

2026 CROSSFIRE SELECT CUP

July 24-26, 2025
60 Acres Soccer Park
15200 NE 116th Ave
Redmond, WA 98052

Nicholas Toon - Tournament Director, Disciplinary Committee Chair

RULES AND REGULATIONS

The Tournament and Disciplinary Committees shall have the final authority on matters related to them.

REGISTRATION:

Registration and acceptance into the tournament are completed via our online application.

process. For additional information and Registration, go to the [Crossfire Select Website](#).

TEAM ELIGIBILITY

All teams must have the appropriate tournament documents approved for participation. These will include:

- Team Roster
- Medical Releases.
- Each team is required to have on-site at all games the ability to provide, upon demand, acceptable proof of player's age and a properly completed medical release form for each player

CHECK-IN:

All teams will check-in online, which must be completed by 10PM the night before your first game. You are not required to come to tournament headquarters prior to the first game. Tournament pins will be available for pick-up at any point throughout the weekend at the tournament headquarters.

OFFICIAL ROSTER & PLAYER CARDS

1. If using **US Youth Soccer**, the roster must be signed by the club registrar. (if you are writing in a guest player, use the "Additional documents" upload option to submit copies of the guest players cards)
2. If using **US Club Soccer**, teams must provide an official US Club roster. (if you are writing in a guest player, use the "Additional documents" upload option to submit copies of the guest players cards)

Medical releases - During the online check-in you will be asked to confirm you have medical releases for each player.

Players cards are **NOT** required! We use the official roster as proof of registration and birthdate.

Travel authorization- For teams outside of Region 4, and International teams. Please contact the [Tournament Director](#) to ensure that you submit the correct paperwork.

ROSTER SIZE:

For U9 – U10 age group - Up to 14 Players, 12 active per game

For U11 - U12 age groups - Up to 16 Players, 14 active per game

For U13– U19 age groups - Up to 22 Players, 18 active per game.

Non-active players need to be identified and be dressed in something other than the team's uniform. Exceptions to the roster rules can only be approved by the Tournament Director. Exceptions will not be made to active roster requirements.

Guest Players:

Prior approval must be granted by the Tournament Director if you are including more than 3 guest players.

Note: guest players are players that are not on your official 2025-2026 team rosters.

NOTE: We ask that teams not stack their rosters with Guest Players that play at a significantly higher level than the team who is registered. If you have any questions, please contact the Tournament Director.

ECNL players are NOT allowed.

Players Are Only Allowed On One Roster:

No players are allowed to play for multiple teams in this tournament (even across age groups). Any player found playing for multiple teams in this tournament without approval will face immediate expulsion from the tournament. All teams involved with these players on multiple rosters will face immediate expulsion from the tournament. All schedule games (completed or not) will be recorded as forfeits. The affected opposing teams will have these games recorded as 1-0 forfeit win, earning 3 points in the standings.

Tournament representatives, including field marshals, reserve the right to check submitted rosters against players on the field prior, during or after a game. Any player not on your roster found to have participated in a match will result in the team being ejected from the tournament and all games will be recorded as a forfeit (1-0 loss to the forfeiting team).

RULES OF PLAY:

FIFA Laws of the Game will apply as modified by USYSA and WYS as described herein.

All 7v7 and 9v9 games will be played using the guidelines set by WYS mandated player development initiatives (the modifications are detailed below)

7V7 and 9v9 games: U9, U10 , U11 , U12

Deliberate heading:

Deliberate heading is not allowed in 7v7 or 9v9 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Build-out line:

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.

Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed; a drop is also when a player tosses the ball in the air and it bounces more than one time on the ground so he/she can kick it out of the air to get more distance).

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

The opposing team must also move behind the build out line during a goal kick until the ball is put into play.

Quick restarts are allowed by the team with the ball prior to the opposing team's completion of moving back behind the build-out line. If a quick restart is taken, play should be allowed to continue.

The halfway line will be used to denote where offside offenses can be called. The buildout line will not affect offside offenses.

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

Punts / Drop-kicks:

Punting or drop kicking the ball is **NOT** allowed.

If a goalkeeper or any other player punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Substitutions:

Substitutions are unlimited and can occur at any stoppage (at the discretion of the referee).

Match Duration and completion of play shall be as follows:

Age Group	Number of Players	Duration	Ball Size
U9 – U10	7v7	50 min (2x25 halves)	4
U11 – U12	9v9	50 min (2x25 halves)	4
U13 – U19	11v11	60 min (2x30 halves)	5

**Game balls will be provided by the tournament*

* Group Play Games will be called not less than five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called. Group Play games can end in a tie.

** Playoff or Final games tied after regulation will go directly to FIFA Kicks from the Mark to determine who the winner is. **(NO OVERTIME)**

Kicks from the Mark:

If kicks from the mark must be used to determine a winner in knockout rounds, the format will be as follows:

1. Each team will select five (5) players to kick – only players on the field at the end of the game may be selected.
2. Teams will alternate kicks – first team to kick will be determined by the referee's coin flip.
3. If the score remains tied after five (5) kicks, teams will alternate kicks one at a time until a winner is determined.
4. All eligible players must kick before any eligible player can repeat.
5. Goalies maybe changed after any shot (from the initial players selected to participate in the kicks).

Penalty Kicks

All penalty kicks will be taken in accordance with Law 14 of the Laws of the Game. The modified penalty mark for 7v7 and 9v9 games will be located 10 yards from the goal. This will also be the spot should kicks from the mark need to be taken in a division that has been playing 7v7 or 9v9.

Cautions and Ejections:

A player receiving two cautions (yellow cards) in a single game will be given an ejection (red card). A player who has been ejected (sent off), will not be replaced. A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player who is ejected for **violent conduct** or **serious foul play** will not be allowed to participate in the next **TWO** scheduled games, at a minimum. Further suspensions for Violent Conduct or Referee Abuse may be issued at the discretion of the Tournament Director, Disciplinary Committee Chair, or other tournament official determined by the Tournament Director. Any player or coach who assaults a referee will be expelled from the Tournament. A coach who has been ejected (sent off) will be suspended the same as a Player ejection.

During game suspension(s) for coaches: there can be **NO** contact between the team and the coach during the game and the coach must be out of sight and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result an immediate ejection from the tournament for the coach.

*A Coach or Team Manager of any player (or Coach) sent off must report to the Tournament Director or any member of the Tournament Committee (located at the Tournament Trailer on 60 Acres) within sixty minutes of the completion of the match.

*The referees shall file a misconduct report with the Disciplinary Committee, who shall review the report and may at their option increase or decrease the suspension in accordance with WSYSA guidelines.

*If a Coach is sent off, the team is required to have another rostered, RMA cleared adult assume the sideline for the remainder of the match. Any team not having another RMA cleared adult will forfeit the game (3-0 forfeit).

*The Tournament Director is the final authority on all disciplinary decisions.

Suspended and Terminated Games:

If, in the opinion of the referee, a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of the referee, a game must be terminated for misconduct of players, bench, coaches, or spectators; the offending team could be suspended from further play and will forfeit that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

INJURY: Additional time will not be added to the game for injuries. All games will be played on a running clock.

PLAYER EQUIPMENT AND FIELD SETUP:

- Shin guards are mandatory.
- No jewelry shall be worn during matches.
- Players and coaches of both teams will be positioned on one side of the field as directed by the Field Marshall. Each team may be accompanied by up to four registered team officials. Spectators of both teams shall be on the opposite side of the field.
- It will be at the game Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace. Referees will perform safety checks prior to the start of each game.

Team Warm-Up:

All teams, including goalkeepers must warm-up off the game fields until 5 minutes prior to kickoff. This is to help to keep the fields in great playing condition for the games.

Game Ball:

The game ball will be supplied by the Tournament. The game balls will be subject to Referee approval.

Home Team:

The Home Team will be the team who appears first on the game schedule. **HOME TEAM WEARS WHITE/or LIGHT-colored jersey.** The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Home Team will forfeit the game. The Home Team will have the selection of the bench they wish to play from, and the direction in which they would like to play before the initial kickoff.

Visiting Team:

The **Visiting Team** will be the team who appears second on the game schedule and will **wear DARK JERSEYS.** The Visiting Team shall be awarded the initial kickoff.

Spectators:

All spectators are to be on the opposite side of the field from the Team Benches. In the spirit of sportsmanship, we ask spectators to be on the same half as their team "mirroring" their team and that spectators do not intermingle with each other. No spectators are allowed on the team side of the field.

COMPETITION

Scoring Format:

Teams will be awarded points on the following basis:

- Three (3) points will be awarded for a win.
 - One (1) point will be awarded for a draw.
 - Zero (0) points for a loss
- In the event two teams are tied in points at the end of bracket play, the teams to advance will be determined as follows:
1. The winner in head-to-head competition
 - a. In the event of a tie with more than 2 teams, head-to-head only DOES NOT APPLY.
 2. Best goal differential in overall competition (maximum of 5 per game)
 3. Most goals for (maximum of 5 per game)
 4. Fewest goals allowed (maximum of 5 per game)
 5. Most total wins
 6. Most shutouts
 7. Fewest cards (Red or Yellow)

If a tie still exists after steps 1 through 7, a coin toss will be made with two tournament officials present the result of which will then be communicated to each team manager.

In the event of a 3-way (or more) tie, the tiebreakers will be followed (starting at #2) until 1 team advances outright or a team is eliminated, then the tiebreakers will be started again (at #1) for the remaining teams.

Forfeits:

An automatic forfeit will be given if any of the following occur:

1. A team is not present and ready to play with a minimum number of eligible players (*), an eligible coach, and verified player cards, within 5 minutes after the original kickoff time.
2. A home team is unable to supply alternate jerseys in the case of color conflict.
3. A team fails to check in at Mandatory Registration.
4. A team whose actions as determined solely by the referee cause the game to be terminated.

All teams who forfeit will have the game(s) scored a 0-3 loss. The winner will be awarded three (3) tournament points for a forfeit.

**Minimum Number of eligible players to play a match:*

7v7: 5 Players

9v9: 7 Players

11v11: 9 Players

Advancement:

The tournament committee will attempt to avoid rematches of round robin opponents during the first round of the playoffs.

Game Report:

The referee will give the Field Marshall a completed match Game Report, including full names of both teams, score, and any Misconduct Reports, at the field at the completion of the match.

PROTESTS:

Only coaches may 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 within 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 tournament committee at Tournament Headquarters for consideration. The Tournament committee will have final authority on all matters related to them. Notes:

- 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.
- Protest of game outcomes will be considered only in the case of over-age or suspended players.
- Protests involving Referee judgment will not be accepted.
- We will not review any video to support protests
- All protests not involving misconducts will be reviewed by the tournament committee.

DISPUTES:

Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All disputes off the field of play will be settled by the Tournament Director or by his designee and the decision will be final.

APPEALS/FAIR PLAY

Any matter not covered by the Rules of the event will be decided by the Tournament Director or designated official. All referee decisions are considered final. Red cards and ejections will not be rescinded.

We will not review any video to support any protest, objection, complaint, or matter of judgement.

Cheating will not be tolerated. Any team caught cheating, in any manner, will immediately be expelled out of the tournament. Any team caught cheating will be referred to their State Association for further disciplinary actions.

MISC.

The following are not allowed at or within the 60 Acres facility:

- Dogs or other pets
- Smoking or Vaping
- Alcohol
- Illegal substances
- Weapons of any kind
- Campers / RV's
- Overnight parking

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 or 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 committees decision will be final.

CANCELLATION POLICY

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

HOUSING POLICY

This tournament is not a stay and play. Teams may stay at any hotel or accommodation that they would like.

FINAL AUTHORITY

The tournament committee has final authority in all matters not mentioned in the rules above. The tournament committee also has final and only say on rule clarification.