



COMPETITION FORMAT & RULES

Age Groups with No Quarterfinals

Age Groups with 8 or less teams will NOT have a quarterfinal, Thursday will be a day of rest for all teams, semi-finals on Friday (6/24), finals played on Saturday (6/25).

Age Groups Including Quarterfinals

- Age groups with 11 teams - 2 brackets of 4 and 1 bracket of 3
 - Top 2 teams from brackets A and B and all 3 teams in bracket C advance to QF plus the next team (1) with the highest points advances as wild card
- Age groups with 12 teams – 3 brackets of 4
 - Top 2 teams from each bracket plus the next two (2) teams with the highest points advances as wild cards
- Age groups with 13 teams - 1 bracket of 4 and 3 brackets of 3
 - Brackets B&C play crossover matches
 - Top 2 teams advance from each bracket advance to QF
 - **Bracket D – no 3rd game in group stage**
- Age groups with 15 teams - 3 brackets of 4 and 1 bracket of 3 (Bracket D)
 - Top 2 teams in each bracket advances to QF
 - **Bracket D - no 3rd game in group stage but 2 teams will advance to QF**
- Age groups with 16 teams – 4 brackets of 4
 - Top 2 teams in each bracket advances to QF
- Age groups with 17 teams - 2 brackets of 4 and 3 brackets of 3 (Brackets C and D play crossover).
 - Winner of each bracket advances to QF plus the next three (3) teams with the highest points advances as wild cards
 - **Bracket E - no 3rd game but we the average of the first two games will account for 3rd game for purpose of qualifying for WC spot.**

- Age groups with 18 - 3 brackets of 4 and 2 brackets of 3 (crossover style - D plays E, E plays D)
 - Winner of each bracket advances to QF plus the next three (3) teams with the highest points advances as wild cards
- Age groups with 19 - 4 brackets of 4 and 1 bracket of 3
 - Winner of each bracket advances to QF plus the next three (3) teams with the highest points advance as wild cards
 - Bracket of 3 - no 3rd game but we will take the average points of the first two (2) games to account for 3rd game.**
- Age groups with 20 - 5 brackets of 4
 - Winner of each bracket advances to QF plus the next three (3) teams with the highest points advance as wild cards

SCORING METHOD FOR PRELIMINARY GAMES

In the preliminary rounds, team standings shall be determined by the accumulation of points awarded as follows:

- Win (including forfeit): 3 points
- Tie: 1 point
- Loss: 0 points

FORFEITURE RULE

If a team forfeits one of its preliminary games, the opposing team shall be awarded three (3) points for a win, and the forfeiting team zero (0) points for the loss. If goal differential becomes a factor in future tie-breaking procedures, the goals counted for the forfeited game shall be determined by using the average of the goals scored and allowed by the team in their remaining preliminary games.

TIE-BREAKING RULES FOR PRELIMINARY ROUNDS

The following tie-breaking rules will be used to determine the order of team advancement to the semi-finals or quarterfinals:

1. Head-to-head results.
2. Winner of most games.
3. Cumulative goal differential between goals scored and goals allowed in all games played within the team's flight. Maximum difference allowed is four (4) goals per game.
4. Least goals allowed in all games played within the team's flight.
5. Kicks from the penalty spot per FIFA Law.

This tie-breaking procedure shall be used if necessary to determine 1st and 2nd place standings within a flight, as well as determining the advancement of wild card teams when necessary.

More than Two Teams Tied

If more than two (2) teams are tied at the end of the preliminary round, the tie-breaking criteria listed will be used in the order shown, beginning at #2, to either **advance or eliminate** one team. The remaining teams will then be compared, beginning with **criteria #2** to determine the final placement.

Rules of Play

1. Except as otherwise provided herein, the rules of the US Youth Soccer and the FIFA “Laws of the Game” shall apply.

2. Substitutions

- a. Substitutions may be made, with the consent of the referee, at any stoppage of play.
- b. For the 14 and under age groups, unlimited substitutions shall be allowed; and
- c. For all other age groups, a maximum of 7 substitutions for each team shall be allowed in each game during each half and during any overtime play. After leaving the game during a half of play, the substituted player may not re-enter the game during the same half of play. After leaving the game during overtime play, the substituted player may not re-enter the game.
- d. If a player is suspected of suffering a head injury they may be substituted for evaluation without the substitutions counting against the teams total number of allowed substitutions during each half or overtime period. If the player with the suspected head injury has received clearance from the events “Health Care Professional, the player may re-enter at any stoppage of play. The evaluated player must replace the original substitute and will not count as a substitution. The temporary substituted player may re-enter the game as a regular substitute. A team may only make a temporary substitution if they have a substitution available.

3. Registration

Each player and team official listed on a team’s National Championship roster **MUST** have their State Association duly authorized US Youth Soccer Club Member Pass. Any player without their US Youth Soccer Club Member Passes. **Any Team Official (maximum four (4) per team) without their member pass will not receive their Team Bench Pass and therefore will be prohibited from being present on the team bench side.**

4. Team Bench - Sidelines

Teams and team officials (maximum of four (4), e.g. coach, assistant coach, manager, trainer) will be on one sideline. Parents and spectators will be on the opposite sideline. The Far West Regional Championships Staff will make the selection of sidelines.

Club/State Medical Trainer – the trainer will choose if they want to take 1 of the 4 credentials in order to stay on the bench. Each trainer must be licensed/certified in order to receive the credential. This credential allows them to come onto the field or bench area in a supporting secondary role to the main tournament medical staff.

West Region Championship Committee, State Reps, and Press

The West Regional Championships Staff, State Reps, State officials/VIP, college coaches and official press will be given credentials which will enable them to be on the team side of the field, however keeping the team bench area clear and reserved for the team. The Region Staff will issue ID badges at the tournament headquarters.

5. Apparel-Uniforms

At every level of the National Championships Series competitions, each player, team and team official may only have on his/her/their apparel the name, logo, or other identifying mark of US Youth soccer or a member directly or indirectly of US Youth Soccer.

A name, logo, or other identifying mark of any youth soccer organization other than US Youth Soccer or its member must be removed, replaced, or covered before a player, team or team official may enter or remain at a field complex where the National Championships Series competition is being held.

Each player **MUST** wear an official uniform with a six-inch minimum size number on the back of the shirt. Duplicate numbers are not permitted. Teams **MUST** bring an alternate jersey with a six-inch minimum size number on the back.

The referee shall decide when uniform color conflicts are an issue.

Altered uniform numbers must be permanently affixed to jerseys. Referees are authorized to remove players from game with illegal numbering.

6. Equipment

The wearing of shin pads will be **MANDATORY** for all players. A player will not be allowed to play without wearing them at all times during the games. There are no restrictions as to the tape color to be used if needed for shin pads and or socks.

Player/Team Official Passes for the 13 & Older Age Groups

The 13 & Older Age Group may have a maximum of twenty-two (22) players on their team roster and a maximum of eighteen (18) players on each game roster. The passes will remain w/the Game Officials and upon completion of each game the Game Officials will return the player and Team Official passes to the appropriate Team Officials.

Players that are listed on the Far West Regional Championships Roster but not on the game roster may be on the team bench but they may not be in uniform.

OVERTIME PERIODS (For Quarterfinal, Semifinal, and Championship Final Games Only)

If a game is tied at the end of regulation play, two complete overtime periods will be played.

- For 13U – 14U the length of each overtime period will be 10 minutes.
- For 15U -19U the length of each overtime period will be 15 minutes.

If a game is still tied at the end of the prescribed overtime play, FIFA “Kicks from the Penalty Mark” rules will apply in order to determine the winner.

Age Group	Game Length	Overtime	Ball	Circumference	Weight
19U	Two 45' halves	Two 15' halves	#5	27-28 inches	14-16oz
18U	Two 45' halves	Two 15' halves	#5	27-28 inches	14-16oz
17U	Two 45' halves	Two 15' halves	#5	27-28 inches	14-16oz
16U	Two 40' halves	Two 15' halves	#5	27-28 inches	14-16oz
15U	Two 40' halves	Two 15' halves	#5	27-28 inches	14-16oz
14U	Two 35' halves	Two 10' halves	#5	27-28 inches	14-16oz
13U	Two 35' halves	Two 10' halves	#5	27-28 inches	14-16oz

- Halftime shall consist of 10 minutes.
- In the preliminary round robin portion, ties scores at the end of regulation time shall stand.
- For Quarter-Final, Semi-Final, and Final games, if a game is tied at the end of regulation play, two complete overtime periods will be played at the end of normal playing time. The time of the overtime periods will be as provided above. If a game is still tied after the end of overtime play, FIFA “Kicks from the Penalty Mark” rules will apply in order to determine the winner.
- At the Regional event unfinished games due to any cause shall be replayed providing, neither team is at fault nor has play not begun in the second half. If play is stopped during the second half and play cannot be resumed and provided neither team is at fault, the Regional Championships Committee may deem the game complete. But should play be stopped at any time due to one of the teams being adjudged at fault, it shall be at the discretion of the Regional Championships Committee as to whether the game is to be replayed or declared a forfeit.

***NOISE-MAKING DEVICES (I.E. DRUMS, HORNS, COWBELLS, TRUMPETS, ETC.) ARE PROHIBITED.**

WITHDRAWAL FROM NATIONAL CHAMPIONSHIP FINALS Teams who win the FWR championships and who decline to advance to the NCS Championship finals will be fined \$5000.00. Teams have until the start of the FWR semifinal games to declare their intentions

on advancing. If the subsequent FWR Champion has previously declared they will not advance, the runner-up team will be offered the chance to advance. Should both finalists decline to advance, the remaining semifinal teams will be offered the opportunity to advance, based on their tournament standings