

## Copa Havasu

### TOURNAMENT RULES

Updated 7/14/2018

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 to the team's club, have proper player passes and medical release forms. A team may have up to an additional three (3) loan players from other clubs with proper paperwork and registration in GotSoccer. No write-ins are allowed at tournament check-in. At no time may the total number of tournament players exceed the national roster size for that age. Players may not play for more than one team. All challenges of an opposing player must be registered with the field marshal prior to the start of the second-half of the game.

## PRE-TOURNAMENT CHECK IN

At tournament check in you will need to have the following documentation:

- Player passes
- Medical releases for each player

This documentation will be matched up to your GotSoccer roster for the event. Please make sure you have this documentation for any guest player as well.

**Event rosters will be frozen 6 days prior to the event.** No players can be added to the roster after it is frozen.

Any player missing any paperwork or player pass **WILL NOT BE PERMITTED TO PLAY IN THE TOURNAMENT. THERE WILL BE NO EXCEPTIONS.**

### PLAYER PASSES:

Every player must have a valid 2018-2019 player pass and medical release (for players under the age of 18) and the team must carry the passes and medical releases with them at all times throughout the tournament.

The tournament will only ask to see a player pass under these circumstances.  
(1) a player or coach has been sent off (RED CARD)

(2) A head injury that requires medical treatment, per Arizona law, player pass must be turned into field marshal before your team leaves the field after the game.

The team must produce the pass when requested by the field marshal. If the pass is not presented in 30 minutes, the team will forfeit all games and be removed from the tournament.

## TOURNAMENT ROSTER

Tournament Rosters should be finalized in GotSoccer the Wednesday prior to the event.

### ROSTER SIZES:

9v9--The maximum team roster size is sixteen (16) for U11/12 teams.

7v7--The maximum team roster size is twelve (12) for U09/10 teams.

11v11--The maximum team roster size is twelve (22) for U13/19 teams.

## Players Equipment (Law 4 from Rules of the Game)

### Basic equipment

The basic compulsory equipment of a player comprises the following separate items:

- a jersey or shirt with sleeves – if undergarments are worn, the color of the sleeve must be the same main color as the sleeve of the jersey or shirt •
- Shorts – if undershorts or tights are worn, they must be of the same main color as the shorts
- stockings – if tape or similar material is applied externally it must be the same color as that part of the stocking it is applied to •
- shin guards are covered entirely by the stockings
  - are made of rubber, plastic or a similar suitable material
  - provide a reasonable degree of protection
- Colors: The two teams must wear colors that distinguish them from each other and also the referee and the assistant referees
- Each goalkeeper must wear colors that distinguish him from the other players, the referee and the assistant referees

## 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.

**NO DUPLICATE JERSEY NUMBERS WILL BE PERMITTED.**

# **PRE-GAME CHECK IN**

Teams will check in at the field at least 30 minutes prior to their game at the field marshal table. Field marshals will check equipment and match player cards with the game cards. Player cards will then be left at the marshal's table until the conclusion of the game.

The tournament will only keep a player pass under these circumstances.

- (1) a player or coach has been sent off (RED CARD)
- (2) A head injury that requires medical treatment, per Arizona law.

## **Game Day SIDELINES**

Both teams will sit on the same side of the field with ALL spectators sitting on opposite side. The home team should sit on the north/west side of the half line. The visiting team shall sit on south/east of half-line. 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.

**ALL GAMES ARE PLAYED WITH RUNNING TIME. THERE WILL BE NO STOPAGE OF THE CLOCK FOR INJURY, OR ANY OTHER REASON.**

**IF A TEAM IS NOT READY TO PLAY BY 15 MINUTES AFTER SCHEDULED KICKOFF, THEY WILL FORFEIT THE GAME.**

## **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.

## **FORFEITS**

A forfeit may occur if you use an unregistered player or if your team fails to show up within 15 minutes after the scheduled kick-off time of their game. U9/10 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.

Unregistered player: if a team uses a player that is not on the original roster submitted to the tournament at check in, the team will forfeit all games and be

removed from the tournament.

The incident will be forwarded to ASA for review and discipline.

### **HOME TEAM**

The home team is the team listed first on the schedule. The home team must wear their white/light jersey.

### **VISITING TEAM**

The visiting team is listed second on the schedule and may where any color but white.

In the event of a conflict of color the visiting team has choice.

## **BRACKET PLAY**

### **FOUR TEAM BRACKET:**

Round Robin play. Ten point scoring system per game. Top two teams in points advance to the championship.

### **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:**

Tournament Director's Discretion:

#### **Option A**

Two brackets of three (3) teams. Round Robin play against teams in the opposite bracket. Ten point scoring system per game. After completion of bracket play, the top team from each bracket advance to the final.

#### **Option B**

Two brackets of three (3) teams. Round Robin play within each bracket. Ten point scoring system per game. Semi-Finals with Bracket A1 vs. B2 and B1 vs. A2. Semi-finals winners advance to the final. 1<sup>st</sup> and second place determined in the Final. 3rd place determined by higher points of teams not advancing from semi-finals. A3 vs. B3 in Consolation game.

### **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 games will be played until a winner is determined (no ties). See overtime and shootouts.

## **TIE BREAKERS**

The following tiebreaker rules are used in all brackets if two teams are tied in points. The rules are used for team advancement to Championship games.

### **TIE BREAKER RULES:**

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

## **SHOOTOUTS**

Shootouts occur at the end of a regulation in a Championship game.

The shootout format is as follows:

- (1) Only the players on the field at the end of the game may participate in the shootouts.
- (2) Players may not leave the field
- (3) Only coaches may enter the field
- (4) Coach will give the referee a list of the 11 shooters
- (5) All players on the field are eligible to shoot
- (6) Coach will leave the field
- (7) Referee will conduct the shootout
- (8) Five players from each team will alternate shooting
- (9) Shootout order is determined by a flip of the coin with the original home team making the call
- (10) If shootout is tied at the end of the first five shooters, we go to sudden death one each until a winner is determined
- (11) Score will be recorded as a plus one goal for the winner over the original score

## **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.**

## **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 player card will be kept by the field marshal. The tournament director will review the infraction and determine the suspension (minimum 1 game). There are no Appeal options.

The player card will be returned at the conclusion of the suspension.

In the event that a player is sent off during that team's final tournament game the card will be forwarded to Arizona Soccer Association (ASA). ASA will forward that card to the home state association for out of state teams.

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 that 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 ASA D & R Committee for review. The AYSA D & R Committee will respond directly to these cards and, for out of state teams, they will forward the cards to the relevant state association.

## **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 Director reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully.

# **Laws of the Game (Modified)**

All games will be played by FIFA Laws of the Game as modified by USYSA unless otherwise stated in this rules section.

## **7v7 Standards of Play (U9-U10)**

### **Law 2: The Ball**

- The ball size shall be 4.

### **Law 3: The Players**

- Each team has 6 field players and 1 goalkeeper.
- The game will not start or continue if there are less than 5 players on a team.
- Substitutions are unlimited and can occur at any stoppage.

### **Law 6: The Other Match Officials**

- Assistant referees are not used at this level of play.

### **Law 7: The Duration of the Match**

- The game shall consist of 25-minute halves.
- There will be a 10-minute halftime.

### **Law 11: Offside**

- The build out line (see below) denotes where offside offenses can be called.
- Players cannot be penalized for an offside offense between the halfway line and the build out line.
- Players will be penalized for offside offenses between the build out line and the goal line.

### **Law 12: Fouls and Misconduct**

- Deliberate heading for the U11 age group results in an indirect kick at the spot of the offense.

### **The Build Out Line**

- The build out line is marked across the width of the field (touchline to touchline) and is equidistant between the top of the penalty area and the halfway line.
- When the goalkeeper has possession of the ball (either in their hands or for a goal kick), the opposing team must move behind the build out line until the ball is put into play.
- When the goalkeeper has collected the ball in their hands during play and once the opposing team is behind the build out line, the goalkeeper may either throw the ball to their teammate or drop the ball to the ground and pass it to their teammate; punting is not allowed.
- After the ball leaves the goalkeeper's hands, the ball is considered in play. At this time, the opposing team may cross the build out line and play resumes as normal.

- If the goalkeeper punts the ball, an indirect kick shall be awarded to the opposing team from the spot of the offense.
- If the punt occurs in the goal area, the indirect kick shall be taken from the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

## **9v9 Standards of Play (U11-U12)**

### **Law 2: The Ball**

- The ball size shall be 4.

### **Law 3: The Players**

- Each team has 8 field players and 1 goalkeeper.
- The game will not start or continue if there are less than 6 players on a team.

### **Law 7: The Duration of the Match**

- The game shall consist of 30-minute halves. There will be a 10-minute halftime.

### **Law 12: Fouls and Misconduct**

- Deliberate heading for the U11 age group results in an indirect kick at the spot of the offense.

## **11v11 Standards of Play (U13-U19)**

### **Law 3: The Players**

- The game will not start or continue if there are less than 7 players on a team.

### **Law 7: The Duration of the Match**

- U13-U14 games shall consist of 35-minute halves. There will be a 10-minute halftime.

### **Additionally**

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 (shots from the mark).

### **Substitutions**

For 7v7, 9v9, and 11v11 games, teams may substitute only with the referee's permission and only at the following times/circumstances:

- Prior to a throw-in, by the team in possession
- Prior to a goal kick, by either team
- After a goal, by either team
- At halftime, by either team
- After an injury when the referee stops play. The injured player may be substituted and ONE player from the opposing team.
- On a caution - only the cautioned player may be substituted at that time.