

Muk Cup 2026

Recreational Jamboree / Competitive Tournament Rules

PLEASE READ ALL THE RULES CAREFULLY!

The US Club Soccer and Washington State Youth Soccer Association sanction this tournament. The US Club Soccer Rules of Competition shall apply, except as mentioned below.

Unless otherwise posted at the facilities, all participants, spectators, coaches, team staff, and tournament officials will follow State of Washington, Washington Premier League, and Snohomish County COVID guidelines.

Check-In: All teams must check in electronically using our Online Check-In by **Wednesday, August 26, 2026.**

Please check in on time to ensure your team's players are eligible to participate in the tournament. Teams with ineligible players will not receive any points for games.

To check in, you will need the following:

- A team roster with player name, birthdate, and jersey number. A signed roster by your Club Registrar is only required when **not** using a registration system-generated roster (GotSport, StackSports, SportsEngine, etc.).

All rosters must clearly identify guest players. All guest players must be age-appropriate and duly registered with US Club Soccer or another appropriate affiliated organization.

Signed medical release forms for each participating player, including guest players. Each team must have signed medical releases with the coach on the field for each game. Medical release forms can be obtained from the tournament Website or the WSYSA website [Medical Release Form](#). You can also ask your club registrar. *Players must have signed medical release forms on record to be allowed to play (all ages).* U11 and up teams need a valid roster and medical release forms to earn points. Mod teams (U10 and under) without a valid roster and medical release forms may be replaced by another team, or the child without a signed medical release form will be prohibited from participating in the tournament.

Teams:

Use the chart to determine if your team and players (including guests) are eligible to participate in the Muk Cup.

Level of team play	Eligible / Must request / Not Eligible
Recreational	Eligible for Jamboree or Tournament
Select (All levels)	Eligible for Tournament only
RCL Division 3/4/5	Eligible for Tournament only
WPL Classic/Copa/Development	Eligible for Tournament only
RCL Division 2, WPL NPL, EA, E-64	Must request (via tournament)
RCL Division 1, ECNL, MLS Next	Not Eligible

If your team plays at a level of play not listed above or you have any other questions about team/player eligibility, reach out to our [tournament director](#).

Players:

All players must be eligible for the age bracket in which they play and must be registered through US Club Soccer or affiliated organization. Any player not listed on the team roster in possession of the tournament director at check-in is an ineligible player. Ineligible players may cause the team to forfeit their points in any game in which the ineligible player participated at the discretion of the Director of Judicial. Other discipline sanctions may be applied.

Guest Players:

No more than three guest players are allowed per team without prior written authorization from the tournament director. All guest players must be marked on the team roster.

Guest player requirements include:

1. The player is registered with US Club Soccer or an appropriate affiliate.
2. The player must be the same age or one year younger than the team they plan to guest for during the tournament.
3. The player must only play on one team in the tournament.

Teams must have matching uniforms; each player must have an identifiable (unique) number on his/her jersey. Exception: Goalkeepers are not required to have matching uniforms or numbers on their jerseys.

Schedules:

Schedules will be posted online on the Tournament website. Coaches are responsible for reviewing their schedules carefully, as many locations are used. Check schedules as close to game start time as possible in case of a last-minute field change.

Teams not ready to play within 5 minutes of a scheduled start time may be required to forfeit the game. You must have a minimum of seven players (U11 - U19). and a minimum of four players (U09 - U10) to begin a game.

Communication:

Please refer to the Tournament website for the most up-to-date information during the tournament.

Tournament volunteers will be present at most venues throughout the tournament. They will try to answer any questions or find someone who can.

For additional questions or information, feel free to email the [tournament](#).

Divisions:

The tournament director and game scheduler will determine the size and composition of divisions in each age group. If there are insufficient teams in one age group to form a division, age groups may be combined.

Applying before the published deadline does not guarantee acceptance into the tournament.

Coaches:

Coaches are responsible for knowing the tournament rules. Referees, field volunteers, and other tournament volunteers will be available to answer questions, but they may not know all the rules. The rules are available on the tournament website.

Coaches are responsible for communicating tournament rules to their players, parents, and other team members who will be present at the tournament and for knowing their game schedule times and locations.

Field addresses are available on the Tournament website link "Field Locations."

Pets:

Pets are not allowed at any tournament facility during tournament time. Tournament rules supersede park rules that may allow pets. Keep the pets at home. They may not be walked between games, outside the field, or in a car or parking area. Teams who bring pets to the game can lose points for the game in which the pet is present. Service pets are exempt from this rule.

Home Team:

The home team is listed first on the schedule and is responsible for changing jerseys in the event of a color conflict.

Game Balls:

Game balls will be provided by the tournament and brought to the field by referees or other tournament staff.

Referees:

Our referees will be supplied by the North Chapter Referees Association and assigned by the referee assignor for the Mukilteo Youth Soccer Club. Referees will be assigned for many games and may be delayed by travel time when moving from one field to another. If a referee is unavailable within 5 minutes of the scheduled start time, the coaches are to select a mutually agreed person to referee and begin the game. This is a recreational tournament; please treat all referees with respect. Teams who continually challenge referee decisions or abuse a referee may lose their points and be ineligible for awards. Teams that cannot control their sidelines may be asked to leave the tournament. The coach is responsible for communicating to their sidelines and controlling their sideline behavior. The Referee Abuse Prevention policy apply to all games.

Cards:

Teams that accumulate four red cards must report to tournament headquarters immediately after the game in which they received the 4th card. Upon this misconduct review, the judicial committee may disqualify teams for the remainder of the tournament. After each match, the referee will give each player's name and jersey numbers sent off the field (red card) to the disciplinary director and referee assignor. Players/coaches sent off the field for misconduct shall (at least) be suspended for the next scheduled game. The judiciary committee shall review the circumstances of the

red card to determine if additional disciplinary action is warranted. Being sent off means to leave the field/park/complex and may not return to the field until the suspension is served.

Game Formats:

U09 & U10: 7v7. Teams play 2-25-minute halves and 5 minutes between halves. The maximum roster size is 14.

U11 & U12: 9v9. Teams play 2-30-minute halves and 5 minutes between halves. The maximum roster size is 16.

U13 - U16: 11v11. Teams play 2-30-minute halves and 5 minutes between halves. The maximum roster size is 18.

Teams that have more than the allowed roster size may only suit the roster size for the match they are playing. Teams that roster more than the permitted roster size may forfeit their match and lose points.

All games must start on time! Referees may adjust game times if there is a late start to maintain the tournament game schedule. Referees will do their best to slightly shorten successive games (if possible) to avoid severely shortening a single match later in the day.

All tournament teams are guaranteed three games, with the possibility of a fourth game if their team advances to the championship.

All jamboree teams are guaranteed three games, no semi-finals, finals, or awards.

Protests/Disputed Matches:

A formal game protest must be made by the coach at the Kasch Park Tournament headquarters. Game protests can only be filed if the protest pertains to a violation of the FIFA Laws of the Game. Protests involving referee judgment calls will not be considered. The Tournament Director or Judiciary Committee will consider valid formal protests. Consideration of a formal protest may or may not result in a change or correction to the game being protested. Protests must be accompanied by a \$150 non-refundable fee and a completed protest form. The Tournament Committee shall adjudicate all protests, disputes, or abandoned games.

The Tournament Committee is empowered to issue appropriate penalties necessary to ensure compliance with the spirit and intent of the tournament, up to and including

disqualification of any player, coach, spectator, or team from further participation in the tournament. The Tournament Committee or Judiciary's decision is final. There is no appeal process. Questions about player qualification should be directed to the Tournament Director in person at the Kasch Park Tournament Headquarters.

Field Emergencies:

In the event a field is ruled unplayable by a referee, referee assignor, or tournament director, the game will be:

1. Moved to another location or
2. Scheduled for a different time and/or location.

Tournament officials will do their best to notify coaches and teams immediately. Depending on the situation, affected games may be shortened or otherwise modified.

Sportsmanship:

Game sportsmanship and positive attitudes from tournament staff, coaches, players, referees, and families will make the jamboree/tournament memorable and rewarding. Displays of poor sportsmanship made by ANYONE on or near the field of play, before, after, or during the game will not be tolerated and could be subject to disciplinary action at the Tournament Director's discretion. Coaches are RESPONSIBLE FOR THE CONDUCT OF HIS/HER PLAYERS AND SIDELINE.

Field Rules:

1. If there is an emergency on the field, call 911, notify a field official, or call the tournament headquarters.
2. The field observer has the authority to ask any person who is disrupting a match through irresponsible behavior or violating a tournament rule to leave the field.
3. No alcohol or smoking is allowed at any facility used as part of this tournament.
4. No pets are allowed on the field except those needed for assistance (Service pets only). People with pets are required to leave the game field and may only return without the pet.
5. Park in designated parking areas only. Do not block the driveway or drive onto the field.
6. After each game, each team must check its sideline for left items and garbage. Garbage and recycling containers should be easily located at each venue.
7. No propane or electric heaters are allowed at any tournament venue. People with heaters will be REQUIRED to leave the game field and may only return without the heater.

8. Both teams' sideline/touchline (technical area) must be located on the same sideline/touchline between the halfway line and the 18-yard line (extended). Spectators must be on the opposite sideline/touchline (2 yards behind). Spectators, Players, and Team Staff are prohibited between the 18 yd line (extended) down to the end line (or corner flag). No one is allowed on or near the end line/goal line from corner to corner. There are a few exceptions:
 - a. If the Rules of the facility (usually a Stadium) require the teams to be on the opposite side of the field, then the spectators must be located in the bleachers and/or behind the fence surrounding the field.
 - b. For 7v7 fields, teams must be on the same sideline/touchline, and spectators must be on the opposite sideline/touchline. Space for Spectators between the halfway line and the Penalty box may be inadequate for all Spectators. In this case, the "Goalie box" (usually a 5-yard line extended for 7v7 matches) must be used as the limit for Spectators on the sideline/touchline. Spectators, Club Staff, and Players are not allowed on or near the goal line/end line.
9. The use of drones for any reason is strictly prohibited. Teams using a drone at any time during the tournament are subject to disqualification.

Rules of Competition:

Tournament Teams:

U9 and above will play a TOURNAMENT FORMAT. For all age groups scores will be reported to Tournament Headquarters after each match. (See Reporting Scores below)

Jamboree Teams:

All teams will play a jamboree format. Scores do not need to be reported.

U09/U10 (7v7)

- (2) 25 minute period halves.
- Build-out line*: halfway between the top of the penalty area line and half-line.
- Offside to be enforced at the build-out line.
- No goalkeeper punts or dropkicks (IDFK to the opponent for an infraction)
- Direct Free Kicks for contact fouls. Opponent must be 8 yards away.
- Penalty Kicks will be awarded. Penalty kick distance is 10 yards.
- Throw-In: Conform to FIFA... No retakes
- No goal scored directly from kick off.
- No heading of the ball during play. (IDFK to Opponent for Infraction)
- Slide Tackling is permitted for all ages.

- For the purposes of competition, attackers may cross the build-out line only after the ball is "in play."
 - 1) The ball is "in play" from a goal kick when the ball is kicked and clearly moves. Opponents must be outside the build-out line until the ball is in play.
 - 2) Ball is "in play" from a goalkeeper's possession when the goalkeeper releases the ball from hands.

U11/U12 (9v9)

- (2) 30 minute period halves.
- Build Out Line: NO
- Offside Enforced at Halfway Line (FIFA)
- Goalkeeper Punts or Drop Kicks are allowed.
- Direct Free Kicks for Contact Fouls. Opponents must be 8 yards away.
- Penalty Kicks will be awarded. Penalty Kick Distance is 10 yards.
- Throw-in: Conform to FIFA...No Retakes.
- Goal can be scored directly from kick off.
- U11 players are not allowed to head the ball during play.
- U12 players are allowed to head the ball during play.
- Slide Tackling is permitted.

U13-U16 (11v11)

- Rules will Conform to US Club Soccer Rules of Competition; Except (2) 30 minute period halves.

Substitutions (all ages)

- Substitutions may be made, with the consent of the referee, during any stoppage of play. The number of substitutes shall be unlimited per substitution. Players shall enter at the halfway line for expediency. Substituted players may leave the field to the nearest boundary line if they choose.

Preliminary Round Scoring:

6 points for a win

3 points for a tie

0 points for a loss

1 point for each goal scored, up to 3 goals per game

1 point for shut out

8 points for a forfeit, will be recorded as a 1-0

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

1. Winner of head to head competition
2. Fewest goals against
3. Most goals scored (maximum 3 goals per game plus 1 point per shut out)
4. Goal differential (goals for, minus goals against)
5. Coin Toss

Reporting Scores:

The head coach or delegate for each team should report the game score immediately after their game. To report the score please use our [score reporting form](#).

Championship Games:

Each age group, U9 and above, will culminate in a Championship game. The winner will be the Champions for their age group. Championship game eligibility is different depending on the number of teams in each age group.

Single Division - The championship will be between the two teams with the most points from divisional play. See above for tiebreaker rules. Five (5) team groups will play four (4) games; the team with most points will be champions, next in points will be finalist.

Two Division - The championship game will be between the top point earners from each division. See above for tiebreaker rules.

Three Division - Four teams (the three divisional winners and the second place team with the most points from all divisions) qualify for a Semi-Final game. The winners of the Semi-Final game will play in the Championship game.

Points earned previously in the tournament don't carry through to either the Semi-Final or Championship game.

Tie games in the Semi-Finals (if applicable) and Finals. Kicks from the Mark will determine the winner.

Trophies will be awarded to the Championship and Finalist teams for each age/gender group. Trophies will be awarded at the Headquarters immediately following the Championship Game.

U9-U10 teams will receive awards at Phil Johnson Headquarters.

U11-U12 teams will receive awards at Kasch Park Headquarters.

U13-U19 teams will receive awards at Lynnwood High School Headquarters.

If your team has made it to a championship game, please go directly to Headquarters after your championship game to receive your team trophy and individual awards for the players. Teams who fail to show up at Headquarters for their award will be responsible for obtaining their team's awards.

Recreational Jamboree:

All recreational teams will follow the same rules as listed above with the exception finals. There will be no finals for any jamboree format. Each team will have up to 3 games

HAVE FUN!! BE SAFE!! BE RESPECTFUL!!