

TOURNAMENT RULES

All games will be played under FIFA rules modified by US Youth Soccer AZ or US SOCCER depending on age group unless otherwise stated in this rules package. All rule disputes will be settled by the Tournament Director or designated members of the Tournament Committee. Tournament rules may be modified under unusual circumstances as deemed necessary by the Tournament Director only. **NO PROTESTS WILL BE ACCEPTED OR CONSIDERED.**

ELIGIBLE PLAYERS

Eligible players are those whose names appear on the teams roster at check-in, are registered through the state association, have proper player passes and if necessary medical release forms. All teams may have five (5) guest or loan players on their roster with the appropriate paperwork. Adult teams can have un-limited loan players. Players may not play for more than one team in the tournament. All challenges of an opposing player must be registered with the referee prior to the start of the second-half of the game.

PRE-TOURNAMENT CHECK IN

Each team will check in prior to the start of the tournament. The team representative must present at check in the player passes, medical release forms, and loan papers if applicable. Any player missing any paperwork or player pass **WILL NOT BE PERMITTED TO PLAY IN THE TOURNAMENT. THERE WILL BE NO EXCEPTIONS.**

TOURNAMENT ROSTER

Each team will submit a tournament roster at team check in. This roster will list all eligible players that will participate in the tournament. Once this roster has been finalized, no additions may be made to it during the tournament.

JERSEY NUMBERS

Each player will be assigned a jersey number, and that number shall be clearly indicated on the roster. No player may change his/her jersey number during the tournament without the expressed permission of the referee before the start of the game in which a number change is requested. Failure to get the referees approval and have the jersey change noted on the scorecard will result in a forfeit. Violations of this rule must be brought to the referee's attention during the game. No claims will be honored after the completion of the game.

PRE-GAME CHECK IN

Teams must arrive at the field at least thirty (30) minutes before their game is scheduled to begin. Please check in at the Field Marshall's Station nearest your field. At this time player equipment will be inspected, players passes turned over to the Field Marshall, score cards filled out, and any other necessary information given. The Field Marshalls are here to assist you. **THE FIELD**

MARSHALL DOES NOT HAVE ANY AUTHORITY OVER ANY DECISION MAKING NORMALLY DONE BY THE REFEREE DURING THE COURSE OF A GAME AND CANNOT OVERTURN ANY REFEREE DECISION.

POST-GAME CHECK IN

The Field Marshall will hold your player passes until the referee turns in the game card for your game and completes a game report, if necessary.

SIDELINES

The Home Team has its choice of sideline. The coach has the responsibility for the conduct of both players and fans on his sideline. Your team is responsible for making sure that its sideline is clean after each game. Trash barrels are at each field, please use them. No alcoholic beverages will be allowed on or near the tournament fields.

GAME DURATION

All games will be regulation time. The Tournament Director may reduce the duration at his discretion due to weather, field conditions, or other factors in order to successfully complete the tournament. **All Championship Games will be played to a decision, i.e., overtime than shootouts.**

AGE	GAME TIME	HALFTIME	OVERTIME
U6	10 minute quarters	2 minute halftime	NONE
U8	20 minute halves	5 minute halftime	NONE
U10	25 minute halves	5 minute halftime	2 10 minute
U12	30 minute halves	5 minute halftime	2 10 minute
U14	35 minutes halves	5 minute halftime	2 10 minute
U16	40 minute halves	5 minute halftime	2 15 minute
U17/19	45 minute halves	5 minute halftime	2 15 minute
Adult	35 minute halves	5 minute halftime	2 15 minute

SCORING

Standard 10 point scoring system. Six (6) points for a win. Three (3) points for a tie. Zero (0) points for a loss. One (1) point for each of the first three (3) goals scored for each game, regardless of whether you win or lose. One (1) point for a shutout. 0 - 0 tie is not a shutout. Minus one (-1) point for each red card or two (2) yellow cards issued to the same player or coach in the same game.

RED AND YELLOW CARDS

A player receiving a red card or two yellow cards in one game shall be sent off from that game, may not be replaced in that game and is automatically disqualified from participating in their team's next scheduled game. **The Tournament D & R Committee will review the Referees report as well as any written information supplied by the player and/or coach. The D & R Committee will determine the length of suspension and notify the team prior to the team's**

next game. There is no Appeal options. In the event the player is sent off for fighting, that player will not be permitted to play in any other game in the tournament. Any coach receiving a red card or two yellow cards in one game shall be sent off. He or she must then leave the field of play to the satisfaction of the referee and is automatically disqualified from coaching or participating in the teams next scheduled game. Any player or coach who has been sent off and then participates in the team's next game will cause their team to automatically forfeit the game. The game will be scored as an Abandonment. See Abandonment section for points awarded. All last game red cards are forwarded to the AYSA D & R Committee for review. The AYSA D & R Committee will respond directly to these cards.

FORFEITS

A forfeit may occur if you use an unregistered player or if your team fails to show up within 10 minutes after the scheduled kick-off time of their game. Under 6 must have a minimum of 2 players and U8 teams a minimum of five (5) players to start the game. All other teams must have a minimum of seven (7) players present to start a game. If a forfeit occurs, it will be scored 1-0.

HOME TEAM

The home team is the team listed first on the schedule. The home team must change their jersey in case of a color conflict.

VISITING TEAM

The visiting team is listed second on the schedule and has the choice of jersey color.

SUBSTITUTIONS

With the referee's permission, players may be substituted from the centerline at the following time:

Prior to a throw-in in your favor.

Prior to a goal kick by either team.

After a goal is scored.

At halftime.

For an injured player if there is a stoppage in play, one for one. (If the team with the injured player subs out that the player the opposition coach also can sub one player).

For a yellow carded player, with the referee's permission.

Substituted players must remain on the sidelines until the player they are replacing has exited the field.

BRACKET PLAY

FOUR TEAM BRACKET:

Round Robin play. Ten point scoring system per game. First, Second, and Third Place decided by points after round robin play. Ties count. Unless Championship game is scheduled

FIVE TEAM BRACKET:

Round Robin play. Ten point scoring system per game. First, second, and third place decided by total points after all games are played. No overtime or shootouts necessary. Ties count.

SIX TEAM BRACKET:

Round Robin play on each side of the bracket. Ten point scoring system per game. After completion of bracket play, teams are seeded for cross over games. Winners of crossover games advance to Championship game. Losers of crossover games advance to Third place game. Crossover games that end in a tie will go immediately to shootouts to determine which teams advance to the Championship and Third place games. Championship and Third place games will be played until a winner is determined (no ties). See Game Duration.

SEVEN TEAM BRACKET:

Each team in the bracket will play four (4) games in a randomly selected pattern. The ten-point system applies for all games. Ties count. Total points determine final placement.

EIGHT TEAM BRACKET:

Round robin play on each side of the bracket. Ten point scoring system per game. Team with most points during round robin play are bracket winners and advance to the Championship. Second most points in each bracket advance to Third place game. Championship and Third place games will be played until a winner is determined (no ties). See overtime and shootouts.

TIE BREAKERS

The following tiebreaker rules are used in four and eight team brackets if two teams are tied in points. The rules are used for team advancement to Championship and Third Place games.

TIE BREAKER RULES:

- (1) Head to head competition.
- (2) Least number goals scored against you.
- (3) Kicks from the mark.

Six team brackets, in a cross-over game, i.e., 1st A - 2nd B, that is tied after regulation play will go immediately to kick from the mark to determine advancement to the Championship and Third place games.

CONDUCT/SPORTSMANSHIP/VERBAL ABUSE

Coaches have total responsibility for the conduct of their players and fans at all times. Referees have complete authority during all games and will not allow abusive or profane language or threats of any kind. If, in the opinion of the referee, a game must be terminated due to misconduct, the offending team shall be declared to have forfeited the game. That team could at the direction of the Tournament Director, be suspended from further play and/or forfeit all points previously earned. Tournament Committee members, referees, players, coaches, and other volunteers are not expected to accept verbal abuse from anyone. Should a situation arise whereby the Tournament Director determines that there has been excessive verbal or other abuse, he has the obligation to eject a team from the tournament. An ejected team forfeits its rights to awards, refunds or any other considerations.

FIGHTING

Any player who is involved in a fight will be ejected from the tournament. Any player, coach or spectator who enters the field of play during a fight will be ejected from the tournament regardless of the reason for entering the field. In the event more people are involved than the referee can clearly identify, the game will be terminated and the entire team or teams will be ejected from the tournament. Any player who removes their shirt or does anything else so as not to be identified before, during or after the altercation will be identified by whatever means possible and will be ejected from the tournament and will cause their team to forfeit the game.

ABANDONMENT

The results of any game terminated as a consequence of abandonment shall be based on the score at the time of abandonment. However, at no time shall the non-abandoning team be awarded less than eight (8) points. The abandoning team shall have two (2) points deducted from its point total.

INCLEMENT WEATHER

The Tournament has established a policy for inclement weather. Be sure to follow the guidelines in the tournament brochure. The Committee reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully.