

Tournament Rules and Regulations for Cascade Cup 2025

Tournament Director

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Locations

Jeanne Hansen Community Park
34226 SE Jacobia Street
Snoqualmie, WA 98065

Snoqualmie Community Park
35016 SE Ridge Street
Snoqualmie, WA 98065

Online Check-In

All teams must check in no later than 10PM the night prior to their first game. There is no in-person check-in. At check-in, all teams will be required to provide: **A)** WYS/USYS or US Club roster, includes player DOB and jersey number; **B)** Acknowledge that medical release forms for EVERY player are complete and in the teams possession at every game. Out-of-state teams must additionally provide association's travel documents one (1) week prior to tournament start date. Players may not double roster in a single weekend of this event.

Eligibility

Cascade Cup 2025 is hosting boys and girls, U8/U9 thru U12 (birth years 2018 - 2014) teams **Weekend 1** and boys and girls, U13 thru U15 (birth years 2013 - 2011) teams **Weekend 2**. U8/U9 and U10 rosters are limited to a maximum size of 14 players per team, and U11 and U12 rosters are limited to a maximum size of 16 players per team. U13 and U15 rosters are limited to a maximum size of 18 players per team. All guest players will be noted with an asterisk (*) on the final roster. No roster changes will be allowed after the team roster has been approved at the tournament check-in, without approval from Cascade Cup Tournament Director.

U8

U8 teams are eligible to enter the Cascade Cup 2025. U8 teams may be placed in U9 divisions unless requested otherwise from club representative. U8 placement into U9 divisions may be compulsory if there aren't enough teams to build a dedicated U8 division.

Bracketing

Division of 4 teams: If you are in a division with four (4) teams, you will be placed in one (1) bracket. The top two (2) teams in the bracket will advance to the Championship game.

Division of 5 teams: If you are in a division of five (5) teams, you will be placed in one (1) bracket. The top two (2) teams in the bracket will advance to the Championship game. One team in the bracket will play four (4) games in group play, their score will be multiplied by 0.75.

Division of 6 teams: If you are in a division of six (6) teams, you will be divided into two (2) brackets of three (3) teams. Each team will play two (2) games in group play against the other two (2) teams in their bracket. The top two (2) teams from each bracket will play in a semifinal game (A1 vs B2, B1 vs A2), the winning team advancing to the Championship game. The third-place team in each bracket will play a consolation game (A3 vs B3), there will be no extra time or FIFA kicks for consolation game if no winner is determined after regulation time.

Division of 8 teams: If you are in a division of eight (8) teams, you will be divided into two (2) brackets of four (4) teams. The top team in each bracket will advance to the Championship game.

Division of 10 teams: If you are in a division of ten (10) teams, you will be divided into two (2) brackets of five (5) teams. The top team in each bracket will advance to the Championship game. One team in each bracket will play four (4) games in group play, their score will be multiplied by 0.75.

Division of 12 teams: If you are in a division of twelve (12) teams, you will be divided into three (3) brackets of four (4) teams. The top team in each bracket will advance to the semifinals as well as the best runner up out of the three groups. Each winner of the semifinal will advance to the championship game.

Duration of the Games

All bracket/preliminary games for **7v7 & 9v9 will be two (2) x 25 minute halves** and **two (2) x 30 minute halves for 11v11**. The time will be a running clock and not stop for injuries. Clock will start on time. Teams will forfeit if late more than 10 min after posted start time, or no coach, or less than minimum players. Minimum players are 5 to play for 7v7 and 6 for 9v9 and 7 for 11v11.

The Semifinal games, only divisions consisting of 6 teams (2 brackets of 3 teams), games for **7v7 & 9v9 will be two (2) x 25 minute halves** and **two (2) x 30 minute halves for 11v11**. The time will be a running clock and not stop for injuries. If no winner is determined after regulation time for the Semifinal Game, FIFA kicks from the mark will be taken to determine a winner. The 7v7 mark distance is 8 yards.

The Championship Game for **7v7 & 9v9 will be two (2) x 25 minute halves** and **two (2) x 30 minute halves for 11v11**. The time will be a running clock and not stop for injuries. If no winner is determined after regulation time for the Championship Game, for **7v7 & 9v9** two (2) x 5-minute halves and for **11v11** two (2) x 10-minute halves of extra time will be played. If no winner is determined after extra time, FIFA kicks from the mark will be taken to determine a winner. The 7v7 mark distance is 8 yards.

Officiating

All group games permitted to have center referee only. Semifinal and championship finals will have a center referee and assistant referees.

Tournament Play Rules

Cascade Cup 2025 will be following the FIFA Laws of The Game, with modified rules for 7v7 and 9v9 by WYS including:

- No intentional heading of the ball (U8/U9-U12). An intentional heading of the ball will result in an indirect free kick to the opposition. If an intentional header occurs inside the penalty area/box by the defending team, an indirect free kick will be awarded to the attacking team at the top of the box, in line with the incident.
- Build-out lines (U8/U9-U12); the defending team must retreat behind the build-out line when the goalkeeper picks up the ball or a goal kick is awarded. Defending team players may cross the build-out line after the goalkeeper puts the ball into play.
- Goalkeepers cannot punt or drop kick the ball (U8/U9-U12).
- Offside line is the halfway line and NOT the buildout line (U8/U9-U12).

Substitutions

Substitutions will be unlimited as permitted by the referee. A player may only be substituted on a stoppage of play with the permission of the referee.

Points

Cascade Cup 2025 will be using tournament 3-point play, which is: three (3) points for a win, one (1) point for a tie, zero (0) point for a loss. The team with the highest total of points from each bracket after bracket/preliminary games will advance to the Championship Game (see *Bracketing*). In the event of a points tie after bracket/preliminary games, a team will advance based on these tie-breakers (in order):

1. Head to Head competition
2. Goal Differential (with limit 5 goals per game)
3. Goals For (with limit 5 goals per game)
4. Goals Against
5. Coin Flip

Starting the Game

The HOME TEAM may choose the team bench upon arrival so long as they do not displace a settled AWAY TEAM. The HOME TEAM will kick off and the AWAY team may choose direction in the first half. There will be no coin toss.

Team and Spectator Positioning

Both Home and Visitor teams will be on the same touchline. Teams may be accompanied by up to four registered team officials. All spectators must be on the opposite touchline. Only tournament officials are permitted to stand along and behind the goal ends of the field.

Uniforms and Equipment

All teams must be in matching jerseys. Jerseys must be numbered with the number matching the player's number indicated on the team roster. The first team listed on the schedule is the Home team, preferred in light jersey. In the case of a jersey color conflict, the Home team will be responsible for changing jerseys to an alternate color. Color conflict final determination will be made by the referee.

Game Balls

Size 4 game balls for 7v7 and 9v9 and size 5 game balls for 11v11 will be provided by the referee for kick off. In the unlikely event of a game ball not being available at the start of a game, the Home team must provide the correct size ball to use that is satisfactory to the referee by his or her discretion.

Reporting Scores

Referees will report scores to the Referee coordinator. Coaches must initial the referee scorecard confirming the score at the end of every game. Scores, standings, and fixtures will be posted online.

Code of Conduct

Parents and spectators are expected to display good sportsmanship and behavior both on the field and the sidelines at all times. Cascade Cup 2025 will be using USSF-certified referees from Northwest Soccer Officials. The referee's decisions are final. The referee's decision to penalize players, coaches, and spectators by ejection from the game is at their discretion. Smoking, firearms and alcoholic beverages are not allowed at Jeanne Hansen Community Park, nor Snoqualmie Community Park, nor in their parking lots. All pets are prohibited on all synthetic turf fields and are to be leashed at all times in all other areas.

Failure to Show – Forfeits

A minimum of seven (7) players constitutes a legal team for either a 9v9 or 11v11 game. A minimum of five (5) players constitutes a legal team for a 7v7 game. Any team not having enough players for a legal team at the start time of the match shall be granted a single 10-minute grace period. At expiration of grace period, with not enough legal players, they shall be deemed to have forfeited the game. The winning team will be awarded a score of 4-0 and will receive the appropriate points for that score. Any team that forfeits a match will not be eligible to advance to the knockout rounds of the tournament.

Ejection

Any coach or player receiving two yellow cards or one red card in one match will be sent off and suspended from play in the following match. The referee shall file a misconduct report with the Field Director, who shall review the report and may, at their option, increase or decrease the suspension by WSYS guidelines.

The referee shall have total control of their fields during their assigned matches. Coaches are responsible for the conduct of their players, parents, guests, and staff. Abusive behavior toward the referee, opponents, tournament staff, etc. will not be tolerated. Any such actions are grounds for immediate individual or team removal from the tournament and/or facilities.

Protests

Only coaches are permitted to protest a misconduct report or the outcome of a match. The referee of the match must be notified immediately after the match concludes and the coach must follow up with sixty (60) minutes after the match with a written request and a \$100 non-refundable bond (Cash or Money Order). All protests are submitted in writing to the Field Director. The Tournament Committee will have final authority on all matters related to them.

- Protests for receipt of a red card will only be considered in the event of a misapplication of the Laws of Play for suspensions greater than one game.
- Protests of game outcomes will be considered only in the case of overage or suspended players or the clear misapplication of the Laws of Play by a referee.
- Protests involving Referee judgement will not be accepted.
- All protests not involving misconduct will be reviewed by the tournament committee.

Inclement Weather/Cancellation

The Tournament Committee has the right to shorten and/or cancel matches due to climatic conditions or other acts of nature, which are beyond the control of the tournament, most notably in the case of lightning, air quality or the loss of light. By default, if a game is shortened or canceled after match play has started the score will be considered final if the second half of play has started. Match delays due to unforeseen circumstances or occurring prior to the start of the second half will be addressed by the Tournament Committee. The Tournament Committee's decision will be final.

Cancellation Policy

The Cascade Cup will not be responsible for any expenses incurred by any team in the event games are discontinued or canceled due to inclement weather or adverse field conditions.

Footage Rights

Cascade FC holds the right to film, record, capture footage of all players throughout the weekend during the event. This includes drone footage during competition. The use of drones is not permitted by anyone other than tournament administration.