

## 2020 Ahwatukee Classic Rules

**PRE-TOURNAMENT CHECK IN:** All teams must provide player/coach credentials at the Pre-Tournament Check-In prior to the start of the tournament.

A. Each team or club must follow the ONLINE CHECK-IN:

- Copy of a signed Medical Release (notary is not required) for each player.
- Tournament Contact Form (available on the website)
- Scan in Laminated USYSA ID Cards with photograph are required at check-in. US Club Soccer teams must provide a US Club Soccer tournament roster and will be required at check-in and US Club Soccer Medical Release Forms. Teams cannot mix USYSA and US Club Soccer passes. Recreational teams must provide a certified roster signed by their club/state registrar.
- Loan forms, properly signed by the required parties, must be submitted for each loan or guest player, as required by the teams sanctioning organization. Players loaning within the same club do not need loan forms. Players loaning to a different club must have loan forms.
- Teams from outside Region IV must also provide approved Travel Papers, which must include a roster listing all players authorized to travel. US Club Soccer Teams do not require travel papers but must provide a US Club Soccer tournament roster, laminated US Club Soccer player passes and US Club Soccer Medical Release forms. Teams CANNOT mix USYSA and US Club Soccer. **Team Managers must have ONE copy of their official roster on hand to turn into the referees with their player passes for each game on the field.**
- Rosters are frozen when a team starts their first game of the tournament.
- During the check-in process, the Tournament Committee will inspect all documentation.
- Players may not play without the above documentation.
- This is an ASA/US Club Sanctioned Tournament
- ACADEMY TEAMS: We want to remind you that for our U7-8 players this is an Academy format tournament—there are no scores being kept for U7-U8. We want to encourage player development using the Academy methodology. Players may play on their age appropriate team or clubs' team but must be registered within US Club or US Youth. According to the US Soccer guidelines you may pool players throughout the tournament to meet their development needs. Coaches must not exceed 80 minutes for any player per day.

### **ROSTERS:**

7U/8U - 4v4 - maximum roster of 8 players - maximum players suited for a match = 8

9U/10U - 7v7 - maximum roster of 14 players - maximum players suited for a match = 12

11U/12U - 9v9 - maximum roster of 18 players - maximum players suited for a match = 16

13U + - 11v11 - maximum roster of 22 players - maximum players suited for a match = 18

Proper Player Loan Forms will be required at registration along with other required credentials, if required by the team's State Association. Players can only play for one tournament team in the same age group during the weekend. Maximum of 5 Loan players allowed per team unless authorized by tournament director.

**JERSEY NUMBERS:** The shirt number of each player must be the same as the player's shirt number on the daily match report or roster. If the numbers are not the same the referee shall not allow the player to take part in the match until the numbers are the same. Any team found switching player jersey numbers during the game without notifying and getting referee approval shall automatically forfeit the match.

## **RULES OF PLAY**

**REFEREES:** All matches will use Federation Certified Referees.

**FIFA LAWS** of the Game will apply as modified by USYSA and AYSA as described herein.

**HEADING THE BALL:** No heading the ball for U11 and below age groups. Play will be stopped and indirect free kick given to the opposing team for "deliberate" headers.

**Duration of Game by HALVES and Balls Size as Follows:**

<b><u>Division</u></b>	<b><u>Length of Halves</u></b>	<b><u>Halftime</u></b>	<b><u>Ball Size</u></b>
U7/U8	4 – 10 Min Quarters	2 min	3
U9/U10	25 minutes	5 min	4
U11/U12	30 Minutes	5 min	4
U13/U14	35 Minutes	5 min	5
U15/U19	35 Minutes	5 min	5

\*\*Bracket games will end in a tie. If a playoff game is tied at the end of regulation time, FIFA Penalty Kicks will determine the winner. Penalty Kicks will be taken immediately following the game.

**PRE-GAME CHECK IN:** Teams must check in game ready with the referee on the field 15 minutes prior to the start of each scheduled game. At this time the player equipment will be checked. Failure of a team to report to the referee prior to kickoff will result in a forfeit of the game. **Team Managers must give player passes and official tournament roster to the Center Referee to be turned in for the duration of the game. Once game is complete coach and referee must sign off on the scorecard the passes and roster will be release back to the team manager from the referee.**

**SUBSTITUTIONS:** Can be made on any dead ball per FIFA rules.

**PLAYER'S EQUIPMENT:** It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of an orthopedic cast or hard brace. Shin guards are mandatory for all players No jewelry or hair pins allowed.

**COACHING:** All coaches have total responsibility for the conduct of their players, substitutes, and spectators at all times. Coaching from the sidelines, giving direction to one's own team on points of strategy and position, is permitted, provided:

1. No mechanical devices used.
2. The tone of the voice is instructive and not derogatory.
3. Each coach or substitute remains within (10) yards on either side of the halfway line.
4. No coach, substitute, or spectator makes derogatory remarks or gestures to the referee's other coaches, players, substitutes, or spectators.
5. No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

**CAUTIONS AND EJECTIONS:** A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card) for the purposes of awarding point for the tournament competition. A player who has been ejected (sent off) will not be replaced. A player or coach who has been ejected will not return for that game. A player or coach who assaults a referee will be expelled from the Tournament. For the purpose of this tournament a coach CAN be carded.

For U.S. Teams, each State Association will be notified of any disciplinary action taken or required to be taken. For Foreign teams, the Federation will transmit the disciplinary action taken or required to be taken to that team’s provincial or national association.

**The Tournament will conform to the established guidelines -see table below:**

<b>OFFENSE</b>	<b>Minimum: Player Suspension</b>	<b>Minimum: Coach or Team Representative Suspension</b>
Second Caution	1 Game	2 Games
Foul or Abusive Language directed at anyone other than a game official	1 Game	2 Games
Serious Foul Play – Denies an opponent a goal or an obvious goal scoring opportunity by deliberately handling the ball; Denies an obvious goal scoring opportunity to an opponent moving towards the player’s goal by offense punishable by a free kick, in a non-dangerous way (i.e. pulling a jersey).	1 Game	N/A
Serious Foul Play other than above	2 Games	N/A
Violent Conduct	3 Games	4 Games
Foul or Abusive Language directed at a game official	3 Games	4 Games

**THE TOURNAMENT DIRECTOR AND SITE DIRECTOR DO 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.**

**SUSPENDED AND TERMINATED GAMES:** If in the opinion of game officials, a game must be suspended (for any reason), the game may be resumed, but is subject to being ended not less than (5) minutes prior to the start of the next scheduled game. If in the opinion of the game officials, a game must be terminated for misconduct of players, coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

**INJURY:** Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than (10) minutes prior to the scheduled start of the next game.

**DETERMINING WINNERS:** Teams will be awarded points on the following basis:

Three (3) Points per Win

One (1) Point per Tie

Zero (0) Points per Loss

In the event of a tie in points at the end of the bracket play, the winner for the advancement to Semi-Final or Final will be determined as follows:

1. The winner in head to head competitions
2. Goal Differential
3. Goals For
4. Goal Against
5. Most Wins
6. Most Shutouts
7. If a tie still exists after steps 1 through 4, FIFA Kicks from the Penalty Mark will be taken fifteen (15) minutes prior to the scheduled start of the Semi or Final Game.

In the event of a **three-way tie at the end of bracket play**, the winner for advancement to the Final will be determined as above without consideration for comparison of head to head competition to eliminate one team. If the teams are still tied and FIFA Kicks have to be taken there will be a draw by the Tournament 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.

**HOME TEAM:** The home team will be the team, which appears first on the game schedule. The Home team will supply the game ball. The game ball will be subject to Referee approval. The Home team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home team cannot supply alternate jerseys, the Home team will forfeit the game.

The Home and Away teams will sit on the designated side of the field. **All spectators will sit on the opposite side of the field directly across from their team's bench.**

**FORFEITS AND BYES:** All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded six tournament points (for the win). Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. Home Teams unable to supply alternate jerseys, or teams failing to check in at Mandatory Tournament Check in or for taking actions which cause a game to be terminated, will forfeit. Byes will be scored and tournament points awarded the same as a forfeit. Teams must have a minimum of 7 players to start.

**PROTESTS/APPEALS: NO PROTESTS OR APPEALS WILL BE ALLOWED**

**DISPUTES:** All disputes will be settled by the Tournament Director or designee and the decision will be final.

**AWARDS:** All team players will receive participation pins.

Academy Age groups U7-U8 will receive participation medals.

Individual awards will be presented to the **first** and **second** place teams in the U9-U19 age divisions.

**REFUNDS:** NO REFUNDS will be granted to any team accepted to participate in this Tournament.

**TOURNAMENT PLAY:** Each team is guaranteed a minimum of 3 games, with a maximum of 2 games per day.

## GENERAL INFORMATION

**HEADQUARTERS:** Tournament Headquarters will be located at east of the office at Scottsdale Sports Complex, Tempe Soccer Complex at Pecos Park, and for Rose Mofford will be south of the concession stand. Standings will be available online through GotSoccer. Awards will be present at the Headquarters tents.

**TRAINERS AND FIELD MARSHALLS:** The tournament will supply Field Marshalls and Athletic Trainers to help provide your teams a safe experience. Contact the check-in tent for the location of the Trainers.

**FIELD SET UP AND CONDITIONS:** It is the responsibility of each team to treat these facilities with care. The tournament expects that each team clean their sidelines and or pre-game gathering areas of all debris and trash, including tape, immediately after each game. Each field will have numerous trash receptacles, please use them. Your cooperation in this area will ensure that we are able to sue these facilities for future tournaments.

**INCLEMENT WEATHER CONTIGENY PLAN:** In the event of inclement weather, the Tournament Director reserves the right to modify all tournament rules to fairly and safely complete the tournament. The health and safety of players is our first priority. The tournament has an obligation to protect the fields and facilities that are being used for tournament play. All decisions will be based on field conditions with input from the Director. It is the responsibility of the coaches to be available for any contingencies and to monitor the tournament website for updates. Field Marshall's at the location will be informed of any changes and will provide instructions to all teams. Coaches are asked to be patient and remain flexible if this unfortunate situation arises.

As a result of inclement weather, and at the direction of the Tournament Director, one of the schedules will be implemented:

1. All games are to continue as scheduled.
2. Eliminate pre-game warm up on the field, game times to continue as scheduled.
3. Eliminate pre-game warm-up on the field and shorten all games. The Tournament Committee will determine the game length.
4. Shots from the Penalty Mark will replace games.

**REMINDERS:** Pick up all trash and belongings from the sidelines after each game. **NO DOGS** permitted at the fields. **NO ALCOHOL** or **SMOKING** permitted. **NO STAKING** of canopies, tents or umbrellas allowed at any of the sites.

**SPORTSMANSHIP ZERO TOLERANCE POLICY:** All Spectators, Coaches and Players **MUST** show respect for each other and the authority of the Referees. Help us set a great example for our youth!

- Please cheer enthusiastically for your team
- Please acknowledge the good play of both teams
- Please do not "help" players or coaches or criticize referees
- Let the players make their own decisions on the field