

**TOURNAMENT RULES
U7-U10 ACADEMYGAMES**

**2020 CCV STARS SOCCER CLUB
"Champions Cup Tournament"**

DATES	Friday - Sunday, January 10-12, 2020
FIELDS	Reach 11 Sports Complex (MAP)
APPLICATION DEADLINE	Saturday, December 21, 2019
APPLICATION PAYMENT DEADLINE	Friday, December 27, 2019
GAMES	<p>All teams are guaranteed three (3) matches (Weather Permitting). Championship Finalists will be determined by tournament scoring of the first (2-3) matches or bracket play results.</p> <p>All local teams should prepare to have games scheduled on Friday night, January 10th. Please note: Games may start as early as 5:00 p.m.</p>
HOTEL INFORMATION	The CCV STARS Champions Cup is a NOT a "Stay & Play" event. However we partner with local hotel chains to provide quality room accommodations at discounted rates to our participating teams. Please check our website.
APPLICABLE RULES	FIFA Laws of the Game shall apply as modified by the USYSA, CCV STARS Soccer Club, and the Arizona Soccer Association as described herein.
SANCTIONING BODY	Arizona Soccer Association – USYSA
SANCTIONING AGREEMENT	<u>CLICK HERE</u>
ELIGIBLE TEAMS	<p>Developmental and Competitive Teams - Open to all ASA, AYSO, USSF, USYSA and US Club soccer teams in good-standing with appropriate registration forms and player passes.</p> <p>Foreign Teams are welcome with proper FIFA region or country issued player passes and documentation that each player has entered the United States legally via passport.</p>
GUEST PLAYERS	Maximum four (4) per team. All guest players must be registered at team check in and each player must have a state approved loan

form with all appropriate signatures in addition to having a picture player pass and Medical Release. [CLICK HERE](#) for the AYSA Member Loan Form (Arizona based teams only). A player can only play for one team in the tournament or a forfeit will occur for all matches played by that player.

ROSTER SIZE

U7/U8 (4v4) - Teams are limited to 10 players.

U9/U10 (7v7)- Teams are limited to 14 players.

CREDENTIALS

All domestic players and coaches must have a laminated 2019 - 20 US Youth Soccer, US Club, or AYSO player pass with a picture. In addition, all players are required to have a medical release form (Notarized if your team is out of Arizona), and a copy of an Official Roster Form from your State Association. In house recreational teams from sponsoring tournament may play with ASA approved roster.

All foreign players must present Passports, or proof of entry into the United States at check in per player. Additionally, each player must present a FIFA issued player pass (team rosters are not acceptable substitute), proof of insurance for each player and a medical release form.

AWARDS

Tournament Pins: Presented to all participants

Team Trophies: Awarded to Head Coach Champions (U9 and older)

Individual Medals : Awarded to Champion & Second Place Players (U9 and older).

EQUIPMENT

U7 to U8 will play with a Size 3 Ball

U9 to U10 will play with a Size 4 Ball

NOTE: The tournament will provide game balls for all tournament matches. In the event that an official tournament ball is not available, the Home team shall provide a game ball at the discretion of the referee.

All players **MUST** wear shin-guards at all times during games. No jewelry of any kind will be permitted to be worn during games. Players shall wear approved soccer specific cleats (no front toe cleats). All players must wear numbered uniforms with no duplication on a team. (Exclude U7-U8 Teams)

Casts: Soft-Casts, or wrapped hard casts may be permitted with the approval of the referee.

HEADING POLICY:

NO HEADING ALLOWED

PRE-MATCH CHECK IN

Teams **MUST** be ready to check in with the game officials at their game field 30 minutes prior to the start of each game. At this time, player equipment will be inspected, player passes reviewed, and jersey numbers compared to team roster inspected. *The game official will retain the passes for the duration of the match. Your team official is to make sure to get the passes back after each game from the game official.*

FORFEITURES: Teams failing to check in at their field 30 minutes before kickoff may forfeit their match at the discretion of the tournament director. All teams must have a minimum six (6) players for a 9v9 game, five (5) for 7v7 games and four (4) for all age groups younger. Teams that forfeit during pool play may continue on in pool play, but not so in quarter final, semifinal, or Championship matches.

FIELD MARSHALS

The Field Marshal 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.

ALTERNATE MATCH SCHEDULING

The tournament committee has the authority to alter the schedule, move matches to the next day, or move match sites for the good of the tournament.

SUBSTITUTIONS

Unlimited substitutions will be allowed in all age groups with the center referees permission via the following process: Coaches will indicate to the AR that a substitute is requested. Player entering match must report to within five (5) yards of the center-line of the sideline until the center referee signals them to enter the field of play and only after the player they are replacing has left the field. Although unlimited, substitutions are only allowed at the following points of a match:

- Prior to a throw-in by the team in possession
- Prior to a goal kick by either team
- On a Yellow Card to pull only cautioned player out
- At Halftime
- After an injury on either team when the Referee stops play
- After a goal is scored by either team
- GK subs must gain approval by Referee at any time

It is the Referees discretion to allow substitutes in the final three (3) minutes of a match.

INJURIES

If a major injury occurs that requires immediate medical attention, please do not hesitate, use a cell phone and call 911 and find the nearest Field Marshall at the soccer complex you are playing at.

The following are the closest hospitals/medical centers to the soccer complex:

REACH 11 SPORTS COMPLEX:

Paradise Valley Hospital

3929 E. Bell Road

Phoenix, Arizona 85032

(602) 923-5000

Directions: Take Deer Valley Road west to Cave Creek Road. Turn left (South) on Deer Valley to the 101 Freeway. Turn left onto the 101 Freeway heading east. Take the first exit onto the Squaw Peak/51 Freeway going south. Take the Bell Road exit and turn left (East) to Paradise Valley Hospital on right-hand side.

For minor injuries such as a muscle pull, the tournament will have a medical tent at each side of the soccer complex to assist players.

TOURNAMENT SCORING

Teams shall be awarded points for match results as follows

WIN = 6 Points

LOSS = 0 Points

TIE = 3 Points

SHUTOUT = 1 Point (Note: No Shutout points will be awarded in a 0-0 tie.)

GOALS = 1 for each, up to three maximum regardless of win, loss, or tie.

RED CARD = Minus one (-1) point per infraction.

SPECTATOR EJECTION = Minus one (-1) point per infraction.

- Pool play games ending in a tie at the conclusion of regulation time will result in a tie. No FIFA Penalties will be taken.

- Any Quarter Final, Semi Final, or Championship Game ending in a tie at the conclusion of regulation time will result in FIFA Penalties.

- For a Forfeited match, the winner will be credited with a 3-0 win and awarded ten (10) points (Six (6) for the win, three (3) for the goals, and one (1) for the shutout. A team "abandoned" by another

team during a match will be awarded a minimum of eight (8) points to a max of (10) if that team at time of “abandonment” had earned more than eight (8). No points will be awarded to any team who abandons a match. In addition the team will lose two (-2) points in the standings.

- No points shall be awarded if neither team shows up. In addition, both teams will lose (-2) points in the standing.

- If weather forces the termination of a match, the game will only be counted as official if the game was canceled during the second half of the game.

- Final Standings for the pool will be determined by the total number of points accumulated during pool play.

TIE BREAKING WITHIN A POOL

Ties in pool standings will be broken by employing a tie breaker. If two teams are involved in a tie, the following tie-breaker system will be used:

A. Head to Head (Winner of)

B. Largest Goal Differential (5 goal maximum per game)

C. Least Goals Allowed (5 goal maximum per game)

D. Most Goals Scored (5 goal maximum per game)

E. Most Shut-Out Wins

F. FIFA Penalties - Site and time to be at the discretion of the Tournament Director or held 30 minutes (1/2 hour) prior to and at the same site of the Championship Match. Nine (9) players for 9v9, or eleven (11) players for 11v11 from each team must be ready to participate within five (5) minutes of the appointed time or else that team will forfeit its opportunity to prevail in the tie-breaker.

In the event of a three-way tie at the end of bracket play, the following criteria applies:

A. Head to Head if all teams play each other

- If a single winner is produced, that team advances.

- If two teams remain then continue through the rest of the criteria until a winner is produced.

- If all three (3) teams are not eliminated after "A" above, then skip "B" and continue through the rest of the criteria.

B. Head to Head of remaining two (2) teams

C. Largest Goal Differential (5 goal max. per game)

D. Least Goals Allowed (5 goal max. per game)

E. Most Goals Scored (5 goal max. per game)

F. Most Shut-Out Wins

G. FIFA Penalties - Site and time to be at the discretion of the Tournament Director or held 30 minutes (1/2 hour) prior to and at the same site of the Championship Match. Nine (9) players for 9v9,

or eleven (11) players for 11v11 from each team must be ready to participate within five (5) minutes of the appointed time or else that team will forfeit its opportunity to prevail in the tie-breaker.

TIE BREAKING IN CHAMPIONSHIP MATCHES

If the score is still tied at the conclusion of play in any designated Quarter Final, Semi Final, or Championship match FIFA Penalties in accordance with the procedure outlined in the FIFA Laws of the Game will be taken until the winner is determined. Only the players on the field at the conclusion of regulation play may participate. (Center Referee will gather all of the players on the field at the end of regulation play and not allow them to go to their respective sidelines. These are the players that will shoot the penalties only.) (Note: This could be less than nine (9) players for 9v9, or eleven (11) players for 11v11 due to an injury or ejection.)

HOME & VISITING TEAMS

The home team will be listed first on the schedule and must change jersey's in case of color conflict. The 7v7 and 9v9 games are east west direction (4,7,8,9,10,15,16, 17 and the south side of field 18). Both teams, next to one another, will sit on the inside of the field area while parents will sit on the perimeter (outside) of the field area. The home team will sit on the "east" side of the team sideline and the away team will sit on the "west" side of the team sideline. Spectators will sit directly opposite their team's bench and **ALL SPECTATORS MUST STAY ON THE SIDE OF THE FIELD ALLOCATED FOR THEM. PLEASE NO EXCEPTIONS.**

For the north side of field 18, we will have four 4v4 fields. ALL parents will sit on the outside perimeter of the field area while the teams sit on the inside of the field area. Each coach or official team representative is responsible to get their cards from the center referee after the conclusion of each match. Each coach or official team representative is responsible for signing the official scorecard with the referee at the conclusion of each game. If a team is issued a red card then the coach or official team representative will need to report to the nearest tournament headquarters to pick up their players passes. Tournament headquarters will remove pass for the player that received the red card to report a red card.

SIDELINE BEHAVIOR & ETIQUETTE

All Head Coaches have the ultimate responsibility for the conduct of themselves, assistants, team officials, players and spectators at all times. Spectators and/or coaches are prohibited to be behind any goal area at all times during a game.

Abusive comments and inappropriate or aggressive behavior in the game or on the sidelines will not be tolerated and will be enforced in accordance with the FIFA Laws of the Game. Please

demonstrate proper behavior and respect for the game and for its participants to promote fair and respectful competition.

Each team is responsible to clean-up their sideline at the conclusion of each match.

There is to be no interaction between any spectators and a Referee at any time. This rule is to be respected by each and every team with NO EXCEPTIONS. If this does occur, the spectator will be asked to leave the soccer field.

No smoking, alcoholic beverages, pets, illegal drugs or glass containers are allowed on or near the tournament fields at any time.

Pop-up tents are allowed at the Reach 11 Complex. However stakes to secure the tents are not allowed.

EJECTIONS/DISCIPLINARY ACTIONS Arizona Soccer Association rules prohibit any coach, team official, or player ejected from a match, or suspended by the proper authority, to be within the sight or hearing distance of the field of play during his/her suspension. A Coach, team official, or player receiving two Cautions (Yellow Cards) in a single match is considered to have been given an ejection (Red Card) for the purpose of deducting points for the tournament competition. A player who has been ejected may not participate in the next scheduled/subsequent game.

A coach, team official, or player who has been ejected for violent conduct shall not be allowed to participate in the next two (2) scheduled/subsequent matches (Subject to review by the Tournament Director). Any coach, team official, or player who assaults a Referee will be immediately expelled from the tournament - NO EXCEPTIONS. Fighting will not be tolerated Absolutely no refunds will be provided to any team that is removed from the tournament for fighting.

If a spectator, coach or player is ejected from the field by the referee and refuses to leave; the game will be considered abandoned. The team refusing to leave will lose (-2) points in the standing and be considered abandoned.

If a player or coach is red carded during a team's final game, the passes will be withheld by the CCV Stars Tournament Director and submitted to the team's state association.

Teams are required to have and present player and bench personnel picture identification cards. Identification cards will be checked

against the tournament generated match reports. Sponsoring tournament clubs in house teams are an exception

Teams must have on hand a certified/approved tournament roster from the team's Federation Organization in case of any discrepancies with the tournament generated match reports.

Each team is limited to three (3) coaches on the bench, all of which must be listed on the team roster, with the exception of the club's DOC. In no case will a team be allowed to participate without a properly registered coach or assistant.

The uniform number of each player must be the same as the player's uniform number on the tournament roster. If not the referee is not to allow the player to take part in the match until the numbers are the same (uniform or roster changed).

Any team playing without the proper credentials throughout the tournament or has removed any type of verification from the tournament check in process, will be immediately disqualified from their match and considered a forfeit. All roster changes and player pass must be done by a tournament official.

Any team caught changing jerseys or a player caught wearing a different jersey other than what is listed on the teams official team roster verified at check in will be immediately disqualified from that match.

A player who arrives late at the playing field after the pre-match procedure may enter the match once the match's official(s) verify the player is eligible and with the permission of the center referee.

U7-U8 GAMES RULES

1: Field Dimensions

Field of play is approx. 30 yards long and 20 yards wide.
The field is divided into two halves by the halfway line. A center mark is indicated at the midpoint of the halfway line.
Goals: 6 feet wide by 4 feet high.
The goal box (arc) is 12 feet wide x 9 feet deep.

2: Ball size

The ball used is a size 3.

3: Number of players

A game is played by two teams each consisting of not more than 4 field players (no goalie). On game day teams may use no more than 8 players.

4: Substitutions:	At any stoppage and unlimited.
5: Game length	The game shall be divided into four equal quarters 10 minutes each. 2 minutes between each quarter.
6: The Start and Restart of Play	After a team scores a goal, the kick-off is taken by the other team at the midline and all players must be in their own half of the field of play. The opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play. The ball must be stationary on the center mark. The referee gives a signal. The ball is in play when it is kicked. The kicker must not touch the ball again until it has touched another player.
7: Goal Kicks	Goal kick is given after ball passes the end/goal line, having been last touched by the attacking team. Goal kick is kicked from the top of the goal box (arc). On a goal kick all players for the opposing team need to be at midfield before the kick is taken. Once the kick is taken the players from the opposing team can enter both halves.
8: Corner kicks	After the ball passes the end/goal line and is last touched by the defending team, a corner kick is given to the attacking team. Corner kick is being kicked from inside the corner arc. A corner kick is an indirect kick and cannot go into the goal unless touched by a player from either team.
9: Off sides	NONE
10: Free Kicks (indirect)	All free kicks are indirect and the opponent must be at least 4 yards from the ball is played.
11: Yellow/Red Cards	No cards are shown for misconduct. No slide tackles are allowed.
12: Out of bounds (Kick-In)	A kick-in (from the ground) shall be used to restart play when the ball goes out of bounds. All kick-in's are considered as an indirect free kick.
13. Heading	Not allowed. If done, an indirect free kick shall be given to the opposing team.

U9/U10 GAME RULES (Modified ASA Academy Rules)

- 1: Field Dimensions** Field of play is approx. 47 yards long and 30 yards wide. The field is divided into two halves by the halfway line. A center mark is indicated at the midpoint of the halfway line.
Goal size: maximum of 6.5 x 18.5 feet
- 2: Ball size** The ball used is a size 4.
- 3: Number of Players (7)** (6 field players plus 1 goal keeper) A match is played by two teams, each consisting of not more than seven players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than five (5) players.
- 4. Substitutions** At any stoppage and unlimited at the referee discretion
- 5: Game length** Two (2) equal halves of twenty-five (25) minutes each. There shall be a half-time interval of five (5) minutes.
- 6: Off sides** Conform to the FIFA Laws of the Game, with the exception that the build-out line also serves as an offside line³. Attackers cannot be penalized for an offside offense between the halfway line and the build-out line.
- 7. Heading** **Not allowed. If done, an indirect free kick shall be given to the opposing team.**
- 8: Fouls and Misconduct:** **Normal ASA Academy Modified Rules**
- 9: Free Kicks** Free kicks are either **direct or indirect**. A direct or indirect free kick is taken from the place where the offence occurred.

10: Penalty Kick

A penalty kick is awarded against a team that commit one of the ten offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick. Penalty mark is made eight (8) yards from the midpoint of the goal line.

11: The Start and Restart of Play

After a team scores a goal, the kick-off is taken by the other team at the midline and all players must be in their own half of the field of play. The opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play. The ball must be stationary on the center mark. The referee gives a signal. The ball is in play when it is kicked and moves forward. The kicker must not touch the ball again until it has touched another player.

12: Corner kicks

After the ball passes the end/goal line and is last touched by the defending team, a corner kick is given to the attacking team. Corner kick is being kicked from inside the corner arc. A corner kick is a direct kick. Opponents must be 8 yards or further away from the ball.

13: Throw-In

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air. A goal cannot be scored directly from a throw-in.

14: Goal Kick

A goal kick is a method of restarting play. A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team. The ball is kicked from any point within the goal area by a player of the defending team. A goal cannot be scored directly from a goal kick.

All players from the opposing team must drop back behind the midline when goal kick is taken.

15: Goal keeping distribution

At no time can a goalkeeper punt the ball. In addition, once the goalkeeper has control of the ball, the opposing team must retreat to the buildout line.

DISPUTES

The tournament committee shall settle all disputes and their decision shall be final. No protests will be allowed.

DISCLAIMER

The CCV STARS Soccer Club will not be held responsible for any reason which may affect the game format. In the event of tournament or division cancellation due to an act of [G]od, inclement weather, or other reasons beyond the control of the CCV STARS Soccer Club, entry fees will not be refunded.

CONTACT INFORMATION

Randykarg@ccvstars.com . When sending an email please include the following: Your name, telephone number, and team information.

REVISED

December 10, 2019