



Arsenal Challenge Tournament Rules

ROSTERS

- U7 & U8 may register a maximum of 8 players. U7 & U8 teams may use up to (4) four guest players.
- U9 & U10 may register a maximum of 12 players. U7 & U8 teams may use up to (4) four guest players.
- U11 & U12 (9v9) may register a maximum of 16 players. U11 & U12 teams may use up to (4) four guest players.
- U13 & U14 may register a maximum of eighteen (18) players.
- U15 and up may register a maximum of (22) players. U13 and up teams may use up to (5) five guest players.
- Any team playing with guest players is still limited to their appropriate player maximum. Teams will be able to play all players up to Max roster sizes (u13/U14 play max of 18 players per game; u/15 and up can play a max of 22 players per game).
- A player may only play for one team during the tournament. Any ineligible player discovered will cause the team on which he/she played for to forfeit all games already played.

PLAYER AGE LIMITATIONS

Without exception, players will not be allowed to play in a younger age bracket.

Player Cards

The head coach or team manager must have their player cards for each game. In the event that there is a roster check, red card or heard injury and the team is not able to present the player cards in a timely matter it will result in forfeiting all games.

RULES OF PLAY

FIFA Laws of the Game will apply as modified by USYSA and AYSA as described herein. Duration of Games and Overtimes, Ball Size & number of players is as follows:

Age Bracket	Length of Half	Ball Size	# of Players	Roster Max
U7 – U8	10 minutes x 4	3	4	8
U9 – U10	25 minutes	4	7	12
U11 – U12	30 minutes	4	9	16
U13 – U14	35 minutes	5	11	18
U15 – U19	40 minutes	5	11	22

**** All games are allowed a 5-minute half-time break****



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TIE GAMES & OVERTIME

If there is a tie at the end of regulation during regular bracket play the game will be scored as a tie.

In the event of a tie at the completion of regulation play in a Semi-Final and Final game FIFA Kicks from the Mark will determine the winner.

PRE-GAME CHECK-IN

Prior to the start of each scheduled game, each team must present to the referees at the field, the team's player cards so the team may be checked in to play. This will include a safety check of equipment. Failure of a team to report to their scheduled kick-off within five minutes of start time will forfeit the game.

SUBSTITUTIONS

Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission and only at the following times:

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

PLAYER 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. Jewelry is forbidden unless it is of the medical alert type and then must be securely taped in place.

COACHING

All coaches have total responsibility for the conduct of their players, substitutes, and spectators at all times. Each team will have no more than two (2) coaches. Coaching from the sidelines, giving direction to one's own team on points of strategy and position, is permitted provided:

- No mechanical devices are used
- The tone of the voice is instructive and not derogatory
- No coach, substitute, or spectator makes derogatory remarks, or gestures to the referees, other coaches, players, substitutes, or spectators
- No coach, substitute, or spectator uses profanity or incites disruptive behavior
- All coaches should sign the game card at the completion of every match



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YELLOW & RED CARDS

A player receiving a red card or two yellow cards in one game shall be sent off from that game and may not be replaced in that game. The length of suspension will be determined based on the established ASA rules regarding red cards. There are no appeal options. In the event a player is sent off for fighting, the player will not be permitted to play in any other game in the tournament. Any coach receiving a red card shall be sent off. He or she must then leave the field of play to the satisfaction of the referee. Any player or coach who has been sent off and then participates in a game from which they have been suspended will cause their team to automatically forfeit the game. The game will be scored as a forfeit. All last game red cards are forwarded to the ASA D&R Committee for review. The ASA D&R Committee will respond directly to these cards. Passes withheld following the last game will be sent to the ASA office with exception of Out of State passes and US Club Soccer Passes.

- NOTE: The team of any player or coach that is sent off will receive minus one point (-1) against their tournament standings.
- Suspension length will match the current ASA Leagues policy.

ZERO TOLERANCE POLICY

The Arsenal Challenge has adopted a policy of zero tolerance with respect to dissent, player abuse and/or referee abuse from coaches, players and spectators. We request your assistance in keeping yourself, your team, your sideline and your spectators in compliance. Please help us to show respect for the great game of soccer and all of its players by not allowing abusive comments or behaviors.

If offensive/abusive behavior comes from a player, the referee will use his/her yellow and red cards as per FIFA Laws of the Game.

If dissent or abusive behavior comes from a sideline, the game will be stopped. The referee will confer with the appropriate coach and issue a verbal warning. Coaches at this time should convey the possible consequences of further dissent or abuse to his/her spectators. If further dissent or abuse occurs from the sideline, the game will be stopped. The offending person(s) will be required to leave the field of play and remove themselves to the parking lot. If they refuse to leave, the coach of their team will be ejected from the game (sent off). If both the head coach and the assistant coach are ejected, that team will forfeit the game and the other team will be awarded a 3-0 win.

A representative of each team will be required to sign a statement agreeing to the policy at Tournament Registration.

SUSPENDED AND TERMINATED GAMES

If, in the opinion of game and/or tournament officials, a game must be suspended for any reason, the game may be resumed, but is subject to being ended not less than (10) ten minutes prior to the start of the next scheduled game. If, in the opinion of the games 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.



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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 (5) five minutes prior to the scheduled start of the next game.

TOURNAMENT COMPETITION

DETERMINING WINNERS The tournament will be scored on a 10 point scale. Teams will be awarded points on the following basis:

- Six (6) points for a win
- Three (3) points for a tie
- One (1) point for each goal scored up to three (3) goals
- One (1) point for a shut out - however no shut out points will be awarded in a 0-0 tie, in that event each team will receive only 3 points

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

1. The winner in head-to-head competition (if applicable)
2. Goal differential (Maximum 4 per game)
3. Most goals for
4. Fewest goals against
5. If a tie still exists after steps 1 through 4, FIFA Kicks from the Mark will be taken (15) fifteen minutes prior to the scheduled start of the Semi-Final or Final game.
6. In the event of a three-way tie at the end of bracket play, the winner for advancement to Semifinal or Final will be determined as above without consideration for comparison of head-to-head competition to eliminate one team. Then advancement for the remaining two teams is determined as above with consideration for head-to-head competition.

HOME TEAM

The home team will be the team which appears first on the game schedule. Uniforms- The **HOME team will wear LIGHT** colored uniforms and the **AWAY team will wear DARK** uniforms. The home team will supply the game balls (3). The game balls will be subject to Referee approval. The AWAY team will be required to change jerseys in the event of a color conflict. If an alternate jersey is unavailable, the away team may wear pennies to differentiate the two teams.

SIDELINE SELECTION

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



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south or east side of the half line. No one will be allowed behind the goal areas except when in transit.

FORFEITS AND BYES

All teams who forfeit will have the games(s) scored a 0-3 loss. The winner will be awarded a full 10 points (6 for the win, 3 for goals and 1 for a shutout). Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. Byes will be scored and tournament points awarded the same as a forfeit.

PROTESTS

No protests will be allowed.

DISPUTES

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

AWARDS

Individual awards (medals) will be presented to the first and second place teams of each division. In addition, each champion will receive a team trophy.

GENERAL INFORMATION

FIELD SET UP AND CONDITIONS: It is the responsibility of each team to treat the facilities with care. The tournament expects that each team clean up their sidelines and/or pre-game gathering areas of all debris and trash, including tape, immediately after each game.