



# 2024 Rules of Competition

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

## Hosting Club

Westside Metros FC  
8231 SW Cirrus Drive  
Beaverton, OR 97008  
(503) 626-2975  
[www.westsidemetros.org](http://www.westsidemetros.org)

## Tournament Headquarters

Tualatin Hills Recreation Center  
(THPRD)  
Under the Blue Tents  
50 NW 158th Road  
Beaverton, OR 97006

## Tournament Director

John Bain  
[john.bain@wsmetros.org](mailto:john.bain@wsmetros.org)

## 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. Fewest goals allowed
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 second yellow card, the team receives two points.
5. Coin toss conducted by tournament director(s). Team representatives may or may not be present at option of the tournament director(s).

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, tie-breaker #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 1-0 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 tied games designated by the tournament as requiring a winner, kicks from the penalty mark, as provided in the Laws of the Game, will be taken at the end of regular time.

## Format, Game Length & Ball Size

Age Group	Format	Game Length	Half-time Length	Ball Size
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 – U19	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
U9 & U10	7 v 7	16	14	5
U11 & U12	9 v 9	18	16	6
U13 - U19	11 x 11	22	18	7

- **Guest Players:** A team may have any number of guest players as long as these players can be verified as registered players and are on the roster and verified at check-in.
- **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. **Players may not be rostered on more than one team in this tournament.**
- **Required Number of Players During Match for Each Team**
  - U9/U10 minimum of 5 players
  - U11/U12 minimum of 6 players
  - U13-U19 minimum of 7 players on the field

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.

**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**
- **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.

### Team Check-In and Credentials

Teams are required to check-in **a minimum of 90 minutes prior to their first game.**

- **Rosters:** Teams must bring **SEVEN typed copies** of the **Beaverton Cup Official Tournament Roster Form**, (available on our website) to team check-in. **Roster must include:**
  - Players Name as it appears on their official player card, players date of birth, jersey #
  - Players are only allowed to be rostered to and to play on ONE TEAM for the duration of the tournament (this means you cannot share players on your teams)
  - Adults on the roster must have completed their background check process and be authorized to coach by the national association issuing their player cards
  - Every player, coach and manager on the team must be registered with the same national soccer association, AYSO, USYSA, US Club, etc. (*means you cannot mix USYSA and US Club Soccer cards*)
  - The tournament will keep one roster, returning five approved rosters to the team
  - Team must provide one approved and stamped roster to the referee crew prior to the start of each match
- **Player Cards:** at check-in you are required to have either Player cards issued by their state or national association – laminated with photo required for every player and staff member on the roster – **OR** - the roster must be **verified and signed** by your Club Registrar/ Club official. We will accept the valid 2024/2025 player cards as well as 2023/2024 player cards that have not expired. Lamination and photos are required.
- **Travel Papers:** Teams travelling as USYSA teams from USYSA region IV do not need travel papers, all others verify with your Club. International teams require travel papers. Teams travelling as US Club teams do not need travel papers.

We expect each team to make sure they are abiding by the rules set forth by their club and association as to which cards are used for participating in a tournament. It is the club's or the team's responsibility to confirm every player, coach, and manager listed on the roster is allowed to participate with the team and that they are fully insured (medical and liability) by their respective national associations. It is the team's or club's responsibility to confirm the medical and liability insurance is not adversely affected by the guest players participating with the team for the tournament. It is the club's responsibility to confirm that all adults listed on the roster have completed their background check process and are eligible to coach/manage the team. If a question arises during the event regarding a player or staff's eligibility, the Tournament Director's decision is final.

### 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	Age Group	Birth Year
U9	2016	U13	2012	U17	2008
U10	2015	U14	2011	U18	2007
U11	2014	U15	2010	U19	2006
U12	2013	U16	2009		

**Protests & Appeals** All referee judgements and decisions are final. There will be no appeals.

## **Refunds**

Cancellations prior to June 25, 2024 will be charged a \$50 cancellation fee.

Cancellations between June 25, 2024– June 30, 2024 will be charged 50% of the tournament fee.

NO REFUNDS as of July 1, 2024

## **The Tournament Director**

The tournament director has 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.
- **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, the Director may shorten or otherwise modify games.)

## **Alcoholic Beverages**

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

## **Smoking is PROHIBITED**

Smoking of any kind or substance is prohibited on all Beaverton Cup fields.

## **Athletic Trainers**

There will be a trainer available at the tournament headquarters site at 158<sup>th</sup> and Walker Road.

## **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.

## **Beaverton Cup 2024 U9/U10 Rules**

1. Jersey Uniform numbers NOT required for U9 & U10
2. Penalty kicks are taken from the 10-yard spot.
3. 7-yard mandatory buffer around free-kicks.
4. No Heading – Result is an indirect free kick at the spot of the header
5. Opposing team must retreat to the Build-out/retreat line (between Goal box and own half way line) on Goal Kicks
6. No GK Punts
  - a. A goalkeeper who has taken possession of the ball in his/her hands may not put the ball in play by punting or drop kicking the ball.
  - b. If a goalkeeper punts or drop kicks the ball, the opposing team is awarded an indirect free kick from the edge of the penalty area nearest to where the goalkeeper took the kick.

## **Game Balls Provided**