

# **FSC Tournament Rules**

## **Tournament Headquarters:**

Tournament headquarters will be at Northern Arizona South Complex

## **Pre-Tournament Preparation:**

Rosters: All teams must enter their complete rosters with bench personnel (coaches and assistants) into the tournament's on-line GotSoccer.com system no later than the Tuesday prior to the start of the tournament. The minimum required player information is: Name, Gender, Date of Birth, ASA Player ID Number [if applicable], and Jersey Number. Revisions can be made to the on-line roster up to 96 hours prior to team check in. Field marshals and referees will use this information to determine player eligibility. Errors in the information you provide may delay or prevent your players from participating in the tournament.

Players may only play for one team during the tournament. A team may roster up to three loan players. Maximum team roster sizes are based on age and are as follows:

U8-U10: 12 players

U11-U12: 16 players

U13-U19: 22 players

Each team is limited to three coaches on the bench. All bench personnel must have a current coaching pass and be listed on the team roster. In no case will a team be allowed to participate without a properly registered coach or assistant.

## **Mandatory Tournament Check-in:**

All teams are required to check-in on the Friday of the tournament. Teams will be notified by e-mail when and where their tournament check-in is to take place. Below is a list of the information you must have at the time of check-in.

At the tournament check-in, you must present the following information:

- Birth Certificates for US Based players are **NOT** required. A copy of a Birth Certificate or current Passport is required for all Foreign Based players. Birth Certificates in foreign languages must be accompanied by an English translation.
- A copy of a signed Medical Release Form is required for each player. A Notarized copy of the Medical Release Form is required for out-of-state players as per the rules of the individual Clubs and / or their State Associations.
- All teams must provide **laminated** US Youth Soccer Association ("USYSA") Player ID Cards with photographs. US Club Soccer teams must provide **laminated** US Club Soccer Player ID Cards with photographs. Teams cannot mix USYSA and US Club Soccer Player ID Cards. AYSO level teams must provide **laminated** AYSO Player ID

Cards with photographs. Teams cannot mix USYSA, US Club Soccer, AYSO Player ID Cards.

- Teams must update their roster in their GotSoccer Account or provide a written copy of the team's roster. For each player, the roster must include: The first and last legal name as shown on their Birth Certificate, birth date and jersey number.
- Player Loan Forms, properly signed by the required parties, must be submitted for each loan or guest player, as required by the team's sanctioning organization. Loan players must be added to the team tournament roster prior to team check-in.
- Travel documents for out-of-state teams as required by their governing association. US Club Soccer teams and Arizona Youth Soccer Association Region IV teams are exempt from this requirement.
- During the check-in process, the Tournament Committee will inspect all documentation, specifically comparing birthdates and names between documents. After completion of check-in, player passes will be marked for the Tournament. If, during the course of the Tournament, a team's player passes are found to be missing a sticker, the team may be required to repeat the check-in process before the next match.

**\*\*No players will be allowed to play without the above documentation. No coaches will be allowed to coach without credentials and teams must have a minimum of 1 credential coach on the sideline at all times.**

This information will be checked against the tournament-generated reports. All discrepancies between the tournament information and the data you present must be rectified before a player or coach can participate in the tournament.

### **Pre-game Protocol:**

- **Pre-game Check-In:** Prior to the start of **each** game of the tournament, the whole team must check in at the field marshal's table at least 15 minutes before the game is scheduled to begin. The coach, assistant coach, or team manager must turn in Player ID cards and sign the match card verifying each player's eligibility. Coaches will be informed of any anticipated changes in the schedule during team check-in.
- **Equipment Check: Referees** will check in the team's player's equipment prior to each games. Shin guards are mandatory for all players. Hats and jewelry are prohibited. At all times player safety is the main concern. All players must have matching uniforms – loan players included. It is at the referee's discretion to allow a player to play wearing an orthopedic cast or hard brace. The referee and/or tournament director have final discretion in any deviations to the equipment code.

- **Home Team:** The home team is the team that appears first on the schedule. The home team is required to wear white or a light-colored jersey and will be required to switch to alternative jerseys to accommodate a color conflict as declared by the referee. If the home team cannot supply an alternate jersey, they forfeit the game. BOTH teams are required to play from the NORTH or EAST side of the field with spectators on the opposite side.
- **Game Ball:** The home team is responsible for providing the game ball. Each team is expected to provide one ball to be left behind their goal during play. All balls are subject to referee approval.
- **Forfeits and Byes:** Teams failing to report ready to play within 5 minutes of the scheduled kick-off time may be assessed a forfeiture at the discretion of the field marshal.

### **Rules of Play:**

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

### **4v4 Standards of Play (U8)**

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

- The ball size shall be 3.

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

- Each team has 4 field players (no goalkeeper).
- Substitutions are unlimited and can occur at any stoppage.

#### **Law 5: The Referee**

- Registered and certified referees are not required at this level.
- The tournament will provide 1 referee.

#### **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 12-minute quarters. Quarter breaks will last for 2 minutes. There will be a 5-minute halftime.

#### **Law 11: Offside**

- There is no offside infraction at this level of play.

#### **Law 13: Free Kicks**

- All free kicks are indirect.
- Opponents should be 10 feet from the ball.

#### **Law 14: The Penalty Kick**

- There are no penalty kicks.

#### **Law 15: The Throw-in**

- Kick-ins will be used instead of throw-ins.
- Opponents should be 3 feet from the ball on Kick-ins.

#### **Law 16: The Goal Kick**

- Goal kicks should be taken in the general vicinity of the goal.\*
- Opponents should be 10 feet from the ball.

Law 17: The Corner Kick

- Corner kicks should be taken in the general vicinity of the appropriate corner.\*
- Opponents should be 10 feet from the ball.

**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 5-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 results in an indirect kick at the location of the foul.

**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 5-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 5-minute halftime.
- U15-U19 games shall consist of 40-minute halves. There will be a 5-minute halftime.

### **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.

### **Coaching:**

Coaches are responsible for the conduct of their players and spectators. No coach, player, or spectator can make derogatory remarks or gestures to the referees, other coaches, players, or spectators. No coach, player, or spectator can use profanity or incite, in any manner, disruptive behavior. Coaching from the sidelines (giving directions to one's own team on points of strategy and position) is permitted providing:

No mechanical devices are used

- The tone of the voice is instructive and not derogatory
- Each coach remains within 10 yards of their side of the halfway line

### **Cautions and Ejections:**

Any player receiving two yellow cards (cautions) or a red card in a single game is considered to have received an ejection. A player who has been ejected cannot be replaced. A coach or player who has been ejected MUST leave the immediate area. A player who is ejected from a game is ineligible from participating in the next scheduled tournament game

and, based on the infraction, might not be allowed to return to any further tournament games. Fighting will not be tolerated and the player, coach, or spectator involved will be ejected from the tournament.

**Post-Game Protocol:**

- At the end of each match, a team representative must come to the field marshal's table to pick up the Player ID cards at that time.
- Players that have been ejected from a game will have their Player ID cards held by the tournament director until the suspension has been fulfilled.
- Please remind all players and spectators to pick up trash before leaving the sidelines.
- In the event of an injury, please make sure you file a tournament injury report at the field marshal's table.

**Tournament Structure:**

- Four-Team Divisions: Each team will play all the other teams in their division. At the end of this Round Robin play, match points will determine the top two teams in the division who will play for the championship game.
- Five-Team Divisions: Each team will play all the other teams in their division. 1<sup>st</sup> and 2<sup>nd</sup> place teams will be awarded on total points accumulated. There are no playoff or championship games.
- Six-Team Divisions: The division will be divided into two brackets (A and B) of 3 teams. Round Robin play in each bracket. After completion of bracket play, teams are seeded for cross over games. Winners of crossover games advance to the championship game. Crossover games that end in a tie will go immediately to shootouts to determine which team advances.
- Seven-Team Divisions: Each team in the bracket will play 4 games in a randomly selected pattern. Total match points earned during these games determine the final placement of teams.
- Eight-Team Divisions: The division will be divided into two brackets (A and B) of 4 teams. Round Robin play in each bracket. The top team from each bracket advance to the championship game.
- Nine-Team Divisions: Each team in the bracket will play 4 games in a randomly selected pattern. Total match points earned during these games determine the final placement of teams.
- Ten-Team Divisions: Consist of a four-team Bracket A and two brackets (B and C) of three teams. Round Robin play for all three brackets. The top two teams from Brackets B and C play in a semi-finals match. The winner plays the top team in Bracket A in a championship match. Consolation games are given to 2<sup>nd</sup> and 3<sup>rd</sup> place teams in Bracket B and C (B2 vs. C2 and C3 vs. B3).

- Twelve-Team Divisions: The division is broken up into 4 brackets (A, B, C, and D) of 3 teams. Teams play round robin in their bracket. Two semi-final games (A1 vs. D1 and B1 vs. C1) are played with the winners playing in the championship game. Four consolation games (A2 vs. D2, B2 vs. C2, A3 vs. D3, B3 vs. C3) are also played.

### **Tournament Competition:**

- U8 competition will be played according to Academy rules. For these younger age groups, no match points will be awarded. There is no playoff structure. Neither scores nor standings will be recorded or publicly posted.
- U9-U19, teams are awarded match points on the following basis:
  - 3 points for each win
  - 1 point for each tie
  - Zero points for each loss
  - Minus one point for each player or coach ejected from a game

In the event of a tie in match points at the end of bracket play, the team that advances to the quarter-final or semi-final game is determined in the following order:

1. The winner in head-to-head competition.
2. Goal differential (max of 4 per game).
3. Fewest goals against.
4. Most goals for
5. Most shutouts.
6. If a tie exists after steps #1 through #5, FIFA kicks from the penalty mark are taken 30 minutes prior to the scheduled start of the quarterfinal or semi-final game.

Semi-Finals/Finals: If a tie exists at the end of normal play, the winner is determined by FIFA kicks from the penalty mark.

### **Additional Rules:**

- Protests: No protests allowed.
- Disputes: The tournament director settles all disputes and their decision is final. The tournament director may modify tournament rules under extraordinary circumstances as deemed necessary.
- Inclement Weather Contingency Plan: In the event of inclement weather, the tournament director or their designee reserves the right to modify all tournament rules to fairly and safely complete the tournament. The health and safety of the players is our priority. All decisions are guided by this principle.
- Lightning and Rainout Policy:
  1. Half time breaks will be shortened as needed.
  2. If there are any delays prior to the start of a game, each half will be shortened as needed.

3. If there are any delays called during the 1<sup>st</sup> half, the 2<sup>nd</sup> half will be shortened as needed.
4. If there are any delays called during the 2<sup>nd</sup> half, the game is final at that time.

If the City of Flagstaff and or Northern Arizona University close the fields:

Please remember that the tournament committee reserves the right to make all decisions regarding inclement weather, and that these decisions are final.

Restrictions: At no time are there to be any alcoholic beverages or tobacco (both chew and smoked) at tournament sites. Violators will be prosecuted to the fullest extent of the law. If at any time, an individual under the influence of alcohol or drugs interferes with the safety of the event, the game will be stopped. Absolutely no glass is allowed at the tournament sites. Dogs and sunflower seeds are not allowed at any tournament fields.