

2021 WCSA TOURNAMENT PROCEDURES

1. SAY Soccer = Kids having FUN!

- a. Please keep this in mind throughout the tournament. Please ensure your team & spectators display good sportsmanship and respect to the Referees, your opponents, and your opponent's spectators. Thank you in advance for your support!

2. Information that Coaches need to know:

- a. Home team will be assigned as the top team in the bracket. Home team will break uniform color conflicts. Home team will provide a properly inflated game ball. Championship Games game balls will be provided by tournament.
- b. Each team must have a copy of their signed roster readily available. Electronic copies are acceptable for the WCSA tournament ONLY. Failure to have a valid roster available can result in a forfeit.
- c. All players must play their required amount of playing time per SAY Rules – time starts when a player is presented at midfield for submission. Also, for Kickers, no more than 9 upper players, for Strikers, no more than 7 upper players and for Passers/Wings, no more than 6 upper players are allowed on the field at the same time during the game.
- d. Both teams must be on the same side of the field. All Coaches and players are restricted to their designated sideline area and are not permitted to cross the half line. Coaches must remain back from the sideline, must remain between the midfield line and the penalty box line. Also, no coaching from behind the end lines.
- e. No more than 3 coaches per team are permitted on the team sideline.
- f. Spectators will use the side of the field opposite teams.
- g. Use of bullhorns, cow bell or any other loud noise makers is not permitted
- h. 6 goal differential penalty does NOT apply during the tournament
- i. The Head Coach is responsible for the behavior of their players on & off the field and for the behavior of all those who support their team. The Referees, Tournament Committee or a WCSA Board Member has the authority to suspend a game if conditions warrant and/or has the authority to remove any & all spectators from the sidelines
- j. .Passer Division Only – normal throw-in rules apply during tournament - only one (1) throw-in attempt allowed.
- k. If a Red card was received during the last game of regular season, any suspensions will start with their 1st scheduled tournament game. Cards received during the tournament will have a minimum of a one game suspension from their next game. Suspensions in the WCSA tournament will carry over to The Ohio Area State Tournament if that is the next available game.

3. Information for Games:

- a. Please arrive at least 30 minutes prior to the scheduled start of your game. Be prepared to take the field as soon as the previous game is complete. Please clear the field as soon as your game is complete

- b. Please prepare a “Tied Game Penalty Kicker” list prior to the game to help expedite sudden death overtime period start
- c. Note – any unresolved protest, Red Card, incomplete game, or other dispute will be resolved solely by the Tournament Committee and these decisions cannot be appealed.

The Tournament Committee has Final Authority

- d. Game Time Allotment/Duration
 - i. Passers – 60 Minutes (10 Min Quarters, 1 Min between Q1 & Q2, Q3 & Q4, 5 Min Halftime)
 - ii. Wings – 75 minutes (12 Min Quarters, 1 Min between Q1 & Q2, Q3 & Q4, 5 Min Halftime)
 - iii. Strikers – 75 to 90 Minutes (15 Min Quarters, 1 Min between Q1 & Q2, Q3 & Q4, 5 Min Halftime)
 - iv. Kickers – 75 to 90 Minutes (15 Min Quarters, 1 Min between Q1 & Q2, Q3 & Q4, 5 Min Halftime)
- e. Scores: Winning team should immediately report the score to tournament headquarters

4. PROTEST Procedures:

- a. A protest can only be made based on the misapplication of the law of the game. A protest cannot be made on a judgment call
- b. A protest **MUST** be lodged with the referee **immediately** after the disputed play occurs and before the game/play is restarted. Coaches **MUST** get the referee’s attention before play resumes, or the free kick is taken
- c. The game will be stopped, and the Head Coach & Referee(s) will try to resolve the protest.
- d. If the protest cannot be resolved, a Tournament Committee Member will be requested, and they will help resolve the protest
- e. Play will resume once the protest has been dispensed with. Games **cannot** be protested after the game ends.
- f. The decision of the Tournament Committee is final

5. Games Tied at End of Regulation – “Sudden Death Overtime”:

- a. All SAY rules apply – including offside. Only rule waived is the limit on upper players allowed on field at one time
- b. For all divisions - first goal wins!
- c. For All Divisions – Any team playing short due to a Red Card infraction will play short for any & all “Sudden Death Overtime” periods.
- d. For Passer Division Only – if a game reaches 2v2, the team that has been playing short shall forfeit the game due to only having one (1) eligible player
- e. For Wing, Striker & Kicker Divisions Only – during overtime, if a penalty kick is called for, a goalkeeper must be inserted. The goalkeeper may be any player from your team, including bench players. The ball is dead after the penalty kick is taken and cannot be played again by any player on the field. If the goalkeeper tips the ball over the end line,

the restart is a corner kick. If the ball is kicked over the end line or the ball is deflected back onto the field, the restart is a goal kick. If the goalkeeper was inserted from the sideline, they must leave the field before the game can be restarted.

f. Passer Division:

- i. Coin toss will decide which team kicks off for the first overtime period. Teams will switch sides for each overtime period required.
- ii. First sudden death overtime period – 5 minutes, 6v6, no goalkeeper
- iii. If required, one player will be removed for each additional sudden death overtime period – 5v5, 4v4, 3v3, 2v2, all 5 min, no goalkeeper. If still tied after 2v2, continue playing 2v2 until a goal is scored and a winner is decided.
- iv. Under no circumstances shall a game go to less than 2v2
- v. No penalty kicks for the Passer Division

g. Wing Division:

- i. Coaches will ensure they have a “Penalty Kicker” list ready just in case
- ii. Coin toss will decide which team kicks off for the first overtime period. Teams will switch sides for a second overtime period, if required
- iii. First sudden death overtime period – 5 minutes, 6v6, no goalkeeper
- iv. If required, a second sudden death overtime period – 5 minutes, 4v4, no goalkeeper
- v. If no goal is scored during the 2 sudden death overtime periods and game remains tied, game will be decided by penalty kicks

h. Striker Divisions:

- i. Coaches will ensure they have a “Penalty Kicker” list ready just in case
- ii. Coin toss will decide which team kicks off for the first overtime period. Teams will switch sides for a second overtime period, if required
- iii. First sudden death overtime period – 5 minutes, 8v8, no goalkeeper
- iv. If required, a second sudden death overtime period – 5 minutes, 6v6, no goalkeeper
- v. If no goal is scored during the 2 sudden death overtime periods and the game remains tied, the game will be decided by penalty kicks

i. Kicker Division

- i. Coaches will ensure they have a “Penalty Kicker” list ready just in case.
- ii. Coin toss will decide which team kicks off for the first overtime period. Teams will switch sides for a second overtime period, if required.
- iii. First sudden death overtime period – 5 minutes, 10v10, no goalkeeper
- iv. If required, a second sudden death overtime period – 5 minutes, 8v8, no goalkeeper
- v. If no goal is scored during the 2 sudden death overtime periods and the game remains tied, the game will be decided by penalty kicks.

j. Penalty Kick Procedures:

- i. Referee will choose a goal for the penalty kicks
- ii. A list of six (6) players in order of shooting will be submitted to the referee (Note – the goalkeeper may be one of the six (6) players listed)
- iii. Coin toss will decide which team shoots first
- iv. First group of three (3) kickers listed from each team will alternate taking one (1) kick each – any difference in goals scored, breaks the tie and the winning team is decided
- v. If still tied, the second group of three (3) kickers listed from each team will alternate taking one (1) kick each – any difference in goals scored, breaks the tie and the winning team is decided
- vi. If still tied, the first group of three (3) kickers will alternate taking one (1) kick each in reverse order – any difference in goals scored, breaks the tie and the winning team is decided
- vii. If still tied, the second group of three (3) kickers will alternate taking one (1) kick each in reverse order – any difference in goals scored, breaks the tie and the winning team is decided
- viii. If still tied, the first set of players listed from each team takes a kick and continues through the list one set of players at a time until the tie is broken. After each set of kicks, if one team scores and the other team does not, the tie is broken, and the winning team is decided. The order of the kickers will not change. The team that wins the penalty kick coin toss will choose what order they want to kick (first or second).