

## **DESERT SUPER CUP – RULES OF PLAY**

### **Important Contact Information**

All matters related to the tournament should be directed to the Tournament Director at [mike@arizonasoccer.com](mailto:mike@arizonasoccer.com)

It is the responsibility of the coaches and managers to ensure appropriate phone numbers and email addresses are entered into the team's roster/application. Coaches and managers need to review and make sure they are familiar with the rules, pre-match check-in procedures and credentials.

**Online Check-In and Credentials** – please online check-in

### **Team Size and Guest Players**

Boys and Girls U9 through U19 are eligible to participate in the Desert Super Cup. Player rosters are limited to 22 players for age groups U15-U20; 12 players for U9-U10; 16 players for U11-U12 and 18 players for U13-U14. A team may dress and include up to 18 players on the game card for U14-U20. All other age groups may dress up to the roster size.

A maximum of 6 guest players are allowed during the tournament (must be identified and proper paper work turned in during team check-in)

### **Foreign Teams**

Foreign players must present passports or legal proof of entry at check-in. Teams are required to have and be able to present player picture passes at all times during play. Tournament rules require that the team have a completed form from its Provincial or National Association approving the team's participation in the tournament.

### **Player Credentials**

Player picture identification cards are to be present and available at all matches. Identification cards will be verified at team check-in. Player cards will be held by the referees until the game is completed. Cards for players who receive red cards or suffer a head injury will be retained by the referee and given to the tournament director until a player suspension ends or a player is cleared by medical personnel.

*Any appeal of a player's eligibility must be made before a match begins to a Field Marshal or other tournament official.*

## **Game Card**

Game cards are provided by tournament staff using rosters from GotSoccer.com. Game cards must contain all player names and uniform numbers, which must coincide with the team roster on file. Referees will not allow a player to participate if his/her name and/or number does not conform to the documentation on the roster or game card.

All teams must print their game cards online and bring them to each of their games played. Game cards may be edited at the field using approved players only by writing them in.

Only team personnel (coaches and team managers) whose names appear on the roster and game card may be in the team technical area and represent the team during game situations.

*At the conclusion of each game a Team Representative must sign the game card to verify the documented score is correct. Please verify the written score on the game card is properly documented before signing. Once the card is signed and turned in by the referee the score may no longer be disputed.*

## **Player Equipment**

All players are required to use shin guards at all times. No shin guards, no play

No jewelry of any type may be worn – earrings must be removed (not taped over)

Players are not allowed to play wearing a hard/plaster cast. Foam padding may not be worn outside of a hard cast to make a player eligible.

A soft cast may be allowed at the discretion of the referee or Tournament Director.

Braces and other equipment are subject to inspection and approval by the referee before each match.

## **Head Injury Policy**

The Desert Super Cup follows and adheres to the policies and procedures of US Soccer for treatment and return to play for all head injuries. A player suffering a head injury, at the direction of the referee, must be removed from play and see event medical staff for initial consultation. A player may not return until given proper clearance.

The referee will retain a player pass in the event of a head injury and turn it in to the Tournament

## Competition Format

FIFA Laws: All games will be played by FIFA Laws of the Game as modified by USYSA unless otherwise stated in this rules package. Times apply for both bracket and semi-finals/finals. There will be no overtime. Semi/finals will have PKs if necessary.

The Tournament Director reserves the right to alter game formats to enhance competition and improve the overall quality of tournament play.

Each team is guaranteed a minimum of three (3) games.

Format of play is aligned with recommended US Soccer formats for all age groups with the exception that no games will exceed 35 minute halves for this tournament to allow efficient scheduling of all games within the weekend timeframe. Game parameters for each age groups are presented in the competition format table.

### Competition Format Table

Age Group	Players	Duration	Ball	Scoring	OffSides	GK	PK	Ref
U9	7	2 x 25	4	No	Yes	Yes	Yes	1
U10	7	2 x 25	4	No	Yes	Yes	Yes	1
U11	9	2 x 30	4	Yes	Yes	Yes	Yes	3
U12	9	2 x 30	4	Yes	Yes	Yes	Yes	3
U13	11	2 x 30	5	Yes	Yes	Yes	Yes	3
U14-19	11	2 x 35	5	Yes	Yes	Yes	Yes	3

U9-U19 will have approx. 5 minute breaks between halves.

Deliberate heading of the ball is not allowed for U9 – U11 play.

One (1) minute water breaks may be ordered for U9 – U12 at the discretion of the Referee. Two (2) minute water breaks are mandated for U13 and above. All water breaks will be taken with a running clock. Players or coaches are subject to yellow card for delay of restart from water break.

## **Team Numbers by Age**

### **U9 and U10 consist of 7 a side games, including a goalkeeper (Academy Style)**

- Max numbers on the field is 7, one of whom is a goalkeeper
- Offsides: Yes
- Headers: **No**
- Throw-ins included
- Substitutions: At any stoppage and unlimited
- Free Kicks: Conform to FIFA with exception that all opponents are at least eight (8) yards from the ball.
- All fouls will conform to FIFA rules.
- Minimum of 5 players present to start the game. Teams failing to meet this minimum requirement at any point in the match will forfeit the match.
- [https://usys-assets.ae-admin.com/assets/979/15/LawsOfTheGame\\_10AndUnder.pdf](https://usys-assets.ae-admin.com/assets/979/15/LawsOfTheGame_10AndUnder.pdf)

### **U11 consist of 9 a side games, including a goalkeeper**

- Max number on the field is 9, one of whom is a goalkeeper
- Offsides: Yes
- Headers: No
- All fouls conform to FIFA rules
- Minimum of 6 players present to start the game. Teams failing to meet this minimum requirement at any point in the match will forfeit the match.

### **U12 consist of 9 a side games, including a goalkeeper**

- Max number on the field is 9, one of whom is a goalkeeper
- Offsides: Yes
- Headers: **Yes**
- All fouls conform to FIFA rules
- Minimum of 6 players present to start the game. Teams failing to meet this minimum requirement at any point in the match will forfeit the match.

### **U13+ consist of 11 a side games, including a goalkeeper**

- Max number on the field is 11, one of whom is a goalkeeper
- Offsides: Yes
- Headers: No
- All fouls conform to FIFA rules
- Minimum of 7 players present to start the game. Teams failing to meet this minimum requirement at any point in the match will forfeit the match.

Pool play matches ending in a tie will be recorded as such (no PK's). Semifinal and championship games ending in a tie will go immediately to FIFA penalty kicks to determine the winner.

**Four (4) Team Divisions:** Will consist of one group. Each team will play each other one time with the top two (2) point gainers advancing to a championship game to determine 1<sup>st</sup> and 2<sup>nd</sup> place. There is no championship game for U6-U9 play.

**Five (5) Team Divisions** Each team will play the others once for a total of 4 matches. Championship and Finalist are determined by point standings at the end of round-robin play.

#### **EIGHT TEAM DIVISIONS:**

Divisions will consist of two groups of four teams. Each team will play the others within its group for a total of three matches. The group winners will then play in a Final. There is no consolation match.

#### **SIX TEAM DIVISIONS:**

Divisions will consist of 2 groups of 3 teams. Each team will play the others within its group and one cross over game for a total of 3 games. The group winners will play in a Final. There is no consolation match.

#### **Point System**

The following point system will be used to determine the standings during pool play and preliminary rounds:

3 points for a win

1 point for a tie

0 points for a loss

No points are deducted for accumulated red or yellow cards

A FORFEIT will be scored as a 3-0 win for the winning team. The forfeited game will not be counted as goals for or against in determining tie breakers for advancement.

In the case of a tie in group standings, placement will be determined by:

- Head to head result
- Most Wins
- Net goal differential, maximum 6 goals per match
- Goal Against
- Goals Forward
- If a two-way tie exists after steps one through four, FIFA Kicks from the Penalty Mark will be taken fifteen minutes prior to the scheduled start of the Final match.

If a tie still exists after step 5 penalty kicks will be taken 60 minutes before the start of the semifinal or championship match on a field determined by the Tournament Director. Teams will be notified by phone/text message of the exact time and location of the penalty kicks.

If more than two teams are tied at the end of pool play the tie breaker rules will apply until one team is eliminated and then begin again until only one team remains or penalty kicks apply.

### **Sideline Assignments**

Both teams will sit on the same side of the field in the Technical Area. Only players and team personnel whose names appear on the filed team roster may be in the technical area. Spectators must sit on the sideline opposite their team bench without crossing the midfield line during the entire match. Spectators must remain at minimum of 3 yards away from the sideline. No spectator affiliated with a team may sit on either end line.

### **Match Ball**

Tournament balls will be provided and carried to the field by the referees.

### **No Shows / Forfeit Time**

All games will begin on time and be considered a forfeit if the proper number of players is not present and dressed/ready for play at game time. The Field Marshal and/or Tournament Director may alter this rule if verifiable circumstances are presented.

### **Substitutions**

Substitutions are unlimited and may be made in the following game scenarios: For 4x4 play, substitutions may be made at any time.

1. Prior to YOUR teams throw in
2. Prior to a goal kick for either team
3. After a goal is scored by either team
4. After an injury, if the referee stops play – one for one (injured players only)
5. Immediately after a player is yellow carded (carded player only)

## **Rules of Conduct**

All coaches have complete responsibility for the conduct of their players, team representatives, coaches, and spectators at all times. If, in the opinion of game/tournament officials, a game must be terminated for misconduct of any affiliated team member or spectator, the offending team will forfeit that game and may be subject to removal from the tournament or further discipline by the Tournament Director. If a team is removed from the tournament all previous points earned remain as recorded.

## **Conduct and Discipline – Red and Yellow Cards**

A player or team representative/coach given a red card in a game shall be expelled for the remainder of that game, shall not be replaced on the field, and is further suspended for the next scheduled match. The Tournament Director shall review all red card reports to determine if an additional suspension is to be administered for violent or unsportsmanlike conduct. Notification of additional suspension will be made by phone to a team representative within 2 hours of the game conclusion. Player cards for red carded players are turned in to the Tournament Director and passed on to governing body if suspension carries beyond the end of the tournament.

Receipt of two yellow cards in the same game constitutes a red card.

A red carded coach must immediately leave the technical area and may NOT sit in the spectator area. The coach must not continue to coach his/her team, nor may have contact with team personnel through electronic communication.

A red carded player may remain on the bench at the discretion of the referee but must remove his/her uniform indicating they are no longer eligible for entry.

The red carded player or coach must have a suspension fulfillment form completed and signed on file with the tournament before returning to play.

## **Disputes and Protests**

A team representative whose name appears on the filed team roster may file a dispute or protest at the tournament headquarters tent where a written account will be recorded. Decisions by the referees may not be appealed and decisions made by tournament personnel is final and may not be appealed. Red and yellow cards may not be protested and further suspensions handed down by the Tournament Director, or his designee, are final.

## **TBA's**

The Tournament Director reserves the right to amend brackets in the event a team pulls out of the tournament or is a no-show. The Tournament Director will ensure the remaining teams are provided the best possible experience and competitive play in maintaining the integrity of the event.

## **Inclement Weather Policy**

In the event of inclement weather resulting in adverse field conditions games may:

1. Be shortened
2. Go immediately to FIFA penalty kicks
3. Be cancelled – the score will stand if the second half has begun. If cancelled prior to half time the game will go to FIFA penalty kicks

If the Tournament Director rules that inclement weather during preliminary rounds forces modification to FIFA penalty kicks the following rules will apply:

- Each team will take a maximum of five (5) penalty kicks
- At the end of five (5) kicks the game will be scored as a 1-0 win for the team that has scored the most penalty kicks. If teams remain tied after 5 kicks an additional round (one kick per team) will ensue until a winner is determined.
- In the overall standings 3 points will be awarded the winning team, 0 points for the losing team.
- The 1-0 win in penalty kicks will not be counted for or against the teams to determine tie breakers for advancement.

In the case of an unusual event that results in the significant loss of game time, the lost game time may be scheduled at the discretion of the Tournament Director, subject to field availability. The Tournament defines the significant loss of game time as more than half of a game. An accumulation of time from several minor injuries/events during a game does not constitute a significant loss of time.

Event organizers and Classic SC will not issue refunds or reimbursements of tournament fees for cancellation or forfeiture of individual games.

### **General Rules – Facility Specified**

- At no time are there to be any alcoholic beverages or tobacco (both chew and smoked) at Tournament sites.
- Absolutely no glass is allowed at Tournament Sites.
- Park in designated parking areas. Do not park along curbs in the sports complex. Overnight RV parking in the lot and in the desert areas are prohibited.
- Umbrellas/Canopies/Tents or other items cannot be staked into the fields. Weights should be used to secure them.
- Dogs are not allowed at the Reach 11 or Scottsdale Sports Complex. You will be asked to leave the park.
- Skateboards and rollerblades are prohibited