

# 2026 Washington Rush Cup Rules of Competition

## Application due by **Jul 1, 2026**

### **I Name of tournament: Washington Rush Cup**

### **II Tournament Headquarters:**

Mailing Address:

Washington Rush Cup

PO Box 12427

Everett WA 98206

Phone: 716-479-3068 email: tournamentinfo@washingtonrush.com

Rush Cup Skagit Park Tournament Headquarters is located at the main park building behind the playground.

### **III Registration and Team Eligibility:**

- 1) Check In: All teams (including Canadian teams) must check in **online** prior to the event. Instructions will be posted on the event website at [www.washingtonrush.com](http://www.washingtonrush.com)
- 2) Requirements: Teams **MUST**:
  - i) All teams must submit a roster **ONLINE** (including jersey #, name and date of birth for each player) signed by the Association Registrar, Club Registrar, or US Club Soccer Registrar. **NO HANDWRITTEN NAMES ON ROSTER.**
  - ii) Player Cards are **NOT** required! We will use the Official Roster as proof of registration and birthdate.
  - iii) Guest Players must be listed on official roster (no hand write-ins) and approved by Association/Club registrar or US Club Soccer registrar. A guest player loan form should be completed for each guest player when applicable (i.e. US Club players from other clubs).
  - iv) Medical authorization forms for each player signed by their parent or legal guardian. Teams must verify **ONLINE**.
  - v) All tournament participants are required to be in Concussion Compliance due to Washington State law.

If you are an in-state team, your final roster must reflect concussion compliance. If you are an out-of-state team you must have a copy of the Concussion Compliance Informed Consent form for each player and they must be available for review at check-in.

### **IV Player age and Eligibility:**

- 1) The tournament is open to all teams, boys and girls U8 – U19. Each U8-U10 team will consist of not more than 14 players, with 12 max playing per game (including guest players). Each U11-U12 team will consist of not more than 16 players, with 14 max playing per game (including guest players). Each U13 – U19 team will consist of not more than 22 players, with 18 max playing per game (including guest players). All players (except guest players) must be registered to the team making application.

- 2) A team is allowed up to unlimited guest players for U8 thru U19 teams. They must meet the age criteria for the team playing and they must be currently registered and be in good standing with their respective state, provincial or national soccer associations.

3) Age Groups:

**AGE GROUP---BORN ON OR AFTER August 1st**

U18/19	Aug 1 2007-July 31 2009
U17	Aug 1 2009-July 31 2010
U16	Aug 1 2010-July 31 2011
U15	Aug 1 2011-July 31 2012
U14	Aug 1 2012-July 31 2013
U13	Aug 1 2013-July 31 2014
U12	Aug 1 2014-July 31 2015
U11	Aug 1 2015-July 31 2016
U10	Aug 1 2016-July 31 2017
U9	Aug 1 2017-July 31 2018
U8	Aug 1 2018-July 31 2019

**V Teams:**

- 1) Home Team wears light color uniform. Away Team wears dark color uniform. If there is a conflict, the team that isn't following the protocol changes.
- 2) Players and Coaches will be seated on one side of the field and parents will be on the opposing side. There will be designated benches/sideline areas for both teams at each field. Tents and benches provided at all fields.

**VII Laws of the Game: FIFA Laws of the Game will apply, except as amended below.**

1) Modifications

- i) Match Length: All 9v9 and 11v11 games including semi-finals and finals will be 30-minute halves and 5 minute half-time. All 7v7 games including semi-finals and finals will be 25-minute halves and 5 minute half-time.
- ii) 9v9 & 7v7: NO heading or Goalkeeper Punting/dropkicking. Offside is the half line.
- iii) Substitutions: A player may be substituted on any stoppage of play with the permission of the referee. Teams have unlimited substitutions.
- iv) Player equipment: Shin guards are required for all players (no exceptions). Soft casts, and splints and other protective equipment are permitted with the permission of the referee. No jewelry of any kind can be worn during play.

**VIII Tournament and match schedules:**

- 1) Format: Formats may vary depending on the number of teams that enter a division. Formats may include straight round robin, round robin with final, or round robin with semi-final and final. The Tournament reserves the right to alter the game formats to enhance competition.
- 2) Determining a winner: Preliminary games may end in a tie (see scoring below). All quarter-final/semi-final and final games will have a winner. There will be NO OVERTIME periods for quarterfinal, semi- final, and final games. Penalty kicks per FIFA rules will be used if

quarterfinal, semi-final, or final games end in a draw after regulation time with the winner advancing.

- 3) Refund policy: Teams withdrawing after the entry deadline (July 1), or after being accepted into the event, will forfeit their entire entry fee. Teams withdrawing before the entry deadline, prior to being accepted, will be charged a \$200 processing fee. All teams not accepted into the Tournament will receive a full refund.
- 4) **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.
- 5) **CANCELLATION POLICY** - Washington Rush or Rush Cup will not be responsible for any expenses incurred by any team in the event games are discontinued or canceled due to inclement weather, adverse field conditions, forfeits by opponents, etc.

### **IX Forfeits:**

Any team that does not have at least 4 players (U8 - U10), 6 players (U11 - U12), and 7 players (U13 - U19) able to play within 10 minutes after the scheduled start time will forfeit the game. A score of 1-0 (8 points) will be awarded to the winning team and (0 points) for the team that forfeited. A team that forfeits a game shall be disqualified from proceeding to a subsequent playoff game, as they have deprived their opponent of an opportunity for play, have not fully participated in the Tournament, and have potentially manipulated the Tournament scoring system.

### **X Standings and Tie Breakers:**

- 1) Scoring for Preliminaries: Points will be awarded as follows:
  1. Win - 6 points
  2. Draw - 3 points
  3. Loss - 0 points
  4. One point for each goal up to a maximum of 3. One point for shutout
- 2) Tie Breaking:

In the event teams are tied on points after the preliminary round, the tie will be broken by the following factors (in order):

  1. Head-to-head record.
  2. Best goal differential (capped, 5 per game)
  3. Least goals allowed
  4. Most goals scored (capped, 5 per game)
  5. Best goal differential (uncapped)
  6. Best (lowest) disciplinary record (1 point for yellow card, 3 for red card)
  7. Coin flip, drawing of lots, or other random method determined by Tournament Director with a representative witness from each team directly involved.

Should more than two teams be tied on points after the preliminary round, HEAD TO HEAD record is NOT considered. The above factors (starting with #2) shall be used until one or more of these is eliminated by a single factor (e.g., Best goal differential, Least goals allowed, etc.), at which point the remaining teams tied on points shall run through the preceding factors starting with #2 until there is a winner.

### **XI Reporting of Scores:**

Managers are required to submit scores online. The winning team submits the score. In case of a tie the home team reports the score. Instructions will be provided.

Referees are responsible for the game and will also report the scores and disciplinary records of all games to the Tournament Director. If there is a dispute in score, the referees score will be final.

### **XII Protests and Disputes:**

PROTESTS: No Protest or appeal process exists for disputes on or off the field. All referee decisions, despite how unfair you believe them to be, are final.

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 Staff.

### **XIII Conduct and Discipline:**

- 1) All coaches have total responsibility for the conduct of their players, coaching staff, and team spectators. At no time shall foul or abusive language or misconduct be permitted at any field or other facilities being used for the tournament. Coaches who are either unable or unwilling to control themselves or their sidelines may be cautioned or sent off. The referee will file a written report with the tournament Judicial Committee. A copy of the report and a statement of any action will be sent to the respective state, provincial, or national office. If a coach is sent off he must leave the field immediately. A coach serving a game(s) suspension will not be allowed to watch the game or be within the vicinity of the field on which the game is being played.
- 2) Termination of Play: If in the opinion of the referee, game play must be terminated for misconduct of the coach, players and/or spectators, the offending team will be charged with a loss and the score will be determined by the Disciplinary Committee. If, in the opinion of the referee, both teams are offending, the game will be terminated, and the Disciplinary Committee will determine the score.
- 3) FIELD RULES
  - a) In case of emergency on the field, notify the nearest Referee/Field Marshall (Yellow/Orange Vests)/Tournament Office(near playground)
  - b) No alcohol or smoking allowed at the fields.
  - c) NO DOGS allowed on the game fields and sidelines.
  - d) Each person and team are responsible for their own garbage. Please clean up after yourself.

### **XIV Final Authority:**

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

### **XV Game Balls:**

Home team will provide game balls if not already provided by Tournament.