inform the referee of the name and number of each player excluded. Before the start of the kicks from the mark, the referee shall ensure that only an equal number of players from each team remain within the center circle and they shall take the kicks.

15. Awards

- a. Each U9 and U10 player will receive a medal for participating.
- b. U11-U18 First and Second place awards will be presented to all rostered players. Waunakee Cup committee will use the t-shirt sizes on the Waunakee Cup roster and will mail the shirts to the team manager (will receive within 2.5 weeks after tournament). Teams can report to Tournament Headquarters immediately after a champion has been determined either by points or a championship game to take a team picture with our Waunakee Cup trophy and banner if the team desires.

16. Refunds

If the event is called off prior to its commencement, fees shall be returned to the teams less \$100 per team. Once the tournament has started, there will be no refunds even if

games get cancelled due to weather or field conditions. Absolutely, no refunds after the application deadline or when a team has been placed in a bracket, unless your team is not accepted into the tournament.