

Spokane Rapids Lilac Cup 2025

Information and Rules

General Information

Note: For the complete association rules, see the Spokane Rapids Small Sided Program Rules page at <http://spokanerapids.org/rules>

Check In

- Team check-in will occur (30) minutes prior to a team's first game at the tournament headquarters
- Coaches must verify their tournament roster at check in

Team Rosters/Players

- Players may be rostered and compete for only one (1) team. Multiple teams may combine to form one (1) team
- Guest players must be identified at team check-in to be eligible for tournament play
- Each player must receive at least 50% of the total playing time

Teams & Spectators

- Parents on one side of the field, coaches and players on the opposite side
- Teams and spectators must remain at least 10 feet behind the sideline
- No players, parents, coaches, or spectators are allowed behind the goals
- Coaches, players, parents, or spectators shall not enter the field unless requested to do so by the referee or tournament officials

Player's Equipment

- All players must wear shin-guards under socks
- Jewelry shall not be worn. Taped earrings are not allowed
- Soccer cleats or athletic shoes may be worn but shoes with toe cleats will not be allowed
- Casts must be padded and players wearing casts must be cleared by their doctor

Tournament Rules and Officiating

Tournament Style

U5 - U8 Jamboree

- 3 Jamboree games
- Divisions with uneven teams may play an additional match
- Score will not be kept in the matches

U9+ Tournament

- Tournament point system
- Championship brackets will be determined by total tournament points in group play

Duration of Games

The duration of all tournament games shall be in accordance with the following:

U5 - U7: four 8-minute quarters, 5-minute half time, no overtime period

U8: two 20-minute halves, 5-minute half time, no overtime period

U9 - U10: two 25-minute halves, 5-minute half time, no overtime period

U11 - U12: two 30-minute halves, 5-minute half time, no overtime period

U13 - U14: two 30-minute halves, 5-minute half time, no overtime period

- All tournament games will use a running clock with no stoppage of time
- The Tournament Director may adjust playing times as circumstances warrant
- The referee is the official timekeeper, all decisions regarding game duration are solely at the referee's discretion and shall not be protested
- Games will start/end at the listed times on the released schedule
- If deemed necessary by the Tournament Director, games may be shortened or canceled due to weather, or other circumstances

Group Play Games

All group play games will be the length listed above. Group play games may end in a tie.

Teams who forfeit or do not show for a group play game will not be allowed to continue into the championship brackets.

Semi-Final Games

All semi-final games will be the length listed above with a 5-minute half time. Semi-Final games ending in a tie after regulation time will go immediately to FIFA Kicks-from-the-Penalty-Mark to determine the winner.

Championship games

All championship games will be the length listed above with a 5-minute half time. Championship games ending in a tie after regulation time will play two overtime periods of five (5) minutes (with 1-minute between periods). Overtime will be Golden Goal, meaning if a goal is scored, then the game is over. If a goal is not scored during overtime, then the game will go to FIFA Kicks-from-the-Penalty-Mark.

Scoring Method

In group play games*, each team will be awarded points as follows:

- Win: 3
- Tie: 1
- Loss: 0
- Shutout: 1
- Goals: 1 per goal (max 3)

*If a team has more than 3 games in pool play, their best 3 scores will be taken into consideration for placement in the championship brackets

**If a team is not present within five minutes of the scheduled game time, that team will forfeit the match and a 1-0 win will be recorded for the opposing team.

Standings will be regularly updated on TeamSideline and available on the Lilac Cup schedule page on the website.

Tie Breakers

At the end of group play, seedings will be assigned for playoffs. In the event of a tie within a flight (within group play rounds only), the following criteria will be applied sequentially to determine the winner.

- A. Head-to-Head competition. This will only apply when all teams that are tied have played one another in the group play round.
- B. Total Goals Against. Least number of goals allowed in all tournament games.
- C. Goal differential, the cumulative difference between goals scored and goals allowed during all tournament games, with a maximum difference of three (3) goals per game. The highest score differential wins.
- D. Total Goals For. Total goals scored in all tournament games.
- E. FIFA Kicks from the Penalty Mark

If three or more teams are tied (within group play rounds only), the tie breaking criteria A through D above will be applied sequentially to determine Playoff seeding. If two or more teams remain tied after a winner is determined, the tie breaking criteria A through D above will be reapplied sequentially until ties are broken. If two teams remain tied, FIFA Kicks from the Penalty Mark will be used to determine the winner.

Officiating

U5 – U8 Games

- Will be officiated by a coach/parent from each team; each officiating one half of a game.
- The volunteer referee should encourage clean play and sportsmanship at all times
- The volunteer referee should help players understand and follow the rules
- A referee reference sheet can be found on the Spokane Rapids website:
<http://spokanerapids.org/referee-reference>

U9+ Games

- Will have a Washington State certified referee requested from Elite Officials
- If for some reason, a referee is not available for the match the tournament director will make a decision on the officiating method to be used.

Substitutions

Unlimited substitutions may be allowed on any stoppage of play at the referee's discretion

FIFA Kicks-from-the-Penalty-Mark

As used to determine a Match Winner for Quarter-Final, Semi-Final or Championship Games

- Both Teams Take 5 Kicks
- The Kicks are taken alternately by the teams
- If, before both teams have taken 5 kicks, one team has scored more goals than the other team could score, no more kicks are taken
- If, after both teams have taken 5 kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other team from the same number of kicks
- Only players on the field at the end of the game may participate in the kicks from the penalty mark
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken if the referee is notified
- If a goalkeeper is sent off during the taking of kicks from the penalty mark, he/she shall be replaced by a player who was on the field when the match finished

Small Sided Game Layout

AGE	FIELD SIZE	CENTER CIRCLE	GOAL BOX	GOAL SIZE	BALL SIZE	TOTAL PLAYERS	KEEPER	GAME LENGTH
U5	20 x 30	6 yds	6 yd line	4 x 6	3	4	N/A	4Q x 8 = 32 Min
U6	20 x 30	6 yds	6 yd line	4 x 6	3	4	N/A	4Q x 8 = 32 Min
U7	20 x 30	6 yds	6 yd Arc	4 x 6	3	4	N/A	4Q x 8 = 32 Min
U8	30 x 40	8 yds	8 yd Arc	6 x 12	4	5	Yes	4Q x 10 = 40 Min
U9	35 x 55	10 yds	12 yd box	6 x 18	4	7	Yes	2H x 25 = 50 Min
U10	35 x 55	10 yds	12 yd box	6 x 18	4	7	Yes	2H x 25 = 50 Min
U11/12	50 x 80	10 yds	16 yd box	7 x 21	4	9	Yes	2H x 30 = 60 Min
U13/14	60 x 110	10 yds	18 yd box	8x24	5	11	Yes	2H x 30 = 60 Min

Small Sided Rules of Play

AGE	OFFSIDE	DIRECT KICKS	PENALTY KICKS	SLIDE TACKLING	THROW-INS	HEADERS	CORNER KICK	PUNTS / DROP KICKS
U5	No	No	No	No	Yes	No	Yes	N/A
U6	No	No	No	No	Yes	No	Yes	N/A
U7	No	No	No	No	Yes	No	Yes	N/A
U8	No	No	No	No	Yes	No	Yes	No
U9	Yes	No	No	No	Yes	No	Yes	No
U10	Yes	No	No	No	Yes	No	Yes	No
U11/12	Yes	Yes	Yes	No	Yes	No	Yes	Yes
U13/14	Yes	Yes	Yes	No	Yes	Yes	Yes	Yes

Additional Policies

Protests

- Decisions by the referees and the tournament director are final and may not be appealed.
- All disputes for non-referee decisions are handled by the tournament director.
- All protests and disputes must be made with the tournament director within thirty (30) minutes of match completion.
- The tournament director will take such actions necessary to resolve the dispute within sixty (60) minutes of receipt of properly lodged protests and disputes.

Team Conduct/Behavior

Coaches are responsible for the behavior of their players, parents and spectators. Lack of control by one or both coaches may result in the forfeiture of the match and possible disqualification from the tournament.

Any coach or player receiving two (2) yellow cards or one (1) red card during a match shall be disqualified for the remainder of the match and will be suspended from the next tournament match. The tournament judicial committee may render additional disqualifications.

Lightning Policy

In the event of lightning, or any other inclement weather conditions, the Tournament Director will make determinations with respect to suspensions and restarts. In general, the Tournament Director will apply the 30-30 rule.

In brief, from the point that lightning is spotted until the time thunder is heard is 30 seconds or less, games should be suspended, and players and spectators should seek proper shelter. Shelter is defined as a vehicle or building properly insulated from lightning strikes. We will wait 30 minutes or more after hearing the last thunder before resuming play.

If one-half or more of a match has been completed at the point of suspension due to inclement weather, it will be considered a completed game. Games which have not completed one-half of the game will resume once the wait period has expired.

Concussion Management Guidelines

If a concussion is suspected, player must be cleared to return to play by an athletic trainer or physician. Athletic trainers will be available on tournament premises.

If an athletic trainer or physician confirms a concussion, player may not to return to play for the remainder of the tournament per Spokane Rapids concussion policy at www.spokanerapids.org/content/10035/Concussion-Management

Below is a link to the US Club resource that covers what is expected of us and our coaches.
<https://www.usclubsoccer.org/head-injuries>

Report all concussions to Spokane Rapids staff immediately.