WCSA Tournament Procedures

(Website / Brackets: www.wcsasoccer.com)

Coaches Information

1. The home team will be the team listed on top in the bracket. Standard home team procedures apply, except championship match game balls will be provided by the tournament.
2. Each team **MUST** have a copy of their signed roster available for examination by a tournament official. Electronic copies are acceptable. Failure to produce a valid roster, on request, will result in a *forfeit*.
3. **Pre-Game:** All game times are subject to change. Please monitor the brackets and game times posted on wcsasoccer.com for changes.
    a. In situations where a head coach is the head coach of multiple teams in our tournament and has game times that overlap, we will reschedule games. Games will not be rescheduled for any other requests (even a shortage of available players). This rule may impact games in which there is no coaching conflict.
    b. *For Wings, Strikers & Kickers:* Please prepare a "Tied Game Penalty Kicker" list prior to the game to help expedite the overtime process.
4. **In-Game:**
    a. All SAY & WCSA Supplemental Rules apply, except for the following changes:
        i. 6-goal differential limit does NOT apply during the tournament
        ii. *Change to Passers only*: players will only have one opportunity to correctly take a throw-in. If a throw-in is taken illegally, a throw-in will be awarded to the opposing team.
        iii. The Lightning/Thunder policy applies in full, except with regard to game cancellations; all game cancellation decisions will be made at the sole discretion of the Tournament Director
    b. Tournament Protest Procedures: A protest MUST be lodged with the referee immediately after the disputed play AND before the game/play is restarted. The game will be stopped (including the clock) and the head coaches & referee(s) will try to resolve the protest. If the protest is resolved, play will restart appropriately and neither team will have any further recourse.
        i. If a protest cannot be resolved by the head coaches & referee(s), a Tournament Committee member should be contacted at Tournament HQ. The Tournament Committee member has final authority over the call. A decision will be made, and play will restart accordingly. Once play has restarted, neither team will have any further recourse.
        ii. Games cannot be protested after the final whistle for any reason.
    c. Noisemakers of any kind will not be permitted or tolerated. Leave them at home.
    d. Timekeeping – *Optional*. If you elect to keep time, you must get an official timesheet from Tournament HQ before the start of your game. If your opponent elects to keep time, we will inform you and give you the opportunity as well. Normal SAY Timekeeping rules apply per the SAY Rulebook. If you feel a team will not meet their playing time requirements, your time keeper should inform their head coach and head coach should alert the referee immediately. Referees are not to handle and will contact Tournament HQ to review. If in violation, a team will be required to play their impacted players the remainder of the game (once identified) to meet their mandated minimum amount of time, as applicable. Timekeeping cannot result in a forfeiture under any circumstances.
5. **Post-Game:** Please verify the scorecard with the referees before leaving the field of play. Their score is what will be reported. The winning team should check the online bracket for your next game time. Please check your game time after 7pm the night before your next game to confirm. *If updated after this, you will be contacted.*

Overtime Rules

6. All rules from Section 4 (above) continue to apply, except the following change:
    a. Rule 4.d. (timekeeping) does not apply to overtime. There are no restrictions or minimums.
7. Overtime is sudden death, first goal wins.

8. Goalkeeper: In all divisions, there will not be a goalkeeper on the field, unless one needs to be inserted for penalty kick(s):
    a. For Wings, Strikers & Kickers Divisions Only: During overtime, if a penalty kick is awarded, a goalkeeper must be inserted. The goalkeeper may be any player from your team, including bench players. The ball is dead after it is kicked and can only be played by the goalkeeper until it comes to rest. It cannot be played again by any other player on the field. If the ball comes to rest on the field, the restart is a goal kick. If the ball is deflected out of bounds, restart as appropriate. If the goalkeeper was inserted from the sideline, they must leave the field before the game can be restarted. Substitution opportunities determined by restart.
9. Any team playing short due to a Red Card (or due to Special Passers Rules) will continue to play short for any & all overtime periods.
    a. For All Divisions: if any game reaches a point where either team can only field one (1) player, said team shall forfeit the match.
10. A coin toss will decide which team kicks off for the first sudden death overtime period. Away team (bottom of bracket) will call the coin toss. Coin toss winner will receive kickoff the first overtime period. Coin toss loser will receive kickoff the second overtime period, if applicable. Teams will continue switching sides, as determined at game start, for each overtime period required.

11. **Passers Division:**
    a. First sudden death overtime period – 5 minutes, 6v6
    b. Each subsequent sudden death overtime period (if required) will be 5 minutes and one additional player will be removed: 5v5, 4v4, 3v3, 2v2. If still tied after 2v2, continue playing 5-minute periods of 2v2 until a goal is scored. Under no circumstances shall a game go to less than 2v2 (see rule 9.a. above).
    c. Under no circumstances will penalty kicks be used to determine a winner in the Passer Division

12. **Wings/Strikers/Kickers Divisions:**
    a. First sudden death overtime period – 5 minutes, one player is removed (Wings: 6v6, Strikers: 8v8, Kickers: 10v10)
    b. If still tied, second sudden death overtime period – 5 minutes, two additional players are removed. (Wings: 4v4, Strikers: 6v6, Kickers: 8v8)
    c. If still tied, game will be decided by PKs (see penalty kick instructions below)

13. **Penalty Kick Instructions:**
    a. The referee(s) will choose a goal for penalty kicks.
    b. Each coach should have ready & submit a list of six (6) players (in order of shooting) to the referee. List should include players' first name and number. A coin toss will determine who decides the team to kick first (winner's choice of kicking first or second). Away team (bottom of bracket) will call the coin toss.
        i. The team kicking first will alternate each round.
    c. The first four rounds of penalty kicks will be taken in sets of three (3), while alternating teams between kicks. After three kicks, any difference in goals scored breaks the tie and the winning team is decided.
        i. Round 1: Kicker 1, 2, 3
        ii. Round 2: Kicker 4, 5, 6
        iii. Round 3: Kicker 6, 5, 4
        iv. Round 4: Kicker 3, 2, 1
    d. If still tied, the kicking order will reset to the beginning as defined in rule 13.c. Each team will take one (1) kick. After each kick, if one team scores and the other team does not, the tie is broken and the winning team is decided. Each team will continue through their list in the same sequence of kickers in rule 13.c. If this list is exhausted again, and there is still a tie, restart from this rule (13.d.)