

# 2025 Crossfire Select Cup

**July 25-27, 2025**

60 Acres Soccer Park

15200 NE 116th Ave, Redmond, WA 98052

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## Rules and Regulations

### Authority

The Tournament and Disciplinary Committee holds final authority on all tournament matters.

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### Registration

Teams must register online via the Crossfire Select website. Registration is not complete until accepted by the tournament.

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### Team Eligibility

Teams must submit and have approved of these documents prior to participation:

- Team roster
  - Medical release forms for every player
  - Teams must have proof of each player's age and medical release forms available on-site for every game.
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### Check-In

Teams must complete online check-in by 10 PM the night before their first game. No in-person check-in before games is required.

Tournament pins can be picked up anytime during the weekend at the tournament headquarters (portable next to field 14).

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### Rosters and Player Cards

- US Youth Soccer teams: Roster must be signed by the club registrar. Guest players require upload of guest player cards.
- US Club Soccer teams: Must provide official US Club roster and guest player cards if applicable.

Medical releases will be confirmed during online check-in. Player cards are NOT required, as official rosters serve as proof of registration and birthdate.

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## Roster Size Limits

- U9-U10 (7v7): Max 14 players; 12 active per game
- U11-U12 (9v9): Max 16 players; 14 active per game
- U13-U19 (11v11): Max 22 players; 18 active per game

Non-active players must wear attire different from the team uniform. Exceptions must be approved by the Tournament Committee.

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## Guest Players

- Teams may have up to 3 guest players with prior approval.
  - Guest players are not on the official 2025-2026 team roster.
  - Do not stack rosters with guest players who play significantly above your team's level.
  - **ECNL players are NOT allowed.**
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## Player Participation

Players may only play for one team in the tournament. Violation results in immediate expulsion for the player(s) and team(s), forfeiture of games (1-0 losses), and forfeits awarded to opposing teams.

Tournament staff may verify rosters before, during, or after games. Any un-rostered player found playing will cause team ejection and forfeiture of all games.

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## Rules of Play

- FIFA Laws apply, modified by USYSA and WYS as noted below.
- 7v7 and 9v9 games follow WYS development guidelines.

## Key Modifications for 7v7 & 9v9:

- **No deliberate heading:** Indirect free kick awarded where offense occurred.
  - **Build-out line:** Opponents must retreat behind the build-out line on goalkeeper possession and goal kicks until ball is in play.
  - **No punts or drop-kicks allowed:** Indirect free kick awarded at the spot of infringement.
  - **Substitutions:** Unlimited, allowed at stoppages at referee discretion.
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## Match Duration and Ball Size

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

- Game balls provided by the tournament.
  - The group play games may be shortened to accommodate scheduling but will be considered complete after the first half.
  - Playoff/final ties go directly to FIFA penalty kicks (no overtime).
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## Penalty Kicks Procedure

- Five players from those on the field at the end of the game take alternating kicks.
- If tied after five, continue sudden death rounds.
- All eligible players must kick before any repeats.
- Goalkeepers may be changed after any shot.

Penalty kick spot is 10 yards for 7v7 and 9v9 games.

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## Discipline: Cautions and Ejections

- Two yellow cards in one game = red card (ejection).
- Ejected players cannot be replaced and will have to miss the next game.
- Violent conduct results in a minimum two-game suspension.
- Abusive behavior by players, coaches, parents, or guests may result in removal from tournaments and facilities.
- Coaches ejected are suspended for two games.
- Suspended coaches must stay out of sight and sound of the field and avoid all contact with the team during suspension.
- Ejected players/coaches must report to the Tournament Committee within 60 minutes of the post-match.

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## **Suspended and Terminated Games**

- Referees may suspend or terminate games for misconduct or unsafe conditions.
- Offending teams may be expelled, and remaining games forfeited (0-3 loss).
- The previous points stand as played.

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## **Player Equipment & Field Setup**

- Shin guard's mandatory: no jewelry allowed.
- Teams and coaches positioned on one side; spectators on the opposite side.
- Referees check the safety of equipment before games.
- Warm-ups must be off game fields until 5 minutes before kickoff.
- No noisemakers or music speakers allowed near fields.

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## **Home and Visiting Teams**

- The home team (first listed) wears white/light jerseys and picks bench side and direction. Must supply alternate jerseys if requested.
- The visiting team (second listed) wears dark jerseys and kicks off first.

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## **Spectators**

- Must remain on the opposite side of the field from team benches, staying on their team's half.
- No spectators behind goals or on the team side.
- No noisemakers allowed.

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## **Competition and Scoring**

- Win = 3 points
- Draw = 1 point
- Loss = 0 points

### **Tiebreakers** (if points tied at end of bracket play):

1. Head-to-head winner (only applies if 2 teams tied)
2. Goal differential (max +5 per game)

3. Most goals scored (max 5 per game)
4. Fewest goals allowed (max 5 per game)
5. Most wins
6. Most shutouts
7. Fewest cards (yellow/red)

If still tied, a coin toss by two officials decides. For 3+ team ties, start tiebreakers at #2 until one team advances or eliminated, then restart.

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## **Forfeits**

A forfeit (0-3 loss) occurs if:

- Team not ready with minimum eligible players, coaches, and verified rosters within 5 minutes of kickoff.
- Home team cannot provide alternate jerseys for color conflicts.
- The team fails to check in.
- Team causes game termination by misconduct.

Minimum players required:

- 7v7: 5 players
  - 9v9: 7 players
  - 11v11: 9 players
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## **Protests**

- Only head or assistant coaches may protest misconduct reports or match outcomes.
  - Must notify referee immediately after the match and submit a written protest with \$200 bond within 60 minutes.
  - Protests considered only for suspension misapplications, over-age or suspended players.
  - No protests on referee judgment or video review.
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## **Miscellaneous**

- No dogs, BBQs, propane tanks, smoking/vaping, alcohol, illegal substances, weapons, campers/RVs, overnight parking, electric bikes/scooters, or drones allowed on-site.
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## **Weather and Cancellations**

- Tournament may shorten or cancel games due to weather or natural events.
  - Games past the start of second half and then stopped are final.
  - No refunds for weather-related cancellations.
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## **Housing**

This is NOT a stay-and-play tournament. Teams choose their own accommodation.

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## **Final Authority**

The Tournament Committee has the final say on all rules, disputes, and clarifications.

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For questions or issues, contact:

**Disciplinary and Tournament Committee**

[coachingdirector@crossfireselect.com](mailto:coachingdirector@crossfireselect.com)