



The US Youth Soccer ODP (Olympic Development Program) Far West Championships are a prestigious event in the annual Regional ODP cycle. Held as an opening event, this competition brings together top players from various states to showcase their skills in a high-level environment. The championships provide a valuable opportunity for players to gain visibility from the Regional ODP program coaching staff and USYS (US Youth Soccer) ODP Scouts, who are on the lookout for emerging talent to advance through the ODP ranks.

The event typically features intense competition and serves as a main platform for players to demonstrate their abilities, earn spots in regional teams, and potentially secure invitations to national ODP events. The Far West Championships play a crucial role in the development of youth soccer players, providing them with exposure to elite coaching, competitive play, and the chance to represent their state or region on a larger stage.

A. AGE GROUPS

The Far West ODP Championships will consist of the following age groups, both Boys and Girls.

2014	12U Girls	12U Boys
2013	13U Girls	13U Boys
2012	14U Girls	14U Boys
2011	15U Girls	15U Boys
2010	16U Girls	16U Boys
2009	17U Girls	17U Boys

B. ROSTERS

1. In the 12U,13U,14U,15U,16U and 17U age groups, a player may only be listed on **one** pool roster **unless approved by the Regional ODP Championship Committee**. Rosters must be entered into a data system provided 7 days prior to the start of the tournament. Directions on data entry will be provided to each State Association. Copies of the roster will be provided to the Regional ODP Coaching staff and attending scouts and college coaches. Rosters will be frozen on December 31, 2025.
2. Each 12U Team may roster up to **18** players. The maximum number of players for each 12U game is **18**.
3. Each 13U-17U Team may roster up to 22 players. The maximum number of players for each 13U-17U game is 22.
4. **18U players (born in 2008)** may participate in the **17U age group**, but **only if approved by the Regional ODP Championships Committee**.

C. SCHEDULE

1. Once teams are seeded, they will be placed in groups for scheduling of games. There will be no changes made to the schedule once the schedule is published.
2. Any state association that withdraws a team from the ODP Championships will be subject to a fine of \$1,500 per team. If a state association withdraws a team 30 days or less prior to the competition, the State Association will forfeit the team entry fee and be subject to a fine of \$1,500 per team that is withdrawn.
3. Any team that fails to appear for a scheduled match or matches will forfeit the match and will be subject to a \$1,500 fine per match.

2. Game Balls

The 13U to 17U games will be played with a size 5 ball. The 12U games will be played with a size 4 ball.

3. Grace Periods

Teams not ready to play at the scheduled start time of any match shall be granted a ten (10) minute grace period. A minimum of seven (7) players constitutes a team. Teams not ready to play after the grace period has expired shall be reported to the Far West ODP Championships Committee by the Referee. The game shall be recorded as a 0-4 loss for the forfeiting team. Any team with an unreasonable forfeit will not be allowed to advance.

4. Home Team – Visiting Team

The team listed first in each pairing is the home team. The home team shall wear light, away team dark. If, in the opinion of the referee, there is a conflict in colors, the home team shall change jerseys.

5. Team Bench – Sidelines

Teams and team personnel will be on one sideline, parents and spectators on the other sideline. A maximum of four (4) credential personnel can represent the team personnel on the team sidelines. Team personnel will have identification passes provided by the Far West ODP Championships Committee. Passes will be provided at check in.

6. Regional ODP Coaching Staff/College Coaches

The Regional ODP Coaching Staff and attending college coaches will be given identification passes that will enable them to be on the sideline with the teams and team personnel.

7. Uniforms

Each player must wear an official uniform with a six-inch minimum size number on the back of the shirt (this includes goalkeepers). The Home team shall wear light and the Away team shall wear dark. Duplicate numbers are not permitted. Teams MUST bring an alternate jersey with a six-inch minimum size number on the back. Goalkeeper jerseys must be numbered.

8. Preliminary, Semi-Finals and Finals – Length of Games

In the preliminary round robin portion, tie scores at the end of regulation time shall stand.

Age Group	Game Length
12U	Two 30-minute halves
13U	Two 35-minute halves
14U	Two 35-minute halves
15U	Two 35-minute halves
16U	Two 40-minute halves
17U	Two 40-minute halves

***Note:** If the game is tied at the end of the second half of regulation time during a Semi-Final or Final game, teams will go immediately to kicks from the Penalty Mark (No overtime Period).

9. Inclement Weather

The goal of the Regional ODP Championships Committee is to play every game to its full length and determine a winner on the field of play. In the event that inclement weather affects the competition, the following rules regarding play and determination of a winner will apply in the following order for each game:

1. If play is suspended or the start of play is delayed, the tournament director may eliminate the use of overtime. In this circumstance, if the game is tied at the conclusion of regulation playing time, the game will go immediately to *Kicks From The Penalty Mark* to determine a winner. If it is not possible to take the kicks, flipping of a coin will be used to determine the winner.
2. The length of a game can be reduced to a minimum of sixty (60) minutes. If the game is terminated beyond this minimum time, the result of the match will stand. If the game is tied or does not reach the minimum time listed, then advancement in the competition will be determined by kicks from the penalty mark.

10. Determination of standings within a group

Each team will be awarded round robin game points according to the list below.

3 points for a win

1 point for a tie

0 points for a loss

Forfeits will be recorded as a 4-0 win

The tie breakers used to determine the group winner at the end of the round robin when there is a tie between two or more teams, and it is necessary to resolve the tie shall be:

1. Winner of head-to-head competition (**only with two teams**)
2. Goal differential (Maximum of 4 goals/game) – **Start here with 3 or more teams tied.**

Example: 9-0 = 4-0 (+4)

8-1 = 5-1 (+4)

2-4 = 2-4 (-2)

3. Least goals allowed (total of all 3 games)
4. Most goals scored (Maximum of 4 per game)
5. FIFA Kicks from the Penalty Mark (immediately following the round robin games)

If FIFA *Kicks* must be taken to resolve a three-way tie, then there will be a draw by the Regional ODP Championships Committee. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in penalty kicks to determine the group winner. The bye team will be the home team.

***3 or more teams tie-breaker – If 2 teams remain tied after then the process begins at step #1 (Head-to-Head).**

E. RULES OF PLAY

1. Except as otherwise provided herein, the rules of US Youth Soccer and the FIFA "Laws of the Game" shall apply.
2. Substitutions may be made at any stoppage of play during the game, with the consent of the referee.

Special Instructions on Substitutions:

12U Teams shall be allowed unlimited substitutions in either half of the match up to their full game roster size of **18 players**.

13U-17U Teams Substitutions: **Substitutions may be made, with the consent of the referee, at any stoppage of play. Teams shall be allowed unlimited substitutions in either half of the match up to their full game day rosters of 22. Coaches should not use this rule to manipulate the outcome of a match.**

F. GENERAL

1. The 12U's will play 9v9.
2. The Regional ODP Championships Committee's interpretation of the rules shall be final.
3. The Regional ODP Championships Committee reserves the right to decide on all matters pertaining to this Tournament.
4. There will be **NO** Protests.

All Championships participants are expected to conduct themselves in an appropriate manner throughout the Tournament. All Participants are subject to the terms of the US Youth Soccer and individual State Association Code of Conduct.

BRACKET/PLAYOFF STRUCTURE

5 Team Brackets	One bracket of 5 Teams. Each team plays 4 games. One day will include 2 matches. The top 2 teams with the highest points will advance to the Finals on Monday.
6 Team Brackets	Two brackets of 3 Teams. Teams will play cross brackets to ensure 3 games. The top 2 teams in points will advance to the Finals on Monday regardless of the bracket.
8 Team Brackets	Two brackets of 4 Teams. Each team will play all teams within their bracket. The top team in points in both brackets will advance to the Finals on Monday.
9 Team Brackets	One bracket of 5 Teams and One bracket of 4 Teams. All teams will play each team in their respective bracket. Bracket of 5 will include a day with 2 matches. The top team in points in both brackets will advance to the Finals on Monday.
10 Team Brackets	10 team brackets will have 2 brackets of 3 and one bracket of 4. The two brackets of 3 will be crossover brackets (meaning you will not play teams within your own bracket). The top team in the 4-team bracket, plus the 2 highest point teams from either of the (2) three-team crossover brackets, plus the next highest point total (WC) from any of the three brackets, will play in the semifinals Sunday night.
12 Team Brackets	Three brackets of 4 teams. Teams will play each team in their respective bracket. The top team with the most points in each bracket plus the team with the next highest points between all 3 brackets will advance to the Semi-Finals on Sunday. The finals will be on Monday.
14 Team Brackets	14 team brackets will have 2 brackets of 4 and 2 brackets of 3. The two brackets of 4 will only play teams within their bracket. The two brackets of 3 will play a cross-bracket just like in a 10-team bracket. The top team in each 4-team bracket, plus the highest point team from either of the (2) three-team crossover brackets, plus the next highest point total (WC) from any of the four brackets, will play in the semifinals Sunday night.
16 Team Brackets	16 team brackets will have 4 brackets of 4. Each bracket of 4 will only play within their bracket. Top team from each bracket will advance to the semi-finals.
19 Team Brackets	19 team brackets will consist of 3 brackets of 5 and one bracket of 4. The top team from each bracket will advance to the semi-finals.
20 Team Brackets	20 team brackets will have 4 brackets of 5. Bracket of 5; each team will have doubleheaders and 4 bracket games total. The top team from each bracket of 5, will advance to the Semi-finals. Additionally, one team from each bracket will not have a scheduled match on Sunday. These teams can schedule a 5th game if they wish.

