

Rock SC Rush Clash

General Information and Tournament Rules

All tournament games will be played under FIFA, WYSA and USYSA rules.

1) Team Check In

a) Check in is done completely online. If you didn't have your medical waivers, team roster, guest player form, and out of state travel form ready to submit at time of registration on TeamSnap Tournaments, then please email them to rocksoccerclash@gmail.com by April 30th, 2026.

2) Reporting for Games: Your team will need to check in at the field 20 minutes before start time.

- a) Bring your check in approved player passes if issued or roster (and guest player form if applicable)
- b) Any player that receives a RED card during the tournament will not be allowed to play in the following game or, at the sole discretion of the tournament director, may not be allowed to play in the remainder of the tournament.
 - i) Red carded players will be marked down on the official stamped roster.
 - ii) Use of a red carded player in a game where the player is not allowed will result in the offending team forfeiting the match.

3) Player Eligibility: All players must have been born in the year of their age group classification, unless a player has received an age exemption from his/her team's club and league coordinating body. However, players are allowed to play up within the rules of WYSA.

- a) Each player must possess a valid USYSA/WYSA player pass, the exception being recreational players under U10.
- b) Each player must also possess a valid and parent signed medical release form.
- c) A team may have no more than 4 guest players. Guest players must have the "Clash Guest Player Form" completed and signed by the affiliated club officer.
- d) Players may only play on one team during the tournament unless approved by the tournament director. If passing up to help an older team please make sure the director is aware. Player passing from a younger division or from a girls into boys is allowed. This is an exception in cases of teams being short on numbers. You may NOT pass between teams in the same age division.
- e) Maximum roster size for 9U/10U is 14 players, for 11U/12U is 16 players, and for 13U and above is 22* players. Let us know if you have a couple more and we can accommodate so no player is turned away.

*13U and above may roster 22 players but only 18 can play in a game. The inactive players may be on the team sideline during the game but must not be in uniform.

4) Player Equipment:

- a) U10 and under only need matching shirts.
- b) All U11 and over players are expected to have two different team uniforms for home and away. All are to be properly numbered with no duplicate numbers.
- c) Players must wear shin guards that are covered by socks.
- d) No splints, braces or hard casts are allowed, unless covered and it will be left to the discretion of the referee.

- e) No jewelry will be allowed.
- f) Metal cleats of any kind are not allowed.
- g) Player equipment check is subject to referee approval.

5) Home Team:

- a) Responsible for game ball.
- b) Responsible for changing jersey's in case of a color conflict.

6) Field Rules:

- a) Teams and coaches located on one side, parents on the other. No one else will be allowed on the team side. We will allow a maximum of three coaches per team on the sideline.
- b) Coaches must stay 10 yards away from the centerline on their half of the field.
- c) Only players and referees are permitted on the field unless a referee calls a coach onto the field.

7) Game Duration:

- a) 9U-12U- 2 x 25-minute halves, with a 5-minute half time.
- b) 13U-14U - 2 x 30-minute halves with a 5-minute half time.
- c) Time will not stop for any reason except in a final.
- d) All games will end 10-20 minutes prior to the start of the next game.
- e) Tournament director reserves the right to change the time limits and field location due to weather, lighting, and/or field conditions.

8) Substitutions: Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following the injury of a player or at half time. Substitutions can also be made by your team when the opposing team is also substituting.

9) Red Card Rule:

- a) Any player that receives a red card or two yellow cards in the same game will be expelled from that game. The team will be short for the remainder of the match.
- b) Following the game, the referee will immediately document the player number and type of behavior that resulted in the red card. Yellow cards may also be documented on the game card.
- c) The offending red carded player is disqualified from the teams next scheduled match.
- d) Based on a review of the offense, the tournament director and/or committee may also impose additional disqualifications including from the remainder of the tournament.
- e) Use of a disqualified player will result in the match being forfeited.

10) Offside rules: Offside rule will be called in 9U age group and above. Offside at U10 will be called using the build out line rule and when it is an obvious advantage and will be used to educate the players about the offside rule. There may not be any sideline referees in the U10 matches.

11) Scoring:

- a) Scores for 11U and above will be recorded and medals will be given to 1st and 2nd place.
- b) Points:
 - i) We will use TeamSnap Tournaments as our means for scoring games and determining tie breakers.
 - ii) The tournament director will use TeamSnap Tournaments and registration data to decide brackets and how they work.
 - iii) Win = 6 points, Loss = 0 Points, Tie = 1 point, Shutout = 1 point
 - iv) We do not value running up scores so there is a max amount of points you can get for scoring on an opponent: 1 point per goal up to 3 goals, Max Goal Differential is 6
- c) Tie Breakers - All scores are recorded and tallied by TeamSnap Tournaments and those results will stand.
 - i) Tie Breakers within Pools
 - (1) Record
 - (2) Head to Head
 - (3) Fewest Goals Allowed
 - (4) Head to Head Goal Differential
 - (5) Total Goals Scored
 - ii) Tie Breakers with Divisions
 - (1) Pool Place
 - (2) Record
 - (3) Points
 - (4) Head to Head
 - (5) Goal Differential
 - (6) Goals Allowed
 - iii) Penalty Kicks if there is a tie in a championship game.
 - iv) In Divisions of 7: Penalty kicks to determine quarterfinals seeding in event of a tie even after tiebreakers are applied

12) Bracketing: Each team guaranteed 3 games.

13) Awards:

- a) Players 9U/10U will get participation medals
- b) Players in 11U and over will get 1st & 2nd
- c) 11U and up will exchange MVP medals after each game

14) Behavior:

- a) Coaches shall be held responsible for the behavior of the players and spectators.
- b) Any person displaying inappropriate behavior may be expelled from the match and directed to leave the Youth Sports Complex.
- c) In accordance with USYSA regulations, the issuance of all red cards and other matters involving the conduct of a team, its coaches, or supporters will be reported to the home state association and the home club/league of the player, coach or supporters involved.
- d) Any matter of referee abuse or assault shall, in accordance with USSF Rule 1108, be referred immediately to WYSA.
- e) Any coach removed for inappropriate conduct will not be allowed to coach during the team's next match and will be reported to the appropriate sanctioning body.

15) **Protests:** All referee decisions and those of the tournament director/committee are final. No protests concerning tournament rules are permissible once tournament play has begun.